Tougher Sons of Gruumsh

Sons of Gruumsh is a Forgotten Realms adventure for 4th-level characters set in the Moonsea region of Faerun. Several scions of the great families have disappeared from the city of Melvaunt, and the player characters (PCs) have been recruited to find and rescue them. Their investigations lead them north into Thar, where they discover an orc army massing for an attack. At that point, it's up to the characters to carry out their original mission, as well as foil the plans of the orc adept Jurrg and her orog companions.

Tougher Sons of Gruumsh provides all the adjustments required to make Sons of Gruumsh suitable for 8th-level characters. As in the adventure, appropriate miniatures for all adversaries are suggested as part of the creature statistics blocks.

As always, feel free to adapt the material presented here as you see fit to make it work with your campaign.

Part 1: The Lost Scions

This section has only one encounter that needs to be scaled.

Street Fight (EL 10)

Make the following adjustments to the adversaries given for this encounter:

- Add three more Leyrghon braves to this encounter, for a total of eight.
- Reduce the number of Natali mercenaries by one, for a total of one.
Random Encounters in Thar

Part 2: Crossing Thar

Several encounters in this section require adjustment for an 8th-level party.

Random Encounters in Thar

Replace the Random Encounters in Thar Table on page 8 with the following.

Day 3: The Ambush Site (EL 8)

Make the following adjustments to this encounter, which is detailed on page 9.

- Replace the owlbear with the following creature.

  Tyrannosaurus: hp 180; MM 61; suggested miniature Fiendish Tyrannosaurus (Giants of Legend 68/72).
- Replace the final sentence of the flavor text with the following.

A dead horse, half shrouded in the mist, lies amid the dead orcs. Some large, scaly creature is roasting around near the corpse.

Day 4: Orc Scout Camp (EL 10)

Adjust the opponents in this encounter (detailed on page 9) as follows.

- Add one extra orc sergeant, for a total of two.
- Add two more orc warriors, for a total of ten.
- Add one additional dire boar, for a total of two.
- Double the treasure given for the orc sergeant to account for the extra one present. Increase the treasure noted for each orc warrior to 3d8 gp and 4d10 sp.

Day 5: Haravak and Grünhawr (EL 8)

Use the revised statistics given below for Haravak and Grünhawr.

Haravak  CR 8

Male half-orc ranger 8
N Medium humanoid (orc)
Init +6; Senses Listen +9, Spot +8; darkvision 60 ft.
Languages Common, Orc

AC 18, touch 13, flat-footed 16; Two-Weapon Defense (+2 Dex, +4 armor, +1 enhancement, +1 deflection)
hp 40 (8 HD)
Fort +6, Ref +8, Will +3

Speed 30 ft. (6 squares); woodland stride
Melee +1 handaxe +14 (1d6+5) or
Melee +1 handaxe +12/+7 (1d6+3) and
Melee mwk handaxe +12/+7 (1d6+2) or
Ranged mwk composite longbow +11 (1d8+4/+3)
Ranged mwk composite longbow +11/+6 (1d8+4/+3)
Base Atk +8, Grp +12

Combat Gear oil of magic weapon, 3 potions of cure light wounds, potion of magic fang

Ranger Spells Prepared (CL 4th):
1st—magic fang, resist energy

Abilities Str 18, Dex 15, Con 10, Int 11, Wis 12, Cha 6

SQ animal companions, favored enemy goblinoids +2, favored enemy orcs +4, link with companion, share spells, swift tracker, wild empathy +6 (+4 magical beasts)

Feats Endurance†, Improved Initiative, Improved Two-Weapon Fighting†, Track†, Two-Weapon Defense, Two-Weapon Fighting†, Weapon Focus (handaxe)

Skills Handle Animal +4, Hide +12, Knowledge (geography) +7, Knowledge (nature) +8, Listen +9, Move Silently +9, Ride +4, Search +9, Spot +8, Survival +14 (+12 when tracking, +12 to avoid hazards or avoid getting lost, +12 in aboveground natural environments)

Possessions combat gear plus +1 chain shirt, ring of protection +1, +1 handaxe (Snick), masterwork handaxe (Snick), masterwork composite longbow (+4 Str bonus) with 20 arrows, sleep arrow, cloak of elvenkind, 5 gp in pouch, map of Thar (with notes)

Skills + Haravak gains a +2 bonus on Survival checks when tracking, to avoid hazards, to avoid getting lost, and in aboveground natural environments.

Suggested Miniature Half-Orc Fighter (Harbinger 43/80).
Drêgthaug

Male advanced wyvern
N Huge dragon
Init +6; Senses Listen +16, Spot +19; darkvision 60 ft.; low-light vision, scent
Languages Draconic

AC 20, touch 8, flat-footed 20; Improved Natural Armor
(–2 size, +12 natural)
hp 109 (10 HD)
Immune paralysis, sleep
Fort +11, Ref +7, Will +8

Speed 20 ft. (4 squares), fly 60 ft. (poor); Flyby Attack
Melee sting +16 (1d8+8 plus poison) or
Melee talon +16 (3d6+8) or
Melee bite +16 (3d8+8) or
Melee sting +16 (1d8+8 plus poison) and
Melee talon +14 (3d6+8) and
Melee bite +14 (3d8+8) and
Melee 2 wings +14 (2d6+4)
Space 20 ft.; Reach 10 ft.
Base Atk +16; Grp +26
Atk Options poison
Special Actions improved grab

Abilities Str 27, Dex 10, Con 19, Int 6, Wis 12, Cha 9
SA improved grab
Feats Ability Focus (poison), Alertness, Flyby Attack,
Improved Natural Armor, Multiattack
Skills Hide +5, Jump +2,Listen +6, Move Silently +13,
Spot +19

Improved Grab (Ex): If Dreghthaug hits with his talons, he can attempt a grapple as a free action without provoking an
attack of opportunity.
Poison (Ex): Injury, Fortitude DC 21, initial and secondary
damage 2d6 Con.

Suggested Miniature Behir (Giants of Legend, 66/72), Huge
Gold Dragon (Giants of Legend, 61/72), or Fiendish Tyrannosaurus (Giants of Legend, 62/72)

7. Tavern (EL 10)

This encounter can be scaled up by adding more of the creatures
already present.

• Add one more orc sergeant, for a total of two.
• Add an ogre barbarian to the creature mix, for a total of one.

Ogre Barbarian: hp 79; MM 199; suggested miniature Ogre
(Harbinger 71/80) or Ogre Ravager (Dragoneye 56/60).

10. Old Barracks (EL 4)

Scale up this encounter by switching the monsters given for a different creature, as noted below.

• Replace the monstrous centipedes with a single Large monstrous spider.

Large Monstrous Spider: hp 22; MM 289; suggested miniature
Large Monstrous Spider (Dragoneye 54/60).
11. Emissaries of the Broken Fang (EL 8)
Add more emissaries to the band to scale up this encounter.
• Add two extra mountain orcs, for a total of four.

12. Zhentarim Emissaries (EL 9 and 4)
Replace the statistics blocks for the two Zhentarim emissaries with updated ones.
• Use the statistics for Livikus Arthantar and Xeldar Orsalyn given in the Appendix.
• Double the value of the treasure indicated, for a total of 4,000 gp in coins, twelve pieces of jewelry worth 8,000 gp, and 1,000 pp.

13. Emissaries of the Roving Eye (EL 10)
This encounter can be scaled up by adding more of the creatures already present.
• Add two extra orc raiders, for a total of four.

14. Hall of the Orc King (EL 13)
Scaling up this encounter requires upgrading the statistics of the named opponent, adding more minions, and increasing the toxicity of the poison.
• Use the statistics for Vhazror given in the Appendix.
• Add one extra ogre, for a total of two.
• Add three orc raiders, for a total of three.
• Change the statistics for the black wine poison to Fortitude DC 18 negates, initial and secondary 1d6 Str.
• Increase the value of the gem to 10,000 gp.

16. Kitchen (EL 4)
This encounter can be scaled up by adding more of the creatures already present.
• Add four more orc warriors, for a total of six.

18. Outer Wall Parapets (EL 12)
This encounter can be scaled up by adding more of the creatures already present, plus some extra threats.
• Add four more orc archers, for a total of fourteen.
• Add two gargoyles to the encounter, for a total of two.

19. Barbican (EL 8)
This encounter can be scaled up by adding more challenging opponents to those already present.
• Add an orc sergeant, for a total of one.
• Add an orc berserker, for a total of one.
• Add two extra orc warriors, for a total of ten.

22. Citadel Curtain (EL 4)
Scale up this encounter by adding more of the opponents already present.
• Add two more orc archers, for a total of four.

24. Hall of Warriors (EL 8)
Scale up this encounter by adding more of the opponents already present.
• Add two orc spearfighters, for a total of four.
• Add two orc warriors, for a total of four.
• Double the total value of the treasure, to 600 gp and 300 sp.

26. Vhazror's Bedroom
Increase the value of the treasure in this room to make it suitable for 8th-level characters.
• The chest contains 3,600 gp, 2 potions of cure moderate wounds, and 2 potions of lesser restoration.

Dungeon Level 1
This section has only a few adjustments to make.

28. The Hall of Beating Drums (EL 8)
Scale up this encounter by adding more of the opponents already present.
• Add two more orc spearfighters, for a total of four.
• Add two extra orc warriors, for a total of four.

29. King's Sepulcher (EL 11)
To scale up this encounter, add a trap to the lock.
• Replace the arcane lock with a flame strike trap.

Flame Strike Trap: CR 6; magic device; proximity trigger (detect magic); automatic reset; spell effect (flame strike, 9th-level cleric, 9d6 fire, DC 17 Reflex half); Search DC 30, Disable Device DC 30.
**Dungeon Level 3**

This section requires several adjustments.

**33. The Hall of Raging Battle (EL 10)**

To adjust this encounter, add more of the opponents already present.

- Add four orc brutes, for a total of eight.
- Add a second worg, for a total of two.

**35. Tomb of Kursk One-Tusk (EL 10)**

This section requires adjustments to both mechanisms and treasure.

- Make the arcane lock caster level 9th, with a break DC of 35.
- Replace the poisonous scything blades trap with an incendiary cloud trap.

**Incendiary Cloud Trap:** CR 9; magic device; touch trigger; no reset; spell effect (incendiary cloud, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex half); Search DC 33; Disable Device DC 33.

- Double the value of the jewelry (to 3,600 gp).

**36. Forge (EL 11)**

Adjust this encounter by raising Naazzlog's character level and giving him some minions.

- Use the statistics provided for Naazzlog in the Appendix.
- Add two ogres, for a total of two.

**Ogres (2):** hp 29 each; *MM* 199; suggested miniature Ogre (*Harbinger* 7/80) or Ogre Ravager (*Dragoneye* 50/60).

**37. Armory**

Adjust the treasure to suit an 8th-level party.

- One stone bin contains eighteen masterwork chain shirts, eight masterwork breastplates, and sixteen heavy steel shields. The other contains thirty falchions, twenty-four handaxes, twenty longswords, eight masterwork orc double axes, four masterwork greataxes, and six masterwork halberds.

**Dungeon Level 4**

The required adjustments for this section are detailed below.

**38. The Hall of Triumph (EL 12)**

Scale up this encounter by adding more of the opponents already present.

- Add four extra tanarukks, for a total of eight.

**39. Ambush Cavern (EL 9)**

Scale up this encounter by advancing the opponents.

- Replace the immature ambush drakes with full-grown versions.

**Ambush Drake**

**CR 9**

- Male or female ambush drake
- CE Medium dragon
- Init +6; Senses Listen +12, Spot +12; darkvision 60 ft., low-light vision, scent
- Languages Common, Draconic; telepathic link 30 ft.
- AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
- hp 73 (7 HD)
- Immune paralysis, sleep
- SR 16
- Fort +9, Ref +7, Will +5
- Speed 40 ft. (8 squares), fly 30 ft. (poor)
- Melee bite +10 (1d8+3 plus poison)
- Base Atk +7, Cmb +10
- Atk Options poison
- Special Actions breath weapon

**Abilities**

Str 16, Dex 15, Con 18, Int 7, Wis 10, Cha 9

**SA** breath weapon, poison

**SQ** telepathic link 30 ft.

**Feats** Alertness, Improved Initiative, Multiattack

**Skills** Hide +16, Listen +12, Move Silently +12, Spot +12

**Breath Weapon (Su):** 30-foot cone, once every 1d4 rounds, slow (duration 7 rounds), Will DC 17 negates. Ambush drakes are immune to the breath weapons of other ambush drakes.

**Poison (Ex):** Bite—bite—poison, Fortitude DC 17 resists, initial and secondary 1d6 Dex

**Telepathic Link (Ex):** Ambush drakes within 30 feet of each other are in constant telepathic contact. If one is aware of a particular danger, they all are. If one of them is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless they all are.

**Suggested Miniature** Ambush Drake (*Deathknell* 30/60)

**42. Drake Lair**

Upgrade the treasure in this encounter to make it suitable for an 8th-level party.

- Replace the entire treasure in the encounter with the following:
  - six gems (worth 300 gp each), a *ring of counterspells*, two scrolls in carved bone scroll tubes (one each of confusion and freedom of
movement), a wand of lightning (CL 5th; 50 charges; command word "vaestar"), a potion of gaseous form, a cloak of resistance +1, and 2,000 gp in loose coins.

44. Sunken Cave ([EL 10])

Scale up this encounter by adding more of the creatures already present, plus a couple of additional monsters.

- Add one more orc sergeant, for a total of two.
- Add two ogres, for a total of two.

Ogres (2): hp 29 each; MM 199; suggested miniature Ogre (Harbinger 71/80) or Ogre Ravager (Dragoneye 56/60).

45. Jurrq’s Cave ([EL 11])

Add levels to Jurrq to make her a more worthy opponent.

- Use the statistics for Jurrq given in the Appendix.
- Use the treasure indicated in the encounter, supplemented with Jurrq’s additional gear.

47. Temple of Gruumsh ([EL 14])

Add extra character levels to Thrull and Rulgar, and increase the number of other creatures.

- Use the statistics for Thrull and Rulgar given in the Appendix.
- Add four more orc warriors, for a total of eight.

48. Thrull’s Den ([EL 8])

Upgrade this encounter by replacing the creature with a different one and increasing the value of the treasure.

- Replace the basilisk in this encounter with a dire tiger.

Dire Tiger: hp 120; MM 65; suggested miniature Dire Lion (Dragoneye 11/60).

- Add a masterwork greatsword and a longspear to the treasure. Double the value of the goods, furs, pelts, and coins, and include an additional potion of cure light wounds and an oil of keen edge.

Part 4: Flight of Flight

Adjust the encounter as follows.

A Feast of Heroes ([EL 14])

Scale up this encounter by adding levels to Daazlag and including more of the other monsters.

- Use the statistics for Daazlag given in the Appendix.
- Add two more orc raiders, for a total of four.
- Add four more orc archers, for a total of twelve.
- Add two orc berserkers, for a total of two.

Appendix

The following adjusted statistics replace the corresponding ones given in the Appendix in Sons of Gruumsh.

Daazlag

CR 14

Male orog fighter 7/rogue 5
CE Medium humanoid (orc)
Init +7; Senses Listen +7, Spot +7; darkvision 120 ft.
Languages Common, Orc, Undercommon

AC 25, touch 18, flat-footed 22; Dodge, Mobility, +1 against traps; uncanny dodge (+3 Dex, +4 armor, +1 enhancement, +5 deflection, +2 natural)
hp 67 (12 HD)
Resist cold 5, fire 5; evasion
Fort +9, Ref +11 (+12 against traps), Will +5
Weakness light blindness

Speed 30 ft. (6 squares); Spring Attack
Melee +2 longspear +18 (1d8+11/X3) or
Ranged +1 throwing axe +16 (1d6+6) or
Melee +2 longspear +18/+13 (1d8+11/X3) or
Ranged +1 throwing axe +16/+11 (1d6+6)
Base Atk +10; Grp +15

Atk Options Cleave, Power Attack; sneak attack +3d6
Combat Gear potion of bull’s strength, potion of fly, 2 potions of cure serious wounds, potion of invisibility, potion of protection from fire, potion of shield of faith (+5; already consumed)

Abilities Str 20, Dex 16, Con 13, Int 10, Wis 10, Cha 10
SA sneak attack +3d6
SQ trapfinding

Feats Alertness, Cleave, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (longspear), Weapon Specialization (longspear)

Skills Craft (armorsmithing) +2, Craft (weaponsmithing) +2, Diplomacy +2, Gather Information +9, Hide +13, Intimidate +8, Jump +9, Knowledge (local) +6, Listen +7, Search +7, Sense Motive +7, Spot +7

Possessions combat gear plus +1 shadow mithral shirt, +2 longspear, +1 throwing axe, hat of disguise, cloak of resistance +2, 237 gp.

Light Blindness (EX): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Daazlag for 1 round. In addition, he takes a –1 penalty on attack rolls, saves, and checks while operating in bright light.

Suggested Miniature Orc Savage (Deathknell 57/60)

Jurrq

CR 11

Female orc adept 12
LE Medium humanoid
Init +3; Senses Listen +5, Spot +5; darkvision 60 ft.
Languages Common, Orc; empathic link
AC 13, touch 9, flat-footed 13
(–1 Dex, +2 armor, +1 enhancement, +1 natural)
hp 41 (12 HD)
Fort +8, Ref +5, Will +16
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee mwk quarterstaff +10 (1d6+3) or
Melee mwk quarterstaff +10/+5 (1d6+3)
Base Atk +6; Grp +8

Combat Gear potion of cat’s grace, potion of cure moderate wounds, potion of bear’s endurance, potion of remove paralysis, potion of shield of faith (+5)

Adept Spells Prepared (CL 12th):
4th—wall of fire
3rd—continual flame, deeper darkness, lightning bolt (DC 17)
2nd—bull’s strength, invisibility, scorching ray (+5 ranged touch), see invisibility
1st—burning hands (DC 15), cure light wounds, obscuring mist, protection from good
0—create water, cure minor wounds (DC 14), detect magic

Abilities Str 14, Dex 9, Con 11, Int 10, Wis 18, Cha 6
SQ familiar terrain, share spells

Feats Alertness† (if familiar within 5 ft.), Brew Potion, Combat Casting, Improved Initiative, Iron Will, Weapon Focus (quarterstaff)

Skills Concentration +10, Craft (alchemy) +3, Heal +7, Knowledge (history) +5, Knowledge (religion) +5, Listen +5, Spot +5

Possessions combat gear plus +1 leather armor, amulet of natural armor +1, masterwork quarterstaff, periapt of wisdom +4, cloak of resistance +2

Light Sensitivity (Ex): Jurrj is dazzled in bright sunlight or within the radius of a daylight spell.

Suggested Miniature Orc Druid (Dragoneye 57/60)

After drinking a potion of cat’s grace and a potion of bear’s endurance, Jurrj has the following changed statistics:
Init +5
AC 15, touch 11, flat-footed 14
hp 65
SV Fort +8, Ref +7

Adept Spells Prepared (CL 12th):
2nd—scorching ray (+7 ranged touch)
Abilities Dex 13, Con 15

After drinking the above potions plus a potion of shield of faith (+5), Jurrj has the following changed statistics:
AC 20, touch 16, flat-footed 19

Snyrr CR —

Male rat familiar
LE Tiny magical beast
Init +2; Senses Listen +2, Spot +2; low-light vision, scent
Languages empathic link, speak with master, speak with rats

AC 20, touch 14, flat-footed 18
(+2 size, +2 Dex, +6 natural)
hp 20 (1/4 HD; effective 12 HD)
Resist improved evasion; SR 17
Fort +4, Ref +6, Will +9

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.
Melee bite +10 (1d3—4)
Space 2-1/2 ft.; Reach 0 ft.
Base Atk +6; Grp +8

Atk Options deliver touch spells

Abilities Str 2, Dex 15, Con 10, Int 11, Wis 12, Cha 2

Feats Weapon Finesse

Skills Balance +10, Climb +12, Concentration +10, Craft (alchemy) +3, Heal +4, Hide +14, Jump +13, Listen +2, Move Silently +8, Spot +2, Swim +10

Skills Snyrr has a +1 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. He can always choose to take 10 on Climb checks, even if rushed or threatened. He uses his Dexterity modifier instead of his Strength modifier for Climb and Swim checks. Snyrr has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

Livikus archantar CR 9

Male human cleric 9 of Bane
LE Medium humanoid
Init +1; Senses Listen +6, Spot +7
Languages Common, Damaran

AC 20, touch 11, flat-footed 19
(+1 Dex, +8 armor, +1 enhancement)
hp 49 (9 HD)
Fort +8, Ref +7, Will +12

Speed 30 ft. (6 squares)
Melee +2 morningstar +11 (1d8+5) or
Melee +2 morningstar +11/+6 (1d8+5)
Base Atk +6; Grp +8

Atk Options haste 1/day, smite 1/day (+4 attack, +9 damage)

Special Actions rebuke undead 6/day (+1, 2d6+8, 9th)

Cleric Spells Prepared (CL 9th):
5th—mass inflict light wounds (DC 18), slay living (DC 18)
4th—dispel magic, inflict critical wounds (DC 17), poison (DC 17)
3rd—contagion (DC 16), create food and water, deeper darkness, invisibility purge, summon monster III
2nd—death knell (DC 15), hold person (DC 15), resist energy, scare (DC 15), sound burst (DC 15), spiritual weapon
1st—bane (DC 14), command (DC 14), deathwatch, divine favor (+3 atk, +3 dmg), doom (DC 14), shield of faith (+3)
0—create water, cure minor wounds (2), detect magic, read magic, virtue


Abilities Str 14, Dex 12, Con 13, Int 10, Wis 16, Cha 9
SA haste 1/day, smite 1/day

Feats Combat Casting, Extra Turning, Iron Will, Lightning Refenses, Weapon Focus (morningstar)

Skills Concentration +13 (+17 casting defensively), Knowledge (religion) +5, Listen +6, Spellcraft +5, Spot +7

Possessions combat gear plus +1 full plate, +2 morningstar, cloak of resistance +1, holy symbol of Bane, key to locked chest in area 12
Hate (Su): Once per day, against one opponent of his choosing, Livikus gains a +2 profane bonus on attack rolls, saving throws, and AC for 1 minute. Activating this ability is a free action.

Smite (Su): Once per day, Livikus can make a single melee attack with a +4 bonus on the attack roll and a +9 bonus on the damage roll. He must declare the smite before making the attack.

Suggested Miniature Human Cleric of Bane (Archfiends 35/60)

xeldar orsalyn

CR 4

Male human fighter 4
LE Medium humanoid
Init +1; Senses Listen +5, Spot +5
Languages Common, Damaran

AC 21, touch 11, flat-footed 20; Dodge, Mobility (+1 Dex, +8 armor, +2 shield)
hp 29 (4 HD)
Fort +6, Ref +2, Will +2

Speed 20 ft. (4 squares); Spring Attack
Melee mwk short sword +9 (1d6+5/19–20) or
Ranged mwk light crossbow +6 (1d8/19–20)
Base Atk +4; Grp +7
Combat Gear oil of magic weapon, potion of blur, 2 potions of cure light wounds, potion of cure moderate wounds, potion of protection from arrows (10/arrows)

Abilities Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10
Feats Alertness, Dodge8, Mobility8, Spring Attack, Weapon Focus (short sword)8, Weapon Specialization (short sword)
Skills Intimidate +4, Jump –11, Listen +5, Search +0, Spot +5
Possessions combat gear plus full plate, heavy steel shield (emblazoned with the Zhentarim emblem), masterwork short sword, masterwork light crossbow with 10 bolts

Suggested Miniature Zhentarim Fighter (Archfiends 40/60)

naazlog

CR 9

Male orog barbarian 3/fighter 4
CE Medium humanoid (orc)
Init +0; Senses Listen +4, Spot +0; darkvision 120 ft.
Languages Orc, Undercommon

AC 15, touch 8, flat-footed 15; uncanny dodge; +1 against traps
(+5 armor, +2 natural, –2 rage)
hp 69 (7 HD)
Resist cold 5, fire 5
Fort +12, Ref +3 (+4 against traps), Will +5
Weakness light blindness

Speed 30 ft. (6 squares)
Melee +1/+1 orc double axe +17 (1d8+15/X3) or
Ranged +1 composite shortbow +11 (1d6+3/X3) or
Melee mwk short sword +9/+4 (1d6+2)
Base Atk +6; Grp +8
Atk Options Cleave, Power Attack; rage 1/day (7 rounds)
Combat Gear potion of enlarge person, potion of haste

Abilities Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 12
SA rage 1/day (7 rounds)
Feats Cleave8, Exotic Weapon Proficiency (orc double axe), Power Attack8, Two-Weapon Fighting8, Weapon Focus (orc double axe), Weapon Specialization (orc double axe)
Skills Climb +11, Craft (armorsmithing) +2, Craft (weponsmiting) +2, Intimidate +7, Jump +9, Listen +4, Spot +0
Possessions combat gear plus masterwork breastplate, +1/+1 orc double axe, cloak of resistance +1, 40 gp

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Naazlog for 1 round. In addition, he takes a –1 penalty on attack rolls, saves, and checks while operating in bright light.

When not raging, Naazlog has the following changed statistics:
AC 17, touch 10, flat-footed 17
hp decrease by 14
SV Fort +10, Will +3
Melee +1/+1 orc double axe +15 (1d8+12/X3) or
Melee +1/+1 orc double axe +15/+10 (1d8+12/X3) or
Melee +1/+1 orc double axe +13/+8 (1d8+9/X3) and
Melee +1/+1 orc double axe +13 (1d8+6/X3)
Grp +13
Abilities Str 22, Con 14
Skills Climbing +9, Jump +7
Suggested Miniature Eye of Grumsh (Dragoneye 51/60)

Rûlgar

CR 8

Male orc ranger 3/rogue 5
CE Medium humanoid
Init +7; Senses Listen +6, Spot +6; darkvision 60 ft.
Languages Common, Orc

AC 18, touch 13, flat-footed 15; uncanny dodge; +1 against traps
(+3 Dex, +3 armor, +1 enhancement, +1 shield)
hp 46 (8 HD)
Resist evasion
Fort +6, Ref +10 (+11 against traps), Will +2
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee mwk short sword +11 (1d6+2) or
Ranged +1 composite shortbow +11 (1d6+3/X3) or
Melee mwk short sword +9/+4 (1d6+2) or
Ranged +1 composite shortbow +11/+5 (1d6+3/X3) or
Ranged +1 composite shortbow +9/+9/+3 (1d6+3/X3) with Rapid Shot
Base Atk +6; Grp +8
Atk Options Point Blank Shot, Precise Shot; favored enemy humans +2, sneak attack +3d6
Combat Gear 2 potions of cure light wounds, oil of magic weapon, potion of shield of faith (+2)

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 11, Cha 6
SA sneak attack +3d6
SQ trapfinding, wild empathy +1 (–3 magical beasts)
Feats Endurance8, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot8, Track8
Skills Balance +5, Hide +12, Jump +4, Knowledge (dungeoneering) +8, Knowledge (geography) +7, Listen +6, Move Silently +12, Open Lock +7, Search +5, Spot +6, Survival +8, Swim +6, Tumble +8
Possessions combat gear plus +1 studded leather, masterwork light steel shield, +1 composite shortbow (+2 Str bonus) with 20 rows, masterwork short sword, lesser bracers of archery
Sons of Gruumsh Web Enhancement

Light Sensitivity (Ex): Rûlgar is dazzled in bright sunlight or within the radius of a daylight spell.

Suggested Miniature Orc Archer (Harbinger 72/80)
After drinking his potion of shield of faith (+2), Rûlgar has the following changed statistics:
AC 20, touch 15, flat-footed 17

Thrull  CR 14 of 16
Male orog fighter 14
LE Medium humanoid (orc)
Init +3; Senses Listen +3, Spot +3; darkvision 120 ft.
Languages Common, Orc, Undercommon

AC 13, touch 11, flat-footed 13
(–1 Dex, +2 deflection, +2 natural)
hp 118 (14 HD)
Resist cold 5, fire 5
Fort +12, Ref +5, Will +4
Weakness light blindness

Speed 30 ft. (6 squares)
Melee Hammer of Gruumsh +20 (1d10+9/19–20) or
Melee Hammer of Gruumsh +20/+15+10 (1d10+9/19–20)
Base Atk +14; Grp +19
Atk Options Cleave, Great Cleave, Improved Sunder, Power Attack
Combat Gear potion of shield of faith (+4)

Abilities Str 20, Dex 13, Con 18, Int 8, Wis 10, Cha 16
SA rage 1/day (7 rounds)
Feats Alertness, Cleave, Dodge, Great Cleave, Iron Will, Leadership, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Focus (maul), Weapon Specialization (greatsword), Weapon Specialization (maul)
Skills Appraise +3 (armor and weapons), Climb +13, Craft (armorsmithing) +6, Craft (weapon smithing) +9, Intimidate +11, Jump +10, Listen +3, Spot +3
Possessions combat gear plus Hammer of Gruumsh (increased to +2 maul, same abilities), ring of protection +2

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds Thrull for 1 round. In addition, he takes a –1 penalty on attack rolls, saves, and checks while operating in bright light.

Suggested Miniature Orog Warlord (Angelfire 47/60)
After hastily donning his +3 full plate armor (from area 48), Thrull has the following changed statistics:
AC 24, touch 11, flat-footed 24
Speed 20 ft. (4 squares), base speed 30 ft.
Skills Climb +8, Jump +5

If Thrull takes a full 4 minutes to don his +3 full plate armor (from area 48), he has the following changed statistics:
AC 22, touch 11, flat-footed 22
Speed 20 ft. (4 squares), base speed 30 ft.
Skills Climb +9, Jump +6

Vhazror  CR II
Male orc barbarian 3/fighter 8
CE Medium humanoid
Init +1; Senses Listen +5, Spot +4; darkvision 60 ft.
Languages Common, Orc

AC 17, touch 9, flat-footed 16; Dodge; uncanny dodge; +1 against traps (+1 Dex, +5 armor, +3 enhancement, –2 rage)
hp 107 (11 HD)
Fort +13, Ref +4 (+5 against traps), Will +7
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee +1 halberd +21 (1d10+14/X3) or
Ranged javelin of lightning +12 (5d6) or
Melee +1 halberd +21/+16/+11 (1d10+14/X3)
Base Atk +11; Grp +18
Atk Options Cleave, Mounted Combat, Power Attack; rage 1/day (7 rounds)
Combat Gear potion of barkskin (+4), potion of cure light wounds, potion of shield of faith (+3)

Abilities Str 24, Dex 13, Con 18, Int 8, Wis 10, Cha 6
SA rage 1/day (7 rounds)
Feats Alertness, Cleave, Dodge, Great Cleave, Iron Will, Mounted Combat, Power Attack, Weapon Focus (halberd), Weapon Specialization (halberd)
Skills Climb +10, Jump +7, Listen +5, Ride +3, Spot +4, Survival +3, Swim +4, Tumble –1
Possessions combat gear plus +3 breastplate, +2 halberd, javelin of lightning, iron key (unlocks chest in area 26)

Suggested Miniature Orc Champion (Archfiends 55/60)
Light Sensitivity (Ex): Vhazror is dazzled in bright sunlight or within the radius of a daylight spell.

When not raging, Vhazror has the following changed statistics:
AC 19, touch 11, flat-footed 18; Dodge; uncanny dodge; +1 against traps
hp decrease by 22
SV Fort +11, Will +7
Melee +1 halberd +19 (1d10+11/X3) or
Ranged javelin of lightning +12 (5d6) or
Melee +1 halberd +19/+14/+9 (1d10+11/X3)
Grp +16
Abilities Str 20, Con 14
Skills Climb +8, Jump +5, Swim +2

About the Author
Eric Eagle cut his teeth at Wizards of the Coast, Inc., but he now lives the extravagant freelancer lifestyle. Look for his name on D&D, d20 Modern, and Star Wars books. Recent credits include d20 Apocalypse, Races of Destiny, and Monster Manual III. He is also a contributor to the Game Mechanics, Green Ronin Publishing, Dragon Magazine, and this lovely website. Eric lives in Seattle, where the coffee is dark and bitter, like his goddesses.