

# The Solstice Scar

## Part 2 – Ivvora's Wrath

### Subtier 3-4

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at [iammars21@gmail.com](mailto:iammars21@gmail.com).

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## Part 2 3-4 Encounter Cheat Sheet

### Securing Passage

20 minutes of roleplaying of trying to acquire tokens.

Don't report anything

### Up the Flood Road

**Scattered Leaders** – All humanoid enemies must succeed at a WILL DC 11 or they are shaken for 1 minute.

They attempt to run away at half hit points.

### D. Take Them Head On – Racing Forward to Attack the Charging Orcs

3 Coyotes, Orc Sergeant, 3 Orc Warriors

Report a Success if the PCs overcome this encounter

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

Orc Raiders (infinite), Brigand, Orc Mystic, Orc Thug

If the orcs steal less than five armfuls of loot, either immediately gain the benefits of an Aid Token or auto boost the next Aid Token they receive.

If the orcs steal five or more armfuls of loot, they must take the next Aid Token, erase all boosted benefits from it, and pass the Aid Token on.

Report a Success if the PCs stop the orcs from stealing five or more armfuls of loot.

### F. The High Ground – Eliminate Ranged Attackers

2 Brigands, Orc Lieutenant

Report a Success if the PCs overcome this encounter.

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

Mugek, 2 Ogres

Report a Special Success if the PCs overcome this encounter.

## D. Take Them Head On

### ORC WARRIOR (3)

CR 1/3

Orc warrior 1

CE Medium humanoid

**Init** +0; **Senses** darkvision 60 ft.; Perception -1

#### DEFENSE

**AC** 13, touch 10, flat-footed 13 (+3 armor)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +0, **Will** -1

**Defensive Abilities** ferocity

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 30 ft.

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

**Ranged** javelin +1 (1d6+3)

#### STATISTICS

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

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Weapon Focus (falchion)

**Skills** Handle Animal +2

**Languages** Common, Orc

**SQ** weapon familiarity

**Gear** studded leather armor, falchion, javelins (4)

### COYOTE (3)

CR 1/2

Young Wolf

N Small animal

**Init** +4; **Senses** low-light vision, scent; Perception +8

#### DEFENSE

**AC** 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

**hp** 9 (2d8)

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

#### OFFENSE

**Speed** 50 ft.

**Melee** bite +1 (1d4-1 plus trip)

#### STATISTICS

**Str** 9, **Dex** 19, **Con** 11, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** -1; **CMD** 13 (17 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Acrobatics +4 (+12 to jump), Perception +8, Stealth +12, Survival +1 (+5 when tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent

**ORC SERGEANT****CR 2**

Orc fighter 3

CE Medium humanoid (orc)

**Init** –1; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)**hp** 30 (3d10+9)**Fort** +5, **Ref** +0, **Will** +1 (+1 vs. fear)**Defensive Abilities** bravery +1, ferocity**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** mwk spear +10 (1d8+9/×3) or

falchion +9 (2d4+9/18–20)

**w/ Power Attack** mwk spear +9 (1d8+12/×3) or

falchion +8 (2d4+12/18–20)

**Ranged** javelin +2 (1d6+6)**STATISTICS****Str** 23, **Dex** 8, **Con** 14, **Int** 8, **Wis** 11, **Cha** 10**Base Atk** +3; **CMB** +9; **CMD** 18**Feats** Bullying Blow<sup>ARG</sup>, Intimidating Prowess, Power Attack, Scarred Legion\***Skills** Intimidate +12**Languages** Common, Orc**SQ** armor training 1, weapon familiarity**Combat Gear** *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** mwk hide armor, falchion, javelins (5), mwk spear, 203 gp**SPECIAL ABILITIES****Bulling Blow** As a standard action, you may make a melee attack with a –2 penalty on the attack roll. If the attack damages your opponent, you may make an Intimidate check to demoralize that opponent as a free action.**Scarred Legion** This teamwork feat grants the orc a +2 bonus on Intimidate checks. He also gains a +2 morale bonus on Will saving throws while adjacent to an ally with this feat. When the orc charges, if he started the charge adjacent to an ally with this feat, he retains the bonus on Will saves until the start of his next turn.**POTION OF BULL'S STRENGTH****Aura** faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

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

**POTION OF CURE MODERATE WOUNDS****Aura** faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The drinker regains 2d8+3 hit points

## E. Protect the Convoy

### ORC THUG CR 3

Orc rogue 4

CE Medium humanoid (orc)

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

#### DEFENSE

**AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

**hp** 25 (4d8+4)

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

**Defensive Abilities** evasion, ferocity, trap sense +1, uncanny dodge

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk short sword +7 (1d6+3/19–20) or dagger +6 (1d4+4/19–20)

**Ranged** dagger +6 (1d4+3/19–20)

**Special Attacks** sneak attack +2d6

#### TACTICS

**Before Combat** The orc thug drinks a *potion of invisibility*.

**During Combat** The thug uses Stealth while moving at full speed, and its main goal is to steal an armful of loot and bring it back to the cave. If any PCs are using attacks that affect an area, the thug attempts to incapacitate those PCs before stealing loot.

**Morale** If reduced to 10 or fewer hp, or if he steals an armful of loot, an orc thug retreats to the cave.

#### STATISTICS

**Str** 17, **Dex** 16, **Con** 8, **Int** 12, **Wis** 8, **Cha** 10

**Base Atk** +3; **CMB** +6; **CMD** 19

**Feats** Improved Initiative, Toughness

**Skills** Appraise +8, Bluff +7, Climb +10, Escape Artist +10, Intimidate +7, Perception +6, Sense Motive +6, Sleight of Hand +10, Stealth +10

**Languages** Common, Goblin, Orc

**SQ** rogue talents (bleeding attack +2, fast stealth), trapfinding +2, weapon familiarity

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

### ORC WARRIOR (2\*5) CR 1/3

Orc warrior 1

CE Medium humanoid

**Init** +0; **Senses** darkvision 60 ft.; Perception –1

#### DEFENSE

**AC** 13, touch 10, flat-footed 13 (+3 armor)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +0, **Will** –1

**Defensive Abilities** ferocity

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 30 ft.

**Melee** scimitar +4 (1d6+3/18–20)

**Ranged** javelin +1 (1d6+3)

#### TACTICS

**During Combat** The raiders attempt to steal an armful of loot before retreating into their cave system. Desperate for loot, they don't stop to fight unless they cannot escape. They attempt to avoid attacks of opportunity whenever possible.

**Morale** Once they have the loot, the raiders use the withdraw and run actions to escape into the cave.

#### STATISTICS

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

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Weapon Focus (falchion)

**Skills** Intimidate +2

**Languages** Common, Orc

**SQ** weapon familiarity

**Gear** studded leather armor, scimitar, javelins (4)

### **OIL OF MAGIC WEAPON**

**Aura** faint transmutation; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The weapon this is applied to gains a +1 enhancement bonus to hit and damage for 1 minute.

### **POTION OF INVISIBILITY**

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

The drinker becomes invisible for 3 minutes or until they attack.

### **POTION OF INVISIBILITY**

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

The drinker becomes invisible for 3 minutes or until they attack.

### **+1 LEATHER ARMOR**

Light Armor, +3 **Armor Bonus**, +6 **Max Dex**, 0 **ACP**, **ASF** 10%, **Price** 1,160 gp; **Weight** 15 lbs.

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

**ORC MYSTIC****CR 2**

Orc cleric 3

CE Medium humanoid (orc)

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

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**DEFENSE****AC** 15, touch 9, flat-footed 15 (+6 armor, -1 Dex)**hp** 20 (3d8+3)**Fort** +5, **Ref** +1, **Will** +5**Defensive Abilities** ferocity**Weaknesses** light sensitivity

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**OFFENSE****Speed** 20 ft.**Melee** battleaxe +5 (1d8+3/x3)**Ranged** javelin +1 (1d6+3)**Special Attacks** channel negative energy 4/day (DC 12, 2d6)**Domain Spell-Like Abilities** (CL 3rd; concentration +4)

4/day—copycat (3 rounds), touch of evil (1 rounds)

**Cleric Spells Prepared** (CL 3rd; concentration +4)2nd—*bull's strength*, *invisibility*<sup>D</sup>1st—*bane* (DC 12), *magic weapon*, *murderous command*<sup>UM</sup> (DC 12), *protection from good*<sup>D</sup>0 (at will)—*bleed* (DC 11), *detect magic*, *guidance*, *read magic***D** domain spell; **Domains** Evil, Trickery

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**TACTICS****Before Combat** The mystic casts *bull's strength*, *magic weapon*, and *invisibility* on his allies and casts *protection from good* on himself before starting combat.**During Combat** The mystic casts *bane* followed by *murderous command* on the strongest looking opponent.**Morale** Once all their allies are dead or have returned with the loot, the mystic retreats.

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**STATISTICS****Str** 17, **Dex** 8, **Con** 12, **Int** 8, **Wis** 13, **Cha** 12**Base Atk** +2; **CMB** +5; **CMD** 14**Feats** Combat Casting, Skill Focus (Stealth)**Skills** Knowledge (religion) +4, Perception +2, Stealth +4**Languages** Common, Orc**SQ** weapon familiarity**Combat Gear** *scroll of sound burst*, *scroll of summon monster II*; **Other Gear** breastplate, battleaxe, javelins (4), *cloak of resistance +1*, wooden holy symbol, 135 gp

## Orc Mystic Spells

### 2<sup>nd</sup> Level Spells

**Bull's Strength** (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

**Invisibility** (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

### 1<sup>st</sup> Level Spells

**Bane** (enchantment(compulsion)[fear, mind-affecting], VSDF, 50ft burst centered on you, 1min/lvl) – WILL or -1 to att, -1 to saves vs. fear.

**Magic Weapon** (transmutation, VSDF, weapon touched, 1min/lvl, SRyes) – Weapon gets a +1 enhancement bonus.

**Murderous Command** (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or try to kill your nearest ally with a melee or natural weapon. If none are in reach, get as close as possible.

**Protection from Good** (abjuration[evil], VSMDf, 1 action, creature touched, 1min/lvl) - +2 deflection, +2 resistance vs stuff from good creatures, no being touched by good summoned creatures, protection from mental control by good creatures

### SLAs

**Copycat** – Move action to gain one mirror image.

## **SCROLL OF SOUND BURST**

**Aura** faint evocation; **CL** 3<sup>rd</sup>; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

**School** evocation [sonic]; **Level** bard 2, cleric/oracle 2, occultist 2, skald 2, warpriest 2

**Casting Time** 1 standard action

**Range** close (30 ft.)

**Area** 10-ft.-radius spread

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** yes

You blast an area with a tremendous cacophony. Every creature in the area takes 1d8 points of sonic damage and must succeed on a Fortitude DC 13 save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

## **CLOAK OF RESISTANCE +1**

**Aura** faint abjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 resistance bonus to all saves



## SCROLL OF SUMMON MONSTER II

**Aura** faint conjuration; **CL** 3<sup>rd</sup>; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

**School** conjuration (summoning) [see text]; **Level** antipaladin 2, arcanist 2, bard 2, cleric/oracle 2, medium 2, psychic 2, skald 2, sorcerer/wizard 2, spiritualist 2, summoner 2, summoner (unchained) 2, warpriest 2, witch 2

**Casting Time** 1 round

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one summoned creature

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell functions like *summon monster I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10–1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10–1 marked with an “\*” are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an “\*” always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

1<sup>st</sup> level – Dire rat\*, Dolphin\*, Dog\*, Eagle\*, Fire beetle\*, Poisonous frog\*, Pony (horse)\*, Viper (snake)\*

2<sup>nd</sup> level – Ant, giant (worker)\*, Elemental (small), Giant centipede\*, Giant frog\*, Giant spider\*, Goblin dog\*, Horse\*, Hyena\*, Lemure (devil), Octopus\*, Squid\*, Wolf\*

**BRIGAND****CR 1/2**

Human warrior 2

NE Medium humanoid (human)

**Init** +1; **Senses** Perception +0**DEFENSE****AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)**hp** 15 (2d10+4)**Fort** +4, **Ref** +1, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** longsword +3 (1d8+1/19–20) or

sap +3 (1d6+1 nonlethal)

**Ranged** longbow +3 (1d8/×3)**TACTICS****During Combat** The brigand provides covering fire for the area.**Morale** Once the orcs are dead or have stolen enough loot, the brigand retreats.**STATISTICS****Str** 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +2; **CMB** +3; **CMD** 14**Feats** Point-Blank Shot, Skill Focus (Stealth)**Skills** Intimidate +4, Stealth +6**Languages** Common**Combat Gear** *potion of cure light wounds*, masterwork arrows (5), tanglefoot bags (2), thunderstone (2);**Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 48 gp**POTION OF CURE LIGHT WOUNDS****Aura** faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker regains 1d8+1 hit points

**TANGLEFOOT BAG**

A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately. Crafting this item is a DC 25 Craft (alchemy) check.

## F. The High Ground

### ORC LIEUTENANT

CR 4

Orc fighter 5

CE Medium humanoid (orc)

**Init** +3; **Senses** darkvision 60 ft.; Perception -2

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#### DEFENSE

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**AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

**hp** 42 (5d10+10)

**Fort** +8, **Ref** +5, **Will** +0 (+1 vs. fear)

**Defensive Abilities** bravery +1, ferocity

**Weaknesses** light sensitivity

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#### OFFENSE

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**Speed** 30 ft.

**Melee** falchion +8 (2d4+4/18-20)

**Ranged** composite longbow +9/+9 (1d8+4/x3) or

composite longbow +11 (1d8+4/x3)

**w/ Deadly Aim** composite longbow +7/+7 (1d8+8/x3) or

composite longbow +9 (1d8+8/x3)

**Special Attacks** weapon training (bows +1)

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#### STATISTICS

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**Str** 17, **Dex** 16, **Con** 12, **Int** 8, **Wis** 6, **Cha** 12

**Base Atk** +5; **CMB** +8; **CMD** 21

**Feats** Deadly Aim, Great Fortitude, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)

**Skills** Intimidate +9

**Languages** Common, Orc

**SQ** armor training 1, weapon familiarity

**Combat Gear** +1 dwarf-bane arrows (2), *potion of cure moderate wounds*; **Other Gear** mwk hide armor, composite longbow (+3 Str) with 20 arrows, falchion, *cloak of resistance +1*, 127 gp

### **+1 DWARF-BANE ARROW**

Ammunition; **Price** 166 gp; **Weight** .15 lbs.

**Aura** moderate conjuration; **CL** 8th; **Identify DC** 23

An *undead-bane* weapon excels against undead creatures. Against undead, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against such foes.

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### **POTION OF CURE MODERATE WOUNDS**

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

The drinker regains 2d8+3 hit points

### **CLOAK OF RESISTANCE +1**

**Aura** faint abjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 resistance bonus to all saves.

**BRIGAND (2)**

CR 1/2

Human warrior 2

NE Medium humanoid (human)

**Init** +1; **Senses** Perception +0**DEFENSE****AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)**hp** 15 (2d10+4)**Fort** +4, **Ref** +1, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** longsword +3 (1d8+1/19–20) or

sap +3 (1d6+1 nonlethal)

**Ranged** longbow +3 (1d8/×3)**STATISTICS****Str** 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +2; **CMB** +3; **CMD** 14**Feats** Point-Blank Shot, Skill Focus (Stealth)**Skills** Intimidate +4, Stealth +6**Languages** Common**Combat Gear** *potion of cure light wounds*, masterwork arrows (5), tanglefoot bags (2), thunderstone (2);**Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 48 gp**POTION OF CURE LIGHT WOUNDS****Aura** faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The drinker regains 1d8+1 hit points

**TANGLEFOOT BAG**

A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately. Crafting this item is a DC 25 Craft (alchemy) check.

## G. Orc Leadership

### MUGEK

CR 3

Orc bard (savage skald<sup>APG</sup>) 4

CE Medium humanoid (orc)

**Init** +1; **Senses** darkvision 60 ft.; Perception +6

### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 25 (4d8+4)

**Fort** +1, **Ref** +6, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

**Defensive Abilities** ferocity

**Weaknesses** light sensitivity

### OFFENSE

**Speed** 30 ft.

**Melee** +1 *undead bane dagger* +7 (1d4+4/19–20) or

mwk scimitar +7 (1d6+3/18–20)

**Ranged** javelin +4 (1d6+3)

**Special Attacks** bardic performance 12 rounds/day (countersong, distraction, inspire competence +2, inspire courage +1, inspiring blow)

**Bard Spells Known** (CL 4th; concentration +6)

2nd (2/day)—*hold person* (DC 15), *sound burst* (DC 14)

1st (4/day)—*grease* (DC 13), *hideous laughter* (DC 14), *lesser confusion* (DC 14), *summon monster I*

0 (at will)—*detect magic*, *ghost sound* (DC 12), *mage hand*, *prestidigitation* (DC 12), *read magic*, *summon instrument*

### TACTICS

**Before Combat** Mugek uses his *scroll of cat's grace* on himself.

**During Combat** Mugek begins his bardic performance to inspire courage, then he casts *hold person*, *sound burst*, and *hideous laughter* to incapacitate the strongest PCs.

**Morale** Determined to impress his father, Mugek fights to the death.

### STATISTICS

**Str** 17, **Dex** 12, **Con** 8, **Int** 12, **Wis** 8, **Cha** 14

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Spell Focus (enchantment), Toughness

**Skills** Bluff +9, Intimidate +9, Knowledge (arcana) +10, Perception +6, Perform (percussion) +11, Sense Motive +6, Spellcraft +8

**Languages** Common, Goblin, Orc

**SQ** bardic knowledge +2, versatile performance (percussion), weapon familiarity

**Combat Gear** *scroll of cat's grace*, *scroll of glitterdust*, *wand of cure light wounds* (20 charges); **Other Gear** mwk chain shirt, javelins (6), mwk scimitar, *cloak of resistance +1*, masterwork drums, *+1 undead bane dagger*, 129 gp

### SPECIAL ABILITIES

**Inspiring Blow (Su)** A savage skald roars his war-cries with each telling blow. When he confirms a critical hit, he can start this performance as an immediate action (ending any other performances). He gains temporary hit points equal to his Charisma modifier (if positive), and all allies within 30 feet gain a +1 morale bonus on their next attack roll prior to the start of his next turn. These temporary hit points remain until the bard ends his performance. This performance replaces fascinate.

## Orc War Drummer Cheat Sheet

### 2<sup>nd</sup> level spells

**Hold Person** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

**Sound Burst** (evocation[sonic], VSDF, close, 10ft. radius, SRyes) – Creatures in area take 1d8 sonic and FORT or be stunned for 1 round.

### 1<sup>st</sup> level spells

**Grease** (conjuration (creation), VSM, 1min/lvl) – Make a 10ft. square slippery. REF or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

**Hideous Laughter** (enchantment(compulsion)[mind-affecting], VSM, close, one creature, 1rd/lvl, SRyes) – Target falls prone, can take no actions. On its next turn, can full-round action to get a new save once.

**Lesser Confusion** (enchantment(compulsion)[mind-affecting], VSDF, close, one creature, 1rd, SRyes) – WILL or confused for duration.

**Summon Monster I** (conjuration (summoning), 1 round, VSF, 1rd/lvl) – Summon an extraplanar creature from the SMI list.

## **SUMMONED EAGLE**

**CR 1/2**

**XP 200**

N Small animal

**Init** +2; **Senses** low-light vision; **Perception** +10

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### **DEFENSE**

**AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

**hp** 5 (1d8+1)

**Fort** +3, **Ref** +4, **Will** +2

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### **OFFENSE**

**Speed** 10 ft., fly 80 ft. (average)

**Melee** 2 talons +3 (1d4), bite +3 (1d4)

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### **STATISTICS**

**Str** 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 15, **Cha** 7

**Base Atk** +0; **CMB** –1; **CMD** 11

**Feats** Weapon Finesse

**Skills** Fly +8, **Perception** +10; **Racial Modifiers** +8 **Perception**

### SCROLL OF CAT'S GRACE

**Aura** faint transmutation; **CL** 3<sup>rd</sup>; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

**School** transmutation; **Level** alchemist 2, bard 2, bloodrager 2, druid 2, magus 2, medium 2, mesmerist 2, psychic 2, ranger 2, sorcerer/wizard 2, summoner 2, unchained summoner 2

**Casting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** 1 min./level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

### SCROLL OF GLITTERDUST

**Aura** faint conjuration; **CL** 3<sup>rd</sup>; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

**School** conjuration (creation); **Level** bard 2, bloodrager 2, magus 2, mesmerist 2, occultist 2, sorcerer/wizard 2, summoner 2, unchained summoner 2, witch 2

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft./level)

**Area** creatures and objects within 10-ft.-radius spread

**Duration** 1 round/level

**Save** Will negates (blinding only); **SR** no

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a –40 penalty on Stealth checks.

### WAND OF CURE LIGHT WOUNDS (20 charges)

**Aura** faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 300 gp; **Weight** —

The touched target heals 1d8+1 hit points if it is living. Undead targets take that much damage with a WILL DC 11 save for half.

(Cure Light Wounds is on the alchemist, bard, cleric, druid, inquisitor, occultist, paladin, ranger, shaman, spiritualist, and witch spell lists.)

### CLOAK OF RESISTANCE +1

**Aura** faint abjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 resistance bonus to all saves.

### +1 UNDEAD-BANE DAGGER

Light simple melee weapon, 1d4 damage; **Crit** 19-20/x2; **Type** P or S; **Range** 10 ft.;

**Price** 8,302gp; **Weight** 1 lb.

**Aura** moderate conjuration; **CL** 8th; **Identify DC** 23

An *undead-bane* weapon excels against undead creatures. Against undead, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against such foes.



**OGRE (2)****CR 3**

CE Large humanoid (giant)

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +5

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**DEFENSE**

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**AC** 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)**hp** 30 (4d8+12)**Fort** +6, **Ref** +0, **Will** +3

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**OFFENSE**

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**Speed** 30 ft. (40 ft. base)**Melee** greatclub +7 (2d8+7)**Ranged** javelin +1 (1d8+5)**Space** 10 ft.; **Reach** 10 ft.

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**STATISTICS**

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**Str** 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7**Base Atk** +3; **CMB** +9; **CMD** 18**Feats** Iron Will, Toughness**Skills** Climb +7, Perception +5**Languages** Giant