

ORCS OF THE ETERNAL ZENITH

A Pathfinder Roleplaying Game Compatible TRIBES supplement by David Posener



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The golden hush of midday bakes the rocky slopes of Marred Peak, scorching the hands of the orcish penitents sweltering before their shining prophet, Granalak Searshriek. The orcs, inspired by an ill-advised missionary, turned to worship the violent, burning aspect of the sun with a ferocious zeal. Guided by divine insight, Searshriek constructs a vast machine of cold iron, mewling imprisoned fey and hard, faceted gemstones to harness the noonday sun and tear a hole in reality. This imposing Zenith Engine looms atop the blistered rock of Marred Peak, opening a gate into the burning heart of the sun, and threatening to bring endless conflagration into the world.

In the teeming human cities, orcish adherents to Searshriek's damned philosophy infiltrate the dazzling halls of Darlen's faith, spreading the corrupt cancer to the heart of civilisation. The secret doctrines of the Eternal Zenith Heresy, whispering like a burning wind, threaten to undermine the fabric of the church, and cause a violent schism within the ranks, bringing the War of the Burning Light to the cities of man.



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BONUS MATERIAL

Thank you for purchasing *Orcs of the Eternal Zenith*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

ERRATA

We would like to think *Orcs of the Eternal Zenith* is error free and that no mistakes have crept in during design. However, we are realists. So in that spirit, we shall post errata three months after first release on ragingswan.com. We won't correct typos, but we will correct any game mechanic or balance issues that come to light.

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ABOUT THE DESIGNER

David started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED our random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible Frankenstein combination of historical epic, gritty survival horror and *Flight of the Concords*-style song-filled whimsy.

He is yet to live down naming a NPC "The Crimea Reaver".

David adores his long-suffering wife, Angela, and two sons, Matthew and Nicholas, who, frankly, have no idea what he's talking about most of the time. David is based in Sydney, and his work as a Logistics Consultant, much to his disappointment, contains fewer undead-filled warehouses and demon-possessed forklifts than he was led to believe.

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Published by Raging Swan Press
1st printing, November 2011

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*The sun rises anew behind
dagger-shaped Marred Peak,
a blistering harbinger of
the next eclipse of the weak*

*Our river is a silent, broken
checkerboard of mud
The despondent well now waits alone
to drink the spilling of our blood*

*Our prayers reach out to Darlen to
slake this thirst for water
The Eternal Zenith orcs instead
quench themselves with slaughter.*

STAT BLOCKS BY CR

CR		PAGE
1/2	Orc Berserker (CE orc barbarian 1)	15
1/2	Orc Adept (CE orc adept 2)	15
1	Orc Sun-Thrower (CE orc barbarian [hurler] 2)	14
1	Orc Ironwright (CE orc expert 3)	14
3	Orc War Leader (CE orc barbarian 2/fighter 2)	17
4	False Prophets (CE orc rogue [rake] 5)	16
4	Orc Inquisitor (CE orc inquisitor 5)	17
5	Confined Lurkers in Light	13
6	Shamilik (CE male young orc witch [shadow] 8)	20
7	Gnawfoul (NE female advanced orc fighter 7)	16
8	Ankator (CE male salamander wizard [transmuter] 4)	18
8	Grenalak Searshriek (CE male orc barbarian 1/oracle [incandescence] 8)	19

NEW SPELLS

2ND-LEVEL CLERIC/ORACLE SPELLS

Blister: Target incurs a -2 penalty on attacks, skills and checks.

4TH-LEVEL CLERIC/ORACLE SPELLS

Lesion: Ray inflicts cancerous lesions on target

Phototheurgy: Retains cast spells in illuminated areas

NEW MAGIC ITEMS BY COST

GP		PAGE
28,030	Dawn Chorus	12
32,301	Rays of the Sun's Wrath	12
—	Tome of the Eternal Zenith (cursed)	13
—	The Zenith Engine (Minor Artefact)	13

NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Ignite Weapon	Tribal membership (Eternal Zenith), BAB +1	Weapon deals 1d4 fire damage.
Ignite Weapon, Improved	Tribal membership (Eternal Zenith), BAB +6, Ignite Weapon	Weapon deals 1d6 fire damage. Subjects catches on fire on critical hit.

READING STAT BLOCKS

Orcs of the Eternal Zenith 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 blocks 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.

ORCS OF THE ETERNAL ZENITH

ORCS OF THE ETERNAL ZENITH

As with most orcish tribes, the group now named as the Orcs of the Eternal Zenith are a conglomerate of the destitute remnants of broken tribes, feral offspring, wandering foreign pariahs and wretched females abducted or bought, in exchange for other trifling chattels, from other clans.

The clan has taken many names, steered by the whim of the most physically powerful orcish despot, such as the Engulfers, Daemon-Tearers, Dusk's Teeth, and the Spinecrunchers. Each transient king warred, fought, fell and was forgotten as a new tyrant replaced the last.

A year ago, an idealistic priest of the Sun God Darlen, Ecclesiarch Trobeir Kinsmead, noted these endemic, futile cycles of death within the orc tribes, and vowed to bring these primitive peoples into the light of civilisation. Gathering relics of the faith, including the *suggestion*-laced *Tome of the Eternal Zenith*, and a group of zealous missionaries, Trobeir marched into the mountains eager to convert the orcish infidel.

Their missionary zeal was matched by the orcs' snarling ferocity, and the members of the doomed group fell or surrendered within a week. Trobeir survived the slaughter, only to fester in the darkest of the orcs' monstrous prison pits.

The orcs pillaged the missionaries' relics, including the *Tome of the Eternal Zenith*, which fell into the hands of Granalak, one of the few literate orcs in the tribe. He dutifully scoured the golden-bound book for treachery or hints of treasure and soon the *suggestions* within overwhelmed King Harantok's trusted lieutenant, transforming him to a misguided worship of Darlen. Granalak demanded access to Trobeir for insights into his new fiery patron – insights which he extracted with burning torture. Filled with magically influenced faith, Granalak cultivated a secret cult of followers and eventually overthrew King Harantok. Claiming rulership of the tribe, he demanded unwavering obeisance to himself and Darlen.

ECOLOGY & SOCIETY

The orcs of the Eternal Zenith live to serve Granalak's apocalyptic vision; dissent is met with torture utilising the sun's burning rays, earning the prophet the epithet "Searshriek."

The orcs rank members of the tribe by their perceived piety, a subjective measure controlled by Granalak's cruel whim. Outward displays of religious fervour are commonplace, with warriors daubing crude yellow circles on their armour and their grunted speech is filled with praise of the sun.

The tribe is united in a single purpose under Granalak, the construction of a massive cold iron and gemstone edifice named the Zenith Engine. The device captures concentrated sunlight through an array of gemstone lenses and draws power from four

wretched lurkers in light imprisoned within the dark recesses of the metal behemoth. Granalak's salamander ally Ankator designed the vast machine to breach the walls between the Prime Material Plane and the Elemental Plane of Fire.

Nomenclature: The orcs' names are short and guttural, and many are those of mighty historical warriors or ancestors. Examples include Ardda, Cror, Derger, Grank, Lerh, Mragh, Streg, Triz, Vernnick and Zrack.

RELIGION

Granalak's massive ego, when confronted with a magical compulsion to worship Darlen, immediately rationalised that the benevolent orthodox tenants of the deity's worship were false. The oracle corrupted the scripture into his own image, exalting his own bestial, violent desires as the pinnacle of righteousness.

While the orcs in their trembling exaltations cry out to Darlen, he ignores their heretical beliefs, granting no spells to their clerics or other divine casters. The powers Granalak and his inquisitors receive originate directly from the incandescent core of the sun itself. Religious rites, completely fabricated by

"The sun burns, the light blinds, heat withers the weak, and there is no mercy beneath the pitiless blue sky."

Granalak, involve live sacrifices, torture through burning, or whatever debased inspirations flit through his head. Granalak keeps Trobeir alive in a subterranean torture chamber, and continually extracts sacred knowledge to conduct his rites,

torturing the missionary if he refuses, or provides answers that displease the orc oracle.

Granalak has ordered the infiltration of Darlen's churches within human lands, a move designed to spread his insidious philosophy. The false prophets, disguised as humans, have convinced some of Darlen's faithful to establish secret cabals within the church hierarchy devoted to the worship of the burning, cruel aspect of the sun. Granalak hopes to convert enough of these priests to overthrow the existing order and remake the church of Darlen in his own image.

IN YOUR CAMPAIGN

Orcs of the Eternal Zenith design enables a GM to easily insert the orcs into a home campaign. A GM can slot Marred Peak into any one of the existing mountain ranges with a campaign world, with the orcs emerging undetected and beginning their work on the Zenith Engine.

While Granalak's obsession focuses on the sun god, the orcs could alternately worship any demon lord or other evil power with a fiery aspect. Alternatively the focus of the cult could be a dangerously powerful creature such as a red dragon or efreet who use the orcs as loyal minions.

LAIRS

The orcs, now fervent disciples of the sun, eschew the dark holes and warrens they previously kept. They spill out onto the rocky slopes of Marred Peak dwelling in a ramshackle muddle of tents and dilapidated hovels of heaped stones. The residual heat from the Zenith Engine keeps the cold nights at bay sufficiently to ensure their comfort. Beneath Marred Peak stretch the old warrens and pits, now mostly abandoned except for the prison pits where the mad and terrified Trobeir languishes.

Marred Peak and The Zenith Engine: A near-vertical 300 ft. cliff protects Marred Peak's summit where the Zenith Engine stands. The orcs have hammered in a series of iron poles linked with a stout chain to help with the climb (DC 10 Climb check).

The Zenith Engine occupies a 150-ft. radius hemisphere at the summit, a painfully angled splay of thick metal arms resembling a dying clockwork spider. Four of the arms hold cold iron pods containing the enslaved lurkers in light. During the operation of the Zenith Engine, rivulets of molten rock flows from the caldera and pools at the base of the machine.

Cave Entrances: At the eastern edges of the lower and upper settlements are cave entrances leading into the bowels of Marred Peak and the old warrens.

Upper Settlement: The upper settlement houses most of the tribe, including Granalak, his inquisitors and the work teams slaving over the construction of the Zenith Engine. At all times, there are at least 30 orcs active in the upper settlement.

Lower Settlement: The lower settlement is the barracks for the tribe's warriors and sub-chieftains. An ancient watchtower, built by a forgotten, fallen empire, looms above, and is constantly manned by two groups of Orc Raiders (page 14).

Old Warrens: The warrens beneath Marred Peak are all but abandoned, but for a few unfortunates banished from Granalak's sight who are forced to subsist in the fetid darkness.

Prisons: Deeper even than the orcs' warrens are the prison

pits in which the orcs keep their wretched prisoners. A group of guards (use the Orc Raiders encounter [page 14]) watches over Granalak's prize captive, Ecclesiarch Trobeir Kinsmead.

Armoury: This smoke-filled chamber is one of the few underground areas still in use, here orc smiths roughly hammer out an arsenal of chakrams and flails.

King's Lair: Granalak refuses to lair underground, and has gifted this large cave to Ankator's use. The salamander has filled the cavern with his tools and mechanical experiments in sprawling heaps. A lava tube, bored by molten rock from the Zenith Engine passes near this chamber, making it the warmest underground location – a luxury Ankator enjoys.

COMBAT & TACTICS

The warriors of the Eternal Zenith are ferocious and yearn for combat. Typically, the orcs are ill-disciplined, and fight as a pack of wild individuals, caring nothing for their allies. The only exception is any band trained by the pariah Gnawfoul, whose imposing presence imposes a veneer of tactics. The orcs have a predilection for using burning chakrams and flails in combat, showing their piety by using weapons shaped like the shining circle of the sun. Roving bands of the rank-and-file berserkers of the tribe work themselves into a chanting frenzy before throwing their chakrams and charging directly into close combat.

Victorious orc warriors gouge the eyes from their slain opponents and impale them on sharpened sticks facing east to capture the sun's first light. Even the most bloodthirsty orc blanches at the thought of depriving an enemy the sight of the glorious sun.

The ironwrights slaving over the construction of the Zenith Engine defend their work with a barrage of volatile chemicals used in the metallurgical process. These artisans fight to the death to defend their gigantic iron child.

Stalking amongst the tribes members are Searshriek's

TRIBAL LORE

A character making a Knowledge (local) check may know some information about the tribe. A successful check reveals all information gained by a lesser check.

DC 11: This orc belongs to the Eternal Zenith tribe, hailing from the slopes of Marred Peak. The tribe worships a pitiless aspect of Darlen, the Sun God.

DC 16: The lands around Marred Peak are experiencing the hottest summer in decades, with crop blight and drought now commonplace. The weather changes relate to an unearthly glow emanating from the mountain's apex.

DC 21: The Eternal Zenith follow an orc oracle named Granalak, who prophesises an apocalyptic conflagration to bring the sun directly into this world. Rumours persist of a secret society within Darlen's church, sympathetic to these tenants.

DARLEN

LG god of Law, Order, Justice and the Sun

Epithets: The Justicar, the Shining Light, the Noble One;

Symbol: The rising sun; **Domains:** Good, Law, Protection and Sun; **Favoured Weapon:** Longsword; **Raiment:** Voluminous, white cowed habits.

Teachings: The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

Holy Texts: Darlen's teachings are set down in the *Scripture of Law* – a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries.

handpicked lieutenants, orcs chosen for their cruelty and loyalty. These inquisitors ensure the tribe's piety, applying brutal punishments to blasphemers. In combat, the inquisitors demoralise their opponents before attacking. They use their judgement ability to enhance their hit chance, and expend their bane ability on unbelievers at the first opportunity.

Infiltrating orc heretics, disguised as humans, only attack if their work is exposed or if a particular individual is targeting for assassination. When attacking, the false prophets use their *wands of resist energy* before igniting their oil-soaked faces and biting their enemies. The sight of the waxen disguises melting from their self-immolated faces is terrifying to behold.

NOTABLE INDIVIDUALS

Granik the Steelspeaker: This enormous, obese orc is the first of Ankator's apprentices. Granik (CE male orc expert 6) is an unconventional master of metallurgy and mechanical construction, driven by his love of the feel of rusting steel. Granik is a harsh taskmaster, and his indifference to his lackeys means the Zenith Engine's foundations double as a mass grave.

Rarge: An extremely dim-witted orc, Rarge (CE male orc barbarian 6) is unsurpassed in his physical prowess. He is yet to understand the change in the tribe's power structure, and does not understand the need to worship Darlen. Rarge rots in the dungeons beneath Marred Peak for his blasphemy, suffering through the inquisition's inventive tortures.

Gope: Gope (CE male orc rogue 4) is Granalak's favourite enforcer, calling on those in the tribe requiring "motivation". Gope, dressed in his battered, bright red coat, likes it best when called on to murder an orc's family while the chosen orc dines sumptuously in Granalak's tent.

Raarch: A blue-flamed fire elemental called by the Zenith Engine soon after its construction, Raarch (N advanced Large fire elemental) is kept as an honoured guest by Granalak. Raarch enjoys bathing in the heat of the Zenith Engine while it operates.

Ecclesiarch Trobeir Kinsmead: Trobeir (NG human cleric of [Darlen] 7) hangs from iron shackles in the depths of Marred Peak. His legs are charred stumps, burnt away during Granalak's unrelenting tortures. Trobeir is barely lucid and reacts in terror to any intrusion into his dark hole, anticipating further interrogation from his orcish captor.



ENCOUNTERING THE ETERNAL ZENITH

For every day or night the PCs spend on Marred Peak, or its foothills, they have a 15% chance of encountering some of the mountain's denizens. (This chance rises to 25% at night, if the PCs build a campfire in an exposed locale). If an encounter is indicated, use the table opposite to determine what creatures the PCs meet. Alternatively, use the Hill/Mountain encounter tables presented in the *Pathfinder Roleplaying Game Bestiary*.

The Eternal Zenith also travels widely in warbands, raiding caravans and other travellers for religious documents and Darlen's holy men to sate Granalak's appetites and gemstones with which to construct the Zenith engine. These raiders loot their victims specifically for these items, often leaving other valuables in the ruins. The Orc Raiders encounter (page 14) replaces the 01-05 result on the Plains and Forests encounter tables in the *Pathfinder Roleplaying Game Bestiary*.

In urban settings, the PCs may encounter secret cabals of cultists of the Eternal Zenith, either purchasing religious relics, infiltrating the sun god's conclaves to influence others into the heresy or kidnapping and murdering influential orthodox priests of Darlen. The Infiltrators encounter (page 17) replaces the 01-05 result on the standard Urban encounter table.

D20	EL	ENCOUNTER	PAGE
1-10	Var.	Use the standard Hill/Mountain encounter table.	<i>Bestiary</i>
11-15	5	Orc Raiders This band are searching the hills for travellers to waylay and loot.	14
16	5	Inquisitors Searching for a few heretical orcs who have recently fled Marred Peak, these orcs stumble upon the PCs.	15
17-18	6	Rampaging Elementals Four Small fire elementals led by a Medium fire elemental rampage through the hills setting fire to everything flammable they come across.	<i>Bestiary</i>
18-19	8	Infiltrators Either setting out or returning from a mission against a nearby church of Darlen, these infiltrators pose as lost pilgrims.	17
20	9	Gnawfoul's Hunt Bored, Gnawfoul has led a few orcs into the hills in search of loot. Two inquisitors have attached themselves to the group to make sure no heretical activity occurs.	17

TERRAIN FEATURES

Consider adding some of these terrain features to encounters on Marred Peak to reward tactical play.

Stealth and Detection: The normal distance at which a Perception check can be made to detect the presence of nearby creatures is 4d10 x 10 feet. Certain peaks and ridgelines, of course, offer better vantage points.

Cave (Small): Many small caves pockmark Marred Peak. The entrance to such caves is 1d2 x 5 ft. wide and 2d4 x 5 ft. deep. The rear of these caves may lead to tunnels that intersect with the orc holdings beneath the mountain.

Cliff: A character requires a DC 15 Climb check to scale a cliff.

Lava Tube: The heat of the Zenith Engine has liquefied the rock beneath the mountain, causing rivulets of molten rock to pour from the slope. The resultant cylindrical lava tubes are 1d4 x 5 ft. wide and 2d10 x 50 ft. deep. While the Zenith Engine is in operation, these tubes are filled with magma, which deals 20d6 fire damage per round to any creatures within the tube.

Loose Rocks: The rocks underfoot are slippery and unsafe. A character running or charging across the rocks must make a DC 12 Acrobatics check. Success indicates the character crosses the

area without incident. A character failing the check stops in the first square he enters. A character failing the check by 5 or more falls prone.

Rock Wall: This vertical plane of rock requires a DC 25 Climb check to scale. A typical rock wall is 2d8 x 10 feet high.

Rubble (Light): Small rocks are strewn across the ground, increasing the DC of Acrobatic checks by 2.

Rubble (Dense): Rocks of all sizes cover the ground. It costs 2 squares of movement, to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

Slope (Gradual): This slope does not impede movement, but it grants the benefit of higher ground (+1 on melee attacks) against opponents below them.

Slope (Steep): Characters moving up a steep slope must spend 2 squares of movement to enter a steep slope square. Characters running or charging downhill must make a DC 10 Acrobatics check. A character failing this check stumbles and ends its movement 1d2 squares later. A character failing this check by 5 or more falls prone in the square in which it finishes this movement. A steep slope increases the DC of Acrobatics checks by 2. Characters on a slope gain the benefit of higher ground (+1 on melee attacks) against opponents below them.

ALTERNATIVE RACE & CLASS FEATURES

ALTERNATIVE RACIAL TRAITS

The following racial traits replace standard orc racial traits:

Lackey: Some orcs have a predisposition for fawning servitude toward more powerful personalities. Orcs with this racial trait suffer -1 to saving throws against enchantment effects. Bluff, Diplomacy and Intimidate checks receive a +1 bonus against the orc. This racial trait replaces the light sensitivity racial trait.

Darkblind: Orcs living on the surface can acclimatise themselves to the bright sunlight at the cost of their darkvision. Orcs with this racial trait lose their darkvision. This racial trait replaces the light sensitivity racial trait.

ALTERNATIVE CLASS FEATURES

The cult leaders of the Orcs of the Eternal Zenith have developed unique oracle class features:

Oracle Curse (Cackling Megalomania; Ex): You have an insatiable desire to explain your obvious inherent superiority to your enemies. Every 1d4 rounds, you must attempt to demoralise any unshaken enemies with an Intelligence score of 6 or greater within 30 feet. You may make this Intimidate check as a move action. At 5th level any creature you demoralise remains shaken for an additional 1d4 rounds. At 10th-level you receive the *metamagic adept* power as an arcane bloodline sorcerer equal to your oracle level. At 15th-level you may move up to your speed as part of an Intimidate check to demoralise.

Oracle Mystery: Incandescence.

Class Skills: An oracle with the incandescence mystery adds Disguise, Fly, Intimidate and Perception to her list of class skills.

Bonus Spells: *endure elements* (2nd), *blister* (4th [page 11]), *daylight* (6th), *phototheurgy* (8th [page 11]), *flame strike* (10th), *true seeing* (12th), *sunbeam* (14th), *sunburst* (16th), *prismatic sphere* (18th).

Revelations: An oracle with the incandescence mystery can choose from any of the following revelations.

Blinding Light (Su): Once per day you radiate a 60-foot-radius aura of blinding light as a standard action. Creatures within the affected area must make a Fortitude save or be permanently blinded. You must be at least 13th-level to select this revelation.

Brilliant Aura (Su): You are constantly surrounded by a *light* spell. If this effect is dispelled, it resumes automatically on your next turn. At 7th-level the *light* radius is doubled. At 17th-level the *light* radius equals 400 feet plus 40 feet per level.

Channel (Su): You can channel energy like a cleric except that you can choose to channel positive energy to harm undead (but not cure living creatures) or channel negative energy to harm living creatures (but not cure undead). You use your oracle level

as your effective cleric level when determining the amount of damage inflicted and the DC needed to halve the damage. You cannot use your channel energy ability to cure creatures. You can use this ability a number of times per day equal to 1 + your Charisma modifier.

Focussed Gaze (Su): As a standard action, you project an incandescent beam of light from your eyes as a ranged touch attack (range 120 feet) that deals 1d6 of fire damage +1 point for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Light Jump (Su): As a standard action, you assume the form of a brilliant arc of light, teleporting yourself to another location, as *dimension door*. Both the start and end locations must be in bright light. You can use this ability a number of times per day equal to 3 + your Charisma modifier. You must be at least 9th-level to select this revelation.

Light Of Truth (Su): Any spell with the light descriptor you cast also pierces illusions within its radius, as *true seeing*. You must have the revealing radiance revelation and be at least 17th-level to select this revelation.

Power of the Zenith (Su): During the hours before and after noon when you can see the sun, you cast one spell as if it were modified by Empower Spell, Extend Spell, Silent Spell or Still Spell without increasing the spell's casting time or level.

Radiant Armour (Su): The light that surrounds you grants a deflection bonus to your AC equal to your Charisma modifier. In areas of dim light the bonus is halved. In natural darkness or within the area of a 3rd-level or higher spell with the darkness descriptor, the bonus is negated. You must be at least 7th-level to select this revelation.

Revealing Radiance (Su): Any spell with the light descriptor you cast also negates all forms of invisibility, as *invisibility purge*, within the radius of normal light generated by the spell.

Sunshield (Ex): You take half damage from fire effects and spells such as *searing light*, *sunburst* or the light rays of a lantern archon. This resistance increases to 10 at 5th-level and 20 at 11th-level. At 17th-level, you become immune to fire damage.

Wrathful Corona (Su): Three times per day you gain an arc-spitting golden halo which harms creatures which attack you in melee. Any creature striking you with a natural or melee weapon (without reach) takes 1d6 fire damage + 1 point per oracle level.

Final Revelation: At 20th-level, you become a creature of pure light, with the ability to become incorporeal. You still interact normally with the corporeal world, but become immune to all nonmagical attack forms and take half damage from magic weapons, spells, spell-like effects and supernatural effects. You take full damage from other incorporeal creatures and effects, as well as force effects.

NEW FEATS

Orcs of the Eternal Zenith introduces two new feats. Each feat is presented in the following manner:

Prerequisites: This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

Benefit: This section details what the feat enables the character to do or lists the bonuses it provides.

Special: If the feat has additional benefits (or synergistic qualities with another feat), they are listed here.

Normal: This listing is absent if not having the feat causes no particular drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

IGNITE WEAPON [COMBAT]

You have learned to fight effectively with a burning weapon.

Prerequisites: Tribal membership (Eternal Zenith), base attack bonus +1.

Benefit: As a full-round action you may apply oil to a melee or thrown weapon, or five units of ammunition. You can ignite an oil-covered weapon or five units of ammunition as a subsequent standard action, using a flint and steel, tindertwig or other flame, at any point in the next 24 hours. A burning weapon

deals an additional 1d4 fire damage on a successful hit. The oil-covered weapon burns for five rounds.

Special: If you have 5 or more ranks in Craft (alchemy) increase the damage inflicted by your weapon to 1d6.

Normal: A character without Ignite Weapon, you only inflict 1 fire damage with a burning weapon and have a 20% chance per attack of suffering 1 fire damage.

IMPROVED IGNITE WEAPONS [COMBAT]

You are skilled at inflicting searing death on your foes

Prerequisites: Tribal membership (Eternal Zenith), base attack bonus +6, Ignite Weapon

Benefit: The damage you deal with a burning weapon increases to 1d6. When you inflict a critical hit with the burning weapon, the target must succeed on a Reflex saving throw or catch fire (DC 10 + your BAB), taking 1d6 points of damage for an additional 1d4 rounds at the start of its turn.

Special: If you have 5 or more ranks in Craft (alchemy) you deal 1d8 fire damage with your weapon. This damage increase applies to the damage a target takes if it catches fire.

Normal: Without Improved Ignite Weapon, you only inflict 1 fire damage with a burning weapon and have a 20% chance per attack of suffering 1 fire damage.

NEW SPELLS

The Orcs of the Eternal Zenith use several unique spells.

BLISTER

Level cleric 2/oracle 2 (evocation)

Casting Time 1 standard action; **Components** V, S, DF

Range close (25 ft. + 5 ft./2 levels); **Target** one living creature;

Duration 24 hours

Saving Throw Fortitude negates; **Spell Resistance** Yes

You call on the sun's radiant powers to blister an enemy's skin. The target suffers terrible pain from the burns, suffering a -2 penalty on attack rolls, skill checks and ability checks.

LESION

Level cleric 4/oracle 4 (evocation)

Casting Time 1 standard action; **Components** V, S, DF

Range medium (100 ft. + 10ft./level); **Effect** ray; **Duration** instantaneous

Saving Throw Fortitude negates; **Spell Resistance** Yes

You cast forth a barely perceptible ray of ultra-violet light to form malignant growths on the target's skin. Cancerous lesions, immediately afflict the target.

- **Cancerous Lesions:** **Type** disease; **Save** Fortitude DC 17; **Onset** 1 week; **Frequency** 1/week; **Effect** 1d4 Con; **Cure** cancerous lesions cannot be naturally cured, and require a *remove disease* or *heal* to remove.

PHOTOTHEURGY

Level cleric 4/oracle 4 (transmutation)

Casting Time 1 standard action; **Components** V, S, DF

Range personal; **Target** you; **Duration** see below

This spell enables you to use the sun's burning light to recall spells of 3rd-level or lower cast in subsequent rounds. The spell's duration depends on the strength of the natural light in the area at the time of casting:

- **Bright Light:** 3 rounds.
- **Normal Light:** 2 rounds.
- **Dim Light:** 1 round.
- **Darkness:** No effect.

You must be outside to gain the benefit of this spell.

NEW MAGIC ITEMS

The Orcs of the Eternal Zenith have created several magical items (including the mighty *Zenith Engine*) since their conversion to the worship of the burning, uncaring sun.

In addition, the orcs have scavenged the equipment of slain followers of Darlen, including the shield *Dawn Chorus* (now wielded by the ferocious female warrior Gnawfoul [page 16]), *Rays of the Sun's Wrath* (now Granalak Searshriek's [page 19] personal weapon) and the *Tome of the Eternal Zenith*.

DAWN CHORUS

This round, golden shield is decorated as a gothic sun. The body of the shield is covered with a stern man's face, and two lines of razor sharp sunrays project from the shield's edge.

Aura moderate (transmutation; DC 19 Knowledge [arcana]) **Identify** DC 23 Spellcraft

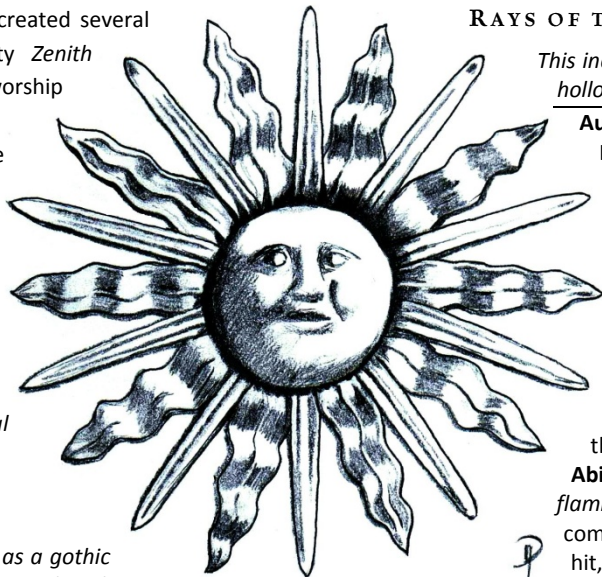
Lore (DC 15 Knowledge [nature], Craft [armour] or Profession [armourer]) The shield is crafted from forged sunlight.

Lore (DC 20 Knowledge [religion]) The musical, metallic whine of the sunrays beginning their movement match the first two bars of the hymn "Wakening of the Sun Lord". Similarly, the halting of the sunray blades plays "Dusk for an Instant".

Abilities This +2 *heavy bashing shield* is equipped with +2 *shield spikes*. When used to attack, the two rows of sunrays which gird the shield spin in opposite directions, creating a deadly scissoring effect. As a melee weapon, the shield deals 2d6 slashing damage which ignores hardness as adamantine. The virtually weightless shield is treated as a light weapon. In addition, the wearer is immune to *suggestion*.

Activation use activated; **CL** 8th

Requirements: Craft Magic Arms and Armour, *bull's strength*, *spell immunity*; **Cost** 14,015 gp; **Price** 28,030 gp



RAYS OF THE SUN'S WRATH

This incandescent circle of light resembles a hollow sunburst.

Aura moderate (evocation; DC 20 Knowledge [arcana]) **Identify** DC 26 Spellcraft

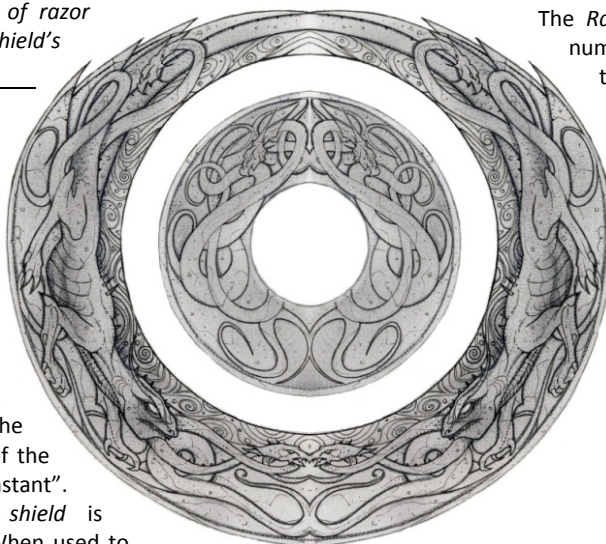
Lore (DC 5 Perception) The chakram feels uncomfortably hot to the touch, but does not burn the flesh.

Lore (DC 15 Knowledge [religion]) The markings on the chakram, while obviously dedicated to some religious purpose, do not match those of any known deity.

Abilities Three times per day, this +1 *flaming returning chakram* can be commanded to explode on a successful hit, projecting burning rays of light onto enemies within 30 feet of the target.

The *Rays of the Sun's Wrath* produces a number of rays of light equal to the thrower's base attack bonus. These rays each deal half the chakram's damage to the secondary targets as divine damage similar to *flame strike* (DC 17 Reflex halves). A creature may only be targeted with a single ray.

Activation use activated; **CL** 11th
Requirements: Craft Magic Arms and Armour, *chain lightning*, *flame strike*; **Cost** 16,150 gp; **Price** 32,301 gp



CHAKRAM

Price 1 gp; **Weight** 1 lb.; **Type** S

DMG (S) 1d6; **DMG (M)** 1d8; **Critical** x2; **Range** 30 ft.

This simple, elegant and highly portable thrown weapon has a flat, open-centred metal disc with a sharpened edge. You can wield the chakram as a light melee weapon, but it is not designed for such use; you take a –1 penalty on attack rolls and must make a DC 15 Reflex save or cut yourself on the blade (half damage, no Strength modifier). You do not need to make this save, if wearing heavy armour.

Eternal Zenith berserkers set fire to their chakrams before throwing them at their enemies.

THE ZENITH ENGINE (MINOR ARTEFACT)

This gigantic edifice of dull cold iron and brilliantly cut gemstones turns glacially, tracking the burning arc of the sun. Claw-like arrays of lenses focus the sunlight into a sphere of roiling incandescent fire.

Aura strong (conjunction and evocation; DC 24 Knowledge [arcana]) **Identify** DC 25 Spellcraft

Lore (DC 20 Knowledge [arcana]) This is the Zenith Engine.

Lore (DC 25 Knowledge [planes]) The Zenith Engine has four cold iron pods containing imprisoned fey – lurkers in light – who have a ritual power to open a *gate* to the elemental planes.

Lore (DC 30 Knowledge [planes]) The machine is incomplete; when finished, it will open a *gate* to the incandescent lands beyond reality where the ineffable, monstrous shining children dwell.

Abilities During daylight hours (4/day), the Zenith Engine can open a *gate* to the Elemental Plane of Fire. The gate allows creatures to travel from the elemental Plane of Fire to the Prime Material; such creatures are uncontrolled. An open *gate* inflicts 8d6 fire damage per round to creatures within 100 ft. This damage reduces by half for every additional 100 ft. Each time the *gate* opens, there is a 50% chance the temperature within 100 miles increases by 1°F

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*

Activation use-activated; **CL** 20th

Destruction The Zenith Engine is destroyed if it suffers 600 hp damage. The embedded gems are worth 12,000 gp.

TOME OF THE ETERNAL ZENITH [CURSED]

This solid volume is bound in polished bronze. Its pages bear elaborately illustrated capitals and elegant script.

Aura moderate (enchantment; DC 18 Knowledge [arcana]) **Identify** DC 27 Spellcraft

Lore (DC 15 Knowledge [religion]) This is a holy book of Darlen, the Sun God.

Lore (DC 25 Sense Motive) The wording of this scripture is extremely manipulative, if not magically so.

Abilities The holy text of the *Tome of the Eternal Zenith* is enchanted with a *comprehend languages* spell, allowing any creature to understand the writing. A creature reading the tome in full (a process that takes 2 hours) is affected by four heightened extended *suggestions* (DC 16), requesting the reader worship Darlen and read the book every 12 hours.

Activation use-activated; **CL** 12th

Destruction hardness 4, hp 20

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

MINOR ENCOUNTERS

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

INQUISITION (EL 5; XP 1,600)

Opponents Orc Inquisitor (1), Orc Adept (4)

EL 4 (1,200 XP) Remove four Orc Adepts; **EL 7 (3,200 XP)** Add one Orc Inquisitor.

Morale The orcs fight to the death.

Terrain mountain/hills; **Encounter Distance** 4d10 x 10 ft.

This cabal is tasked with rooting out those who do not swear loyalty to Granalak. In combat, the inquisitor favours casting *heat metal*, *flames of the faithful* and *divine favour*.

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 RAIDERS (EL 5; XP 1,600)

Opponents Orc War Leader, Orc Sun-thrower (2), Orc Berserker (4)

EL 4 (1,200 XP) Remove Orc War Leader; **EL 6 (2,400 XP)** Add two orc sun-throwers and two orc berserkers

Morale Filled with fury, the orcs fight to the death.

Terrain mountain / hills, plains, forest; **Encounter Distance** 4d10 x 10 ft., 6d6 x 40 ft., or 2d8 x 10 ft.

This group is intent on pillage, specifically to obtain gems for the Zenith Engine, religious writings explaining Darlen philosophy, or priests of Darlen for capture and interrogation by Granalak. In battle they are direct, the berserkers rumbling into the fray, while the sun-throwers and warleader barrage the enemy with flaming chakrams. The orcs rarely fight co-operatively, facing their enemies in single combat where possible to steal glory for themselves.

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)

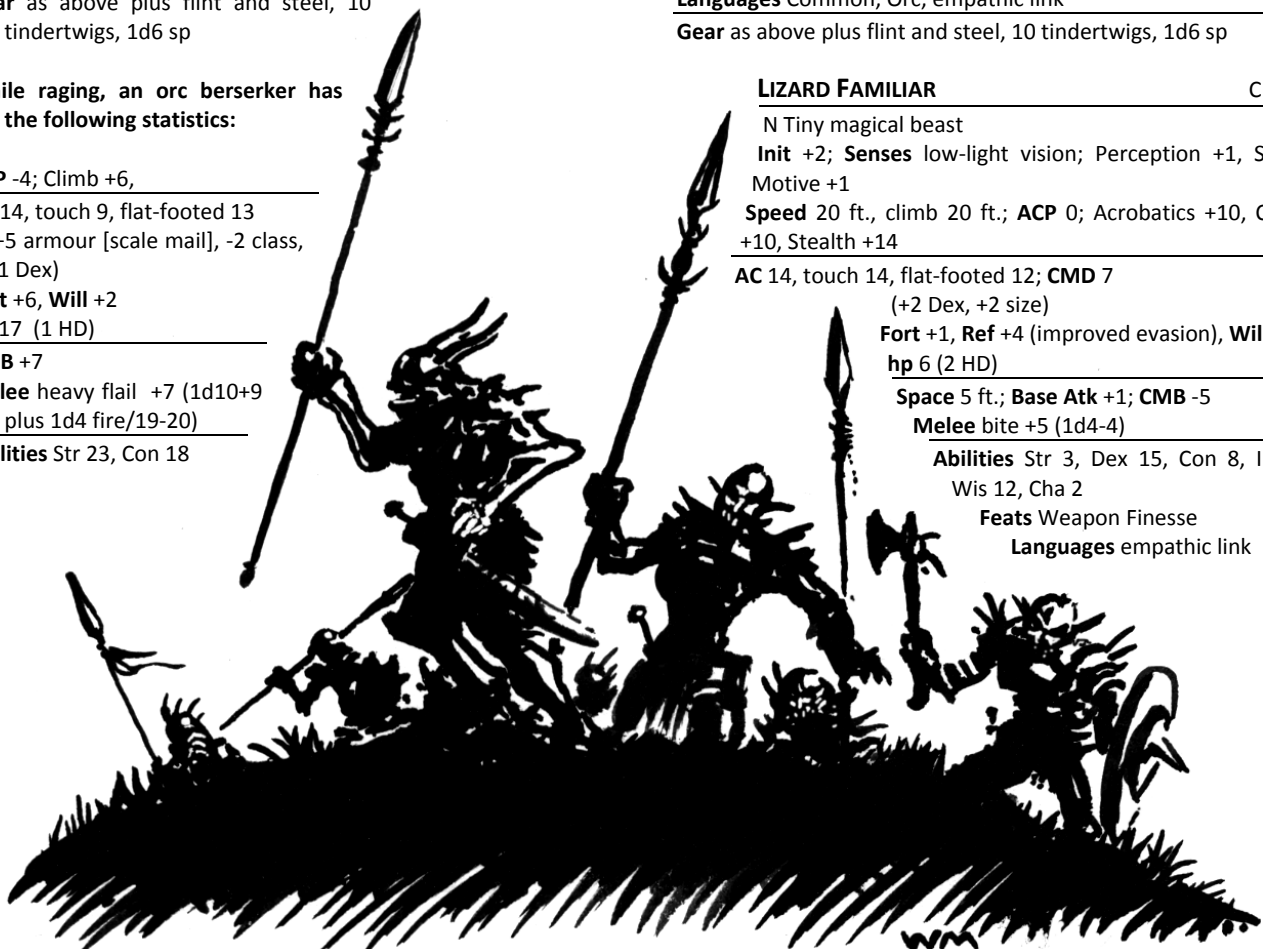
Weakness lackey**Fort** +1, **Ref** +2, **Will** +4 (+3 vs. enchantments)**hp** 12 (2 HD) ferocity**Ferocity (Ex)** An orc remains conscious and can continue fighting even when its hp total is below 0. The orc is still staggered and loses 1 hp each round.**Space** 5 ft.; **Base Atk** +1; **CMB** +3**Melee** 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

MAJOR ENCOUNTERS

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

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) Gnawfoul 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) Gnawfoul 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

Gear as above plus 34 sp

GNAWFOUL

Gnawfoul is the tribe's premier warrior, gifted with considerable natural advantages thanks to centuries of selective orc breeding. Her *womanly* status, and the tribe's rampant misogyny, prevents her rising to any kind of leadership position. This excludes her from the tribe's affairs, a state of affairs which Gnawfoul is untroubled by after two decades of near exile.

Background: Gnawfoul is the last surviving descendant of eighteen generations of orc kings. The tribe's witches and warlords anticipated the birth as a change in their miserable fortunes, a newly born leader to bring victory.

Gnawfoul then had the temerity to be born a girl – a robust and clever girl – but nevertheless ineligible for leadership of the tribe. Gnawfoul was all but exiled from her family after the

disappointment, and taken as a wife on her ninth year by one of the hold's slavemasters. This arrangement lasted precisely twenty-seven minutes before the sweating slavemaster perished beneath Gnawfoul's vicious, stabbing blade.

Personality: Gnawfoul is phlegmatic about her fate, instead taking out her many frustrations on the tribe's enemies. She couldn't care less about Granalak's bizarre beliefs.

Mannerisms: Gnawfoul has a long-suffering, wry smile that she adopts often when trying to explain things to other orcs.

Distinguishing Features: Gnawfoul keeps herself and her belongings clean and well-groomed. Her long, green hair is pulled back into an elaborate braid.

Hooks: The PCs can encounter Gnawfoul alone in one of the caves littering Marred Peak. She can be persuaded with a DC 35 Diplomacy check to lead a revolt against Granalak.

Tactics: Gnawfoul prefers close combat.

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

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

INFILTRATORS (EL 8; XP 4,800)

Opponents False Prophets (4)

EL 6 (2,400 XP) Remove two False Prophets; **EL 9 (6,400 XP)** Add two Orc Inquisitors.

Morale The group fights to the death.

Terrain urban; **Encounter Distance** 2d8 x 10 ft.

These orcs are infiltrating a church of Darlen to corrupt the congregation into worshiping the sun's violent, merciless aspect. In a prolonged fight, they use *wands of resist energy* before igniting their oil-drenched faces and viciously biting their enemies, as their waxen disguises horrifically melt.

GNAWFOUL'S HUNT (EL 9; XP 6,400)

Opponents Gnawfoul (1), Orc Warleaders (2), Inquisitors (2)

EL 8 (4,800 XP) Remove both Orc War Leaders; **EL 10 (9,600 XP)** Add four Orc War Leaders.

Morale The group fights to the death.

Terrain mountain/hills; **Encounter Distance** 4d10 x 10 ft.

Gnawfoul leads a small hunting party of elite orcs through the hills. Her instinct is to slay any she encounters, but the inquisitors try to capture obvious followers of Darlen. The Orc War Leaders charge into battle, but defer to the inquisitors.

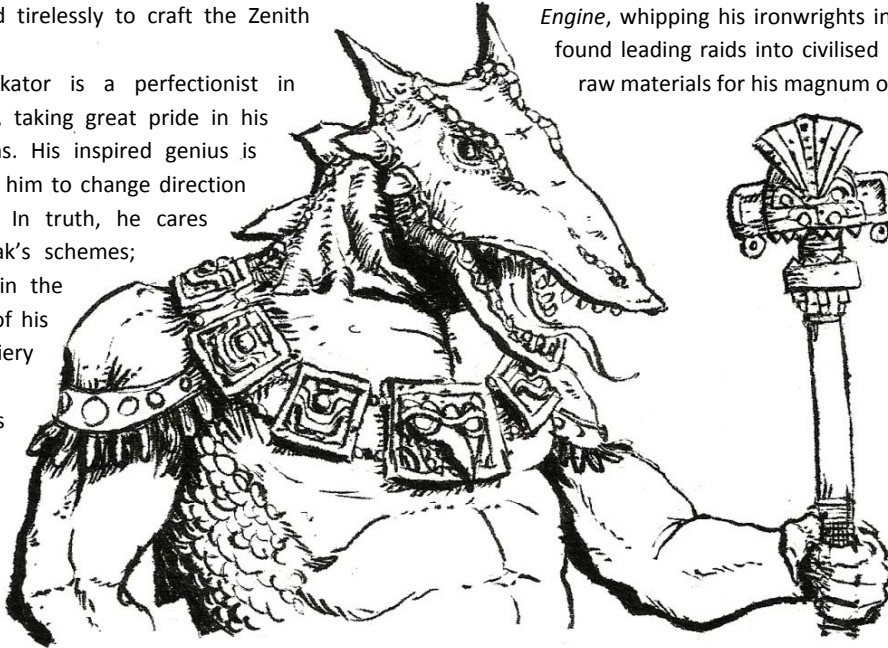
PERSONA: ANKATOR

Ankator is the salamander engineering mastermind behind the design of the Zenith Engine.

Background: Ankator was the first elemental fire creature called from the lurker-in-lights' *gate*, leaping into the Prime Material Plane to escape his efrete overlord. At first dismayed to be surrounded by orcs, he quickly appreciated the gullibility lurking within Granalak and offered to construct a mighty machine to call forth the burning radiance of the sun. Since then, Ankator has worked tirelessly to craft the Zenith Engine.

Personality: Ankator is a perfectionist in everything he does, taking great pride in his mechanical creations. His inspired genius is fickle, often causing him to change direction within his designs. In truth, he cares nothing for Granalak's schemes; rather he delights in the slow siphoning off of his once-overlord's fiery servants.

He loves watching the effects of his beloved fire on those he stakes out near the Zenith Engine



Mannerisms: Ankator's corona of flames changes colour based on his mood. Ankator fidgets with his jewellery, when he is deep in thought.

Distinguishing Features: The salamander wears a prince's ransom in gold and silver jewellery. He carries a sceptre of gold studded with scores of tiny, translucent gemstones that creates a dazzling display of lights when exposed to light.

Hooks: Ankator is primarily encountered around the *Zenith Engine*, whipping his ironwrights into shape. He can also be found leading raids into civilised lands to procure the vital raw materials for his magnum opus.

Tactics: Ankator seems, at first, to be a mild-mannered creature. If the salamander is threatened, he casts *bull's strength* before tearing his enemies apart in a vivid sanguine orgy. If seriously threatened, Ankator casts *pyrotechnics* on himself to create a cloud of smoke and flees.

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

PERSONA: GRANALAK SEARSHRIEK

Blurred, confused visions of Darlen and a fiery all-consuming conflagration fill Granalak's dreams, brought on by the onslaught of magical suggestion from the *Tome of the Eternal Zenith*.

Background: Granalak belonged to a decimated tribe, which amalgamated three years ago into the clan which became the Eternal Zenith. A veteran warrior of many bloody raids, Granalak became one of King Harantok's most reliable lieutenants before his magically-induced conversion.

Personality: Granalak recently added megalomania to his rampant ego, violent bursts of anger and arrogant cruelty. Granalak constantly pontificates to his minions, obsessed with his divine mandate to rule and apocalyptic visions wrought by the clash of compulsion magic and deep-set orcish psychology.

Mannerisms: When pontificating, Granalak slavers uncontrollably, unleashing effervescent, grey foam from his toothy maw.

Distinguishing Features: On his conversion to Darlen, Granalak dipped his magically protected face in molten gold, creating a permanent shining mask. He wears a gaudy mishmash of holy vestments and accoutrements looted from unfortunate

priests of Darlen.

Hooks: Exploring a new village, the PCs encounter a mob of starving, weary farmers. The everlasting heat emanating from Marred Peak is blighting crops and drying up wells. Alternatively, the PCs hear of a massive ruby, the Crimson Heart, stolen by the orcs of Marred Peak. Granalak intends on using the Crimson Heart as the heart of the Zenith Engine.

Granalak can also be encountered within human society, influencing Darlen's faithful (even attending the god's grand conclave to gain more likeminded human followers).

Tactics: Granalak typically has circles of lackeys to warn of impending danger, granting him time to cast *bleed*, *divine favour*, *eagle's splendour* and *protection from energy*. During combat the orc, influenced by his cackling megalomania, uses move actions to demoralise foes and *Rays of the Sun's Wrath* (with Vital Strike) or casts offensive spells. (Granalak loves *searing light*). If infiltrating human society, Granalak enjoys casting *lesion* on unsuspecting rivals and fleeing the scene. He offers no mercy to his foes, and expects none in return, fighting to the death to defend the Zenith Engine.

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*, *enthral* (DC 15)

1st—*bleed*, *cure light wounds* (3), *divine favour*, *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

PERSONA: SHAMILIK

Shamilik the wizened runt is the last, and oldest of the tribe's traditional orcish shamans, to survive Granalak's bloody pogrom. Shamilik lurks in the dark places of Marred Peak, providing respite to other heretics and succour from Granalak's unrelenting inquisition.

Background: The elders of the tribe selected Shamilik at a young age as having the aptitude and disposition to serve with the tribe's shamans. After years of mistreatment as the tribe's runt (reflected in his statistics as the young template) he gained sufficient power to start quietly murdering all those who wronged him. At the time of Granalak's rise, Shamilik fled rather than acquiesce to the ruination of the tribe's culture and is now the only surviving shaman of the old ways. Since then, he has lurked in the dark places of the orc pits plotting his attack on Granalak new order.

Personality: Shamilik is bitter and resentful at his exile, plotting constantly to cause Granalak's downfall. Otherwise, the shaman is quiet and withdrawn, and often falls into depressive brooding finding solace only in the lonely darkness. He loves his only friend – Pincher, his familiar – and often talks to it when he believes his is unobserved.

Mannerisms: Shamilik walks in a permanent hunch, and squints severely in the presence of any light sources. He cowers from any attack.

Distinguishing Features: The ancient shaman walks with a pronounced limp, thanks to a never-healed fracture in his leg. Half of the old orc's teeth are missing, which renders his lisping speech nigh-on unintelligible.

Hooks: Filled with the thirst for revenge, Shamilik can approach the PCs with an offer to overthrow Granalak in exchange for the route beneath Marred Peak or even some of

the precious metal and stones used to create the blasphemous *Zenith Engine*.

Alternatively, Shamilik ambushes the PCs in the dark beneath Marred Peak as they attempt to rescue a prisoner of the Eternal Zenith tribe.

Tactics: Shamilik uses his extended darkvision range to his advantage when fighting underground, casting spells from beyond the sight range of his enemies. Typically he casts *black tentacles* to begin combat, targeting grappled creatures with *ray of exhaustion* to reduce their chances to escape the grapple. The shaman targets creatures which escape the grapple with a combination of *ill omen* and *shadow conjuration (glitterdust)*.

Shamilik did not live this long because of his courage, and flees if damaged in combat.

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

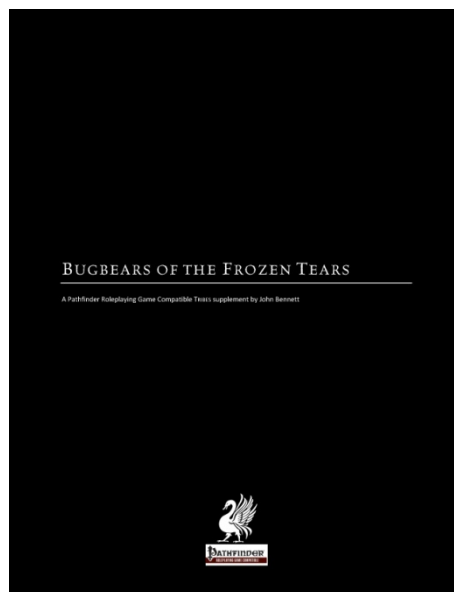
Feats Weapon Finesse

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

BUGBEARS OF THE FROZEN TEARS

The mangled cliff tops of the White Cliffs shelter a terrible menace for when the night air fills with the sound of invidious croaking, the Frozen Tears bugbears are on the hunt. Sadists, these bugbears stalk the passes on their bloated ice toad steeds seeking those foolish enough to venture out after dark. Chasing their prey, the Frozen Tears seek to prolong their quarry's fear as long as possible. At the climax of their hunt, they strike taking their victim's head as a trophy, the moment of fear forever frozen in ice by vile magic. It is these horrific expressions that earn the bugbears their standing in the tribe and the favour of their horrendous and profane witch-mother.

A Pathfinder Roleplaying Game compatible TRIBES supplement by John Bennett.



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The golden hush of midday bakes the rocky slopes of Marred Peak, scorching the hands of the orcish penitents sweltering before their shining prophet, Granalak Searshriek. The orcs, inspired by a visiting, ill-advised missionary, turned to worship the violent, burning aspect of the sun. Guided by divine insight, Searshriek constructs a vast machine of cold iron, imprisoned fey and many-faceted gemstones to harness the noonday sun and tear a hole in reality. This imposing Zenith Engine looms atop the melted rock of Marred Peak, opening a gate into the burning heart of the sun, and threatening to bring endless conflagration into the world.

In the teeming human cities, orcish adherents to Searshriek's damned philosophy infiltrate the hallowed halls of the sun god's faith, spreading the corrupt cancer to the heart of civilization. The secret doctrines of the Eternal Zenith Heresy threaten to undermine the fabric of the church, and cause a violent schism within the ranks, bringing the War of the Burning Light to the cities of man.

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