Glowing Torch Orc Tribe

The Glowing Torch tribe consists of 38 adult arctic orcs and 16 children living in a protected, pine-forested river valley herding branta, a horse-like magical beast. While many of its members are individually evil, the tribe as a whole are followers of Vatun, a lost chaotic neutral god of barbarians, arctic beasts, personal strength, and flames in snow; Vatun's gentler philosophy makes it unusually safe to approach them.

- The shrine in the center of the Glowing Torch's encampment contains a Brazier of Vatun, which glows as if full of embers even when empty. Once a day when silverleaf incense is burned in the brazier, it grants +1 to melee attack and damage to all followers of Vatun within 60 feet. When spiny moss incense is burned, it heals each follower of Vatun within 60 feet of 1d4 hit points of damage, either immediately, if they are already damaged, or when they first take damage within the effect's area. Incense can be burned in the brazier to produce this effect any number of times, but each creature can only receive healing from the brazier once per day. Burning either kind of incense in the brazier produces the described effect for ten minutes; adding more incense to the brazier while some is already burning has no effect.
- A DC 20 Use Magic Device check allows a character to emulate a religious following.
- The tribe's head druid, Ninko Stormshatterer, carries one batch of spiny moss incense; two more batches of it and one batch of silverleaf incense are hidden under the shrine (DC 14 Search check to find).

The Glowing Torch tribe makes its living from its herd, raising them as food, steeds, and materials; the tribe has several leatherworkers including two capable of making masterwork goods. These are brought market at nearby tribes by Shif the Glorious, their trader. They also occasionally rear other wildlife, if they manage to catch it; with assistance and good tools, their lead herder Ghiveng The Crafty can beat DC 30 when taking 10 on a Handle Animal check, rearing animals with up to 15 HD and magical beasts with up to 10. These creatures are usually sold on, rather than the tribe using their resources to support them.

- If the camp is imperiled, the orcs may release the branta herd and attempt to scare them into stampeding into the intruders. It takes a DC 14 Intimidate check to spook the branta; a medium creature attempting to do this takes a -4 size penalty, but a character with at least 5 ranks in Handle Animal receives a +2 synergy bonus, and a character with a bonus to handling branta can apply it to this check. Threatening them with fire grants an additional +5 bonus. If spooked, the branta will flee in a random direction away from the source of their fear and not toward any fires in the immediate area. They may be redirected with another Intimidate check; the DC of the check increases by 1 each time as the branta become more panicked. If the branta overrun a creature of Large size or smaller, they deal 1d12 points of damage for each five branta in the herd; a Reflex save, DC 16, reduces this by half.

Barbarians of the Glowing Torch tribe follow the branta totem, which gives the following adjustments to the standard barbarian class:

- A barbarian dedicated to the branta totem does not gain the standard uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.
- At 2nd level, a branta-totem barbarian gains Frozen Berserker as a bonus feat.
  - Frozen Berserker: As long as you are under the effects of a barbarian rage, you gain the cold subtype. You gain immunity to cold, but have vulnerability to fire, which means you take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.
- A 3rd-level branta-totem barbarian gains a +2 bonus on Handle Animal checks made with regard to branta and a +2 bonus on Ride checks made to ride a branta.
- At 5th level, a branta-totem barbarian gains Cold Endurance as a bonus feat.
  - Cold Endurance: You can exist comfortably in conditions between 0° F and 90° F without having to make Fortitude saves. You also gain a +2 bonus on saving throws against cold effects. Cold Endurance

doesn’t provide any level of resistance to cold damage.

	Lv 1	Lv 2	Lv 3	Lv 4	Lv 5	Lv 6
Barbarian (branta totem)		4 Ghundokk the Cruel Dhul Kill Crusher Aawnko Beast Squasher Droboll the Brutal	2 Matroll Bone Cleaver Grahrok Fang Butcher		1 Kathoz the Proud	
Druid	2 Gievik the Cold Rhag the Fearless		1 Ninko Storm-shatterer			
Sorcerer (battle)	1 Mabzoll the Colossal					
Expert	1 Shugof the Whisper		2 Gih Skincrafter Doddukk Brightblade			1 Shif the Glorious
Warrior	1 Bhyewge The Dark	2 Mun the Bloody Ansik The Vicious		1 Vang One-Tusk		
Commoner	16		2 Iwgye Nangakk			1 Ghiveng The Crafty

Skill	Highest Bonus
Appraise	8
Climb	8
Craft (armorsmithing)	11
Craft (basketweaving)	7
Craft (brewing)	8
Craft (fibercrafting)	8
Craft (leatherworking)	11
Craft (trapmaking)	8
Craft (weaponsmithing)	10
Craft (woodworking)	7
Diplomacy	15
Escape Artist	6
Handle Animal	15
Heal	8

Hide	8
Intimidate	7
Knowledge (nature)	8
Knowledge (all other)	3 (untrained)
Listen	7
Move Silently	8
Open Lock	6
Ride	10 (12 branta)
Search	7
Sense Motive	13
Spot	4
Survival	14
Use Rope	8

Branta
Large Magical Beast (Cold)
Hit Dice: 3d10+9 (25 hp)
Initiative: +2
Speed: 50 ft. (10 squares)
Armor Class: 14 (–1 size, +2 Dex, +3 natural)
Base Attack/Grapple: +3/+11
Attack: Gore +6 melee (1d8+4)
Full Attack: Gore +6 melee (1d8+4) and 2 hooves +1 melee (1d4+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, toss
Special Qualities: Darkvision 60 ft., immunity to cold, low-light vision, scent, surefooted, vulnerability to fire
Saves: Fort +6, Ref +5, Will +2
Abilities: Str 18, Dex 15, Con 16, Int 2, Wis 12, Cha 6
Skills: Balance +2 (+6 on ice or snow), Jump +14, Listen +5, Spot +5
Feats: Alertness, Run
Environment: Cold forests
Organization: Solitary, pair, or hala (3–8)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4–6 HD (Large)

Improved Grab (Ex): To use this ability, the branta must hit a Medium or smaller foe with a gore attack. If it gets a hold, it tosses its opponent.

Toss (Ex): Brantas vigorously shake any creature caught in their horns and fling it in a random direction. Resolve the toss as a bull rush maneuver (+8 check modifier), except that there is no attack of opportunity, since the branta has already grabbed itsfoe when it tries to toss the victim. The branta does not need to move with its foe in order to throw its foe more than 5 feet. If the tossed victim beats the branta's Strength check, he remains in his current square with no ill effects and is not grappled any longer. Tossed victims take impact damage on landing as if they had fallen a distance equal to the distance they were tossed.

Scent (Ex): A branta can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Surefooted (Ex): Brantas ignore all movement penalties associated with snow on the ground. They also receive a +4 racial bonus on Balance checks when walking on ice or snow.

Kathoz The Proud Size/Type: Medium Humanoid (Orc) Branta Barbarian 5 (F) Hit Dice: 5d12+10 (42 hp) Initiative: +0 Speed: 40'	Raging Size/Type: Medium Humanoid (Orc) Branta Barbarian 5 Hit Dice: 5d12+20 (52 hp) Initiative: +0 Speed: 40'	Fatigued Size/Type: Medium Humanoid (Orc) Branta Barbarian 5 Hit Dice: 5d12+10 (42 hp) Initiative: -1 Speed: 40'

Armor Class: 13 (+3 hide), touch 10, flat-footed 13
Base Attack/Grapple: +5/+10
Attack: Greataxe +10 melee (1d12+7/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 2/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +6, Ref +1, Will +0
Fort +12 vs. cold weather
immune to cold above 0F
Abilities: Str 20, Dex 11, Con 14, Int 10, Wis 9, Cha 9
Skills: Handle Animal +9 (+11 branta), Intimidate +7, Listen +7, Ride +10 (+12 branta)
Feats: Mounted Combat, Ride-By Attack, Spirited Charge, Cold Endurance (b), Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: TN
Languages: Orc, Common

Armor Class: 11 (+3 hide, -2 rage), touch 8, flat-footed 11
Base Attack/Grapple: +5/+12
Attack: Greataxe +12 melee (1d12+10/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 2/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +8, Ref +1, Will +2
Fort +14 vs. cold weather
immune to cold above 0F
Abilities: Str 24, Dex 11, Con 18, Int 10, Wis 9, Cha 9
Skills: Handle Animal +9 (+11 branta), Intimidate +7, Listen +7, Ride +10 (+12 branta)
Feats: Mounted Combat, Ride-By Attack, Spirited Charge, Cold Endurance (b), Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: TN
Languages: Orc, Common

Armor Class: 12 (-1 dex, +3 hide), touch 9, flat-footed 12
Base Attack/Grapple: +5/+9
Attack: Greataxe +9 melee (1d12+6/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 2/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +6, Ref +0, Will +0
Fort +12 vs. cold weather
immune to cold above 0F
Abilities: Str 18, Dex 9, Con 14, Int 10, Wis 9, Cha 9
Skills: Handle Animal +9 (+11 branta), Intimidate +7, Listen +7, Ride +9 (+11 branta)
Feats: Mounted Combat, Ride-By Attack, Spirited Charge, Cold Endurance (b), Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: TN
Languages: Orc, Common

Matroll Bone Cleaver
Size/Type: Medium Humanoid (Orc) Branta Barbarian 3 (M)
Hit Dice: 3d12+9 (28 hp)
Initiative: +0
Speed: 40'
Armor Class: 13 (+3 hide), touch 10, flat-footed 13
Base Attack/Grapple: +3/+6
Attack: Greataxe +6 melee (1d12+4/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 8 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +6, Ref +1, Will +1
Fort +10 vs. cold weather
Abilities: Str 16, Dex 11, Con 16, Int 7, Wis 11, Cha 9
Skills: Handle Animal +7 (+9 branta), Ride +10 (+12 branta)
Feats: Mounted Combat, Ride-By Attack, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc

Raging
Size/Type: Medium Humanoid (Orc) Branta Barbarian 3
Hit Dice: 3d12+15 (34 hp)
Initiative: +0
Speed: 40'
Armor Class: 11 (+3 hide, -2 rage), touch 8, flat-footed 11
Base Attack/Grapple: +3/+8
Attack: Greataxe +8 melee (1d12+7/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 8 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +8, Ref +1, Will +3
Fort +12 vs. cold weather
Abilities: Str 20, Dex 11, Con 20, Int 7, Wis 11, Cha 9
Skills: Handle Animal +7 (+9 branta), Ride +10 (+12 branta)
Feats: Mounted Combat, Ride-By Attack, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc

Fatigued
Size/Type: Medium Humanoid (Orc) Branta Barbarian 3
Hit Dice: 3d12+9 (28 hp)
Initiative: -1
Speed: 40'
Armor Class: 12 (-1 dex, +3 hide), touch 9, flat-footed 12
Base Attack/Grapple: +3/+5
Attack: Greataxe +5 melee (1d12+3/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 8 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +6, Ref +0, Will +1
Fort +10 vs. cold weather
Abilities: Str 14, Dex 9, Con 16, Int 7, Wis 11, Cha 9
Skills: Handle Animal +7 (+9 branta), Ride +9 (+11 branta)
Feats: Mounted Combat, Ride-By Attack, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc

Grahrok Fang Butcher
Size/Type: Medium Humanoid (Orc) Branta Barbarian 3 (M)
Hit Dice: 3d12+6 (25 hp)
Initiative: -1
Speed: 40'
Armor Class: 12 (-1 dex, +3 hide), touch 9, flat-footed 12
Base Attack/Grapple: +3/+7
Attack: Greataxe +7 melee (1d12+6/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +5, Ref +0, Will +1
Fort +9 vs. cold weather
Abilities: Str 18, Dex 9, Con 15, Int 10, Wis 10, Cha 9
Skills: Handle Animal +7 (+9 branta), Listen +6, Ride +7 (+9 branta), Survival +6
Feats: Mounted Combat, Ride-By Attack,

Raging
Size/Type: Medium Humanoid (Orc) Branta Barbarian 3
Hit Dice: 3d12+12 (31 hp)
Initiative: -1
Speed: 40'
Armor Class: 10 (-1 dex, +3 hide, -2 rage), touch 7, flat-footed 10
Base Attack/Grapple: +3/+9
Attack: Greataxe +9 melee (1d12+9/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +7, Ref +0, Will +3
Fort +11 vs. cold weather
Abilities: Str 22, Dex 9, Con 19, Int 10, Wis 10, Cha 9
Skills: Handle Animal +7 (+9 branta), Listen +6, Ride +7 (+9 branta), Survival +6
Feats: Mounted Combat, Ride-By Attack,

Fatigued
Size/Type: Medium Humanoid (Orc) Branta Barbarian 3
Hit Dice: 3d12+6 (25 hp)
Initiative: -2
Speed: 40'
Armor Class: 11 (-2 dex, +3 hide), touch 8, flat-footed 11
Base Attack/Grapple: +3/+6
Attack: Greataxe +6 melee (1d12+4/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +5, Ref +-1, Will +1
Fort +9 vs. cold weather
Abilities: Str 16, Dex 7, Con 15, Int 10, Wis 10, Cha 9
Skills: Handle Animal +7 (+9 branta), Listen +6, Ride +6 (+8 branta), Survival +6
Feats: Mounted Combat, Ride-By Attack,

Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc, Common

Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc, Common

Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc, Common

Ghundokk The Cruel
Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 (M)
Hit Dice: 2d12+4 (17 hp)
Initiative: +3
Speed: 40'
Armor Class: 16 (+3 dex, +3 hide), touch 13, flat-footed 13
Base Attack/Grapple: +2/+7
Attack: Greataxe +7 melee (1d12+7/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +5, Ref +3, Will +0
Fort +9 vs. cold weather
Abilities: Str 20, Dex 16, Con 15, Int 11, Wis 11, Cha 12
Skills: Handle Animal +8, Intimidate +6, Listen +5, Ride +10
Feats: Mounted Combat, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: CE
Languages: Orc, Common

Raging
Size/Type: Medium Humanoid (Orc) Branta Barbarian 2
Hit Dice: 2d12+8 (21 hp)
Initiative: +3
Speed: 40'
Armor Class: 14 (+3 dex, +3 hide, -2 rage), touch 11, flat-footed 11
Base Attack/Grapple: +2/+9
Attack: Greataxe +9 melee (1d12+10/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +7, Ref +3, Will +2
Fort +11 vs. cold weather
Abilities: Str 24, Dex 16, Con 19, Int 11, Wis 11, Cha 12
Skills: Handle Animal +8, Intimidate +6, Listen +5, Ride +10
Feats: Mounted Combat, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: CE
Languages: Orc, Common

Fatigued
Size/Type: Medium Humanoid (Orc) Branta Barbarian 2
Hit Dice: 2d12+4 (17 hp)
Initiative: +2
Speed: 40'
Armor Class: 15 (+2 dex, +3 hide), touch 12, flat-footed 13
Base Attack/Grapple: +2/+6
Attack: Greataxe +6 melee (1d12+6/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +5, Ref +2, Will +0
Fort +9 vs. cold weather
Abilities: Str 18, Dex 14, Con 15, Int 11, Wis 11, Cha 12
Skills: Handle Animal +8, Intimidate +6, Listen +5, Ride +9
Feats: Mounted Combat, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: CE
Languages: Orc, Common

Dhul Kill Crusher
Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 (M)
Hit Dice: 2d12+4 (17 hp)
Initiative: +2
Speed: 40'
Armor Class: 15 (+2 dex, +3 hide), touch 12, flat-footed 13
Base Attack/Grapple: +2/+4
Attack: Greataxe +4 melee (1d12+3/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +5, Ref +2, Will +0
Fort +9 vs. cold weather
Abilities: Str 15, Dex 14, Con 14, Int 10, Wis 11, Cha 8
Skills: Handle Animal +6, Listen +5, Ride +9, Survival +5
Feats: Mounted Combat, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc, Common

Raging
Size/Type: Medium Humanoid (Orc) Branta Barbarian 2
Hit Dice: 2d12+8 (21 hp)
Initiative: +2
Speed: 40'
Armor Class: 13 (+2 dex, +3 hide, -2 rage), touch 10, flat-footed 11
Base Attack/Grapple: +2/+6
Attack: Greataxe +6 melee (1d12+6/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +7, Ref +2, Will +2
Fort +11 vs. cold weather
Abilities: Str 19, Dex 14, Con 18, Int 10, Wis 11, Cha 8
Skills: Handle Animal +6, Listen +5, Ride +9, Survival +5
Feats: Mounted Combat, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc, Common

Fatigued
Size/Type: Medium Humanoid (Orc) Branta Barbarian 2
Hit Dice: 2d12+4 (17 hp)
Initiative: +1
Speed: 40'
Armor Class: 14 (+1 dex, +3 hide), touch 11, flat-footed 13
Base Attack/Grapple: +2/+3
Attack: Greataxe +3 melee (1d12+1/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +5, Ref +1, Will +0
Fort +9 vs. cold weather
Abilities: Str 13, Dex 12, Con 14, Int 10, Wis 11, Cha 8
Skills: Handle Animal +6, Listen +5, Ride +8, Survival +5
Feats: Mounted Combat, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc, Common

Aawnko Beast Squasher
Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 (F)
Hit Dice: 2d12+2 (15 hp)
Initiative: +1
Speed: 40'
Armor Class: 14 (+1 dex, +3 hide), touch 11, flat-footed 13
Base Attack/Grapple: +2/+7
Attack: Greataxe +7 melee (1d12+7/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 6 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy

Raging
Size/Type: Medium Humanoid (Orc) Branta Barbarian 2
Hit Dice: 2d12+6 (19 hp)
Initiative: +1
Speed: 40'
Armor Class: 12 (+1 dex, +3 hide, -2 rage), touch 9, flat-footed 11
Base Attack/Grapple: +2/+9
Attack: Greataxe +9 melee (1d12+10/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 6 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy

Fatigued
Size/Type: Medium Humanoid (Orc) Branta Barbarian 2
Hit Dice: 2d12+2 (15 hp)
Initiative: +0
Speed: 40'
Armor Class: 13 (+3 hide), touch 10, flat-footed 13
Base Attack/Grapple: +2/+6
Attack: Greataxe +6 melee (1d12+6/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 6 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy

Saves: Fort +4, Ref +1, Will -2
Fort +8 vs. cold weather
Abilities: Str 20, Dex 13, Con 12, Int 12, Wis 7, Cha 14
Skills: Handle Animal +9, Intimiate +7, Listen +3, Ride +8, Survival +3
Feats: Mounted Combat, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc, Common, Undercommon

Saves: Fort +6, Ref +1, Will +0
Fort +10 vs. cold weather
Abilities: Str 24, Dex 13, Con 16, Int 12, Wis 7, Cha 14
Skills: Handle Animal +9, Intimiate +7, Listen +3, Ride +8, Survival +3
Feats: Mounted Combat, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc, Common, Undercommon

Saves: Fort +4, Ref +0, Will -2
Fort +8 vs. cold weather
Abilities: Str 18, Dex 11, Con 12, Int 12, Wis 7, Cha 14
Skills: Handle Animal +9, Intimiate +7, Listen +3, Ride +7, Survival +3
Feats: Mounted Combat, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc, Common, Undercommon

Droboll The Brutal
Size/Type: Medium Humanoid (Orc) Branta Barbarian 2 (M)
Hit Dice: 2d12+4 (17 hp)
Initiative: +0
Speed: 40'
Armor Class: 13 (+3 hide), touch 10, flat-footed 13
Base Attack/Grapple: +2/+5
Attack: Greataxe +5 melee (1d12+4/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +5, Ref +0, Will +0
Fort +9 vs. cold weather
Abilities: Str 17, Dex 10, Con 14, Int 10, Wis 10, Cha 12
Skills: Handle Animal +8, Intimiate +6, Listen +5, Ride +7
Feats: Mounted Combat, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: CE
Languages: Orc, Common

Raging
Size/Type: Medium Humanoid (Orc) Branta Barbarian 2
Hit Dice: 2d12+8 (21 hp)
Initiative: +0
Speed: 40'
Armor Class: 11 (+3 hide, -2 rage), touch 8, flat-footed 11
Base Attack/Grapple: +2/+7
Attack: Greataxe +7 melee (1d12+7/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +7, Ref +0, Will +2
Fort +11 vs. cold weather
Abilities: Str 21, Dex 10, Con 18, Int 10, Wis 10, Cha 12
Skills: Handle Animal +8, Intimiate +6, Listen +5, Ride +7
Feats: Mounted Combat, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: CE
Languages: Orc, Common

Fatigued
Size/Type: Medium Humanoid (Orc) Branta Barbarian 2
Hit Dice: 2d12+4 (17 hp)
Initiative: -1
Speed: 40'
Armor Class: 12 (-1 dex, +3 hide), touch 9, flat-footed 12
Base Attack/Grapple: +2/+4
Attack: Greataxe +4 melee (1d12+3/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: Rage 1/day 7 rds
Special Qualities: Low-light vision, cold resistance, fast movement, illiteracy
Saves: Fort +5, Ref -1, Will +0
Fort +9 vs. cold weather
Abilities: Str 15, Dex 9, Con 14, Int 10, Wis 10, Cha 12
Skills: Handle Animal +8, Intimiate +6, Listen +5, Ride +6
Feats: Mounted Combat, Frozen Berserker (b)
Gear: greataxe, mwk hide armor
Alignment: CE
Languages: Orc, Common

Ninko Stormshatterer
Size/Type: Medium Humanoid (Orc) Druid 3 (F)
Hit Dice: 3d8+6 (19 hp)
Initiative: +0
Speed: 30'
Armor Class: 13 (+3 hide), touch 10, flat-footed 13
Base Attack/Grapple: +2/+3
Attack: Club +3 melee (1d6+1)
Space/Reach: 5 ft/5 ft
Special Attacks: Spells, wild empathy (+4), companion link, share spells
Special Qualities: Low-light vision, cold resistance, nature sense, animal companion (gyrfalcon), woodland stride, trackless step
Spells per day: 4, 3, 2
Spell DC: 11 + spell level
Saves: Fort +5, Ref +1, Will +4
Fort +9 vs. cold weather
Abilities: Str 13, Dex 11, Con 14, Int 10, Wis 12, Cha 11
Skills: Handle Animal +8, Heal +3, Ride +8, Survival +16, Knowledge (nature) +10
Feats: Skill Focus (Survival), Self-Sufficient
Gear: club, mwk hide armor
Alignment: CN
Languages: Orc, Common, Druidic

Size/Type: Tiny Animal (gyrfalcon companion)
Hit Dice: 3d8 (13 hp)
Initiative: +4
Speed: 10', fly 60' (average)
Armor Class: 20 (+2 size, +4 Dex, +4 natural), touch 16, flat-footed 18
Base Attack/Grapple: +2/-8
Attack: Talons +8 melee (1d4-2)
Space/Reach: 2.5 ft/0 ft
Special Attacks: Flyby attack
Special Qualities: Low-light vision, evasion
Saves: Fort +3, Ref +7, Will +3
Abilities: Str 7, Dex 18, Con 10, Int 2, Wis 14, Cha 6
Skills: Listen +4 (+2 alertness +2 wis), Spot +18 (6 ranks +8 racial +2 alertness +2 wis)
Feats: Alertness, Flyby Attack, Weapon Finesse (b)
Alignment: TN

Gievik The Cold
Size/Type: Medium Humanoid (Orc) Druid 1 (M)
Hit Dice: 1d8+1 (5 hp)
Initiative: +1
Speed: 30'
Armor Class: 14 (+1 dex, +3 hide), touch 11, flat-footed 13
Base Attack/Grapple: +0/+1
Attack: Club +1 melee (1d6+1)

Size/Type: Small Animal (dog companion)
Hit Dice: 1d8+2 (6 hp)
Initiative: +3
Speed: 40'
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/-3
Attack: Bite +2 melee (1d4+1)
Space/Reach: 5 ft/5 ft

Space/Reach: 5 ft/5 ft
Special Attacks: Spells, wild empathy (+0)
Special Qualities: Low-light vision, cold resistance, nature sense, animal companion (dog)
Spells per day: 3, 1
Spell DC: 10 + spell level
Saves: Fort +3, Ref +1, Will +2
Fort +7 vs. cold weather
Abilities: Str 13, Dex 13, Con 13, Int 9, Wis 11, Cha 8
Skills: Handle Animal +5, Ride +5, Survival +7
Feats: Skill Focus (Survival)
Gear: club, mwk hide armor
Alignment: TN
Languages: Orc, Druidic

Special Attacks: -
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +5, Will +1
Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills: Jump +7, Listen +5, Spot +5, Survival +1 (+5 to track by scent)
Feats: Alertness, Track (b)
Alignment: TN

Rhag The Fearless
Size/Type: Medium Humanoid (Orc) Druid 1 (M)
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 30'
Armor Class: 13 (+3 hide), touch 10, flat-footed 13
Base Attack/Grapple: +0/+3
Attack: Club +3 melee (1d6+3)
Space/Reach: 5 ft/5 ft
Special Attacks: Spells, wild empathy (+0)
Special Qualities: Low-light vision, cold resistance, nature sense, animal companion (dog)
Spells per day: 3, 2
Spell DC: 11 + spell level
Saves: Fort +3, Ref +0, Will +3
Fort +7 vs. cold weather
Abilities: Str 16, Dex 10, Con 13, Int 12, Wis 13, Cha 10
Skills: Handle Animal +6, Heal +8, Ride +4, Survival +5
Feats: Skill Focus (Heal)
Gear: club, mwk hide armor
Alignment: NE
Languages: Orc, Common, Sylvan, Druidic

Size/Type: Small Animal (dog companion)
Hit Dice: 1d8+2 (6 hp)
Initiative: +3
Speed: 40'
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/-3
Attack: Bite +2 melee (1d4+1)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, scent
Saves: Fort +4, Ref +5, Will +1
Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills: Jump +7, Listen +5, Spot +5, Survival +1 (+5 to track by scent)
Feats: Alertness, Track (b)
Alignment: TN

Mabzoll The Colossal
Size/Type: Medium Humanoid (Orc) Battle Sorcerer 1 (M)
Hit Dice: 1d8 (4 hp)
Initiative: -2
Speed: 30'
Armor Class: 11 (-2 dex, +3 studded leather), touch 8, flat-footed 11
Base Attack/Grapple: +0/+4
Attack: Sugliin +4 melee (2d8+6; 10' reach) (15 avg dmg)
Space/Reach: 5 ft/5 ft
Special Attacks: Spells
Special Qualities: Low-light vision, cold resistance
Spells per day: 4, 2
Spell DC: 12 + spell level
Spells known:
0: Resistance, Flare, Light, Daze
1: Enlarge Person
Saves: Fort +0, Ref -2, Will +2
Fort +4 vs. cold weather
Abilities: Str 18, Dex 7, Con 11, Int 6, Wis 10, Cha 14
Skills: Intimidate +6, Handle Animal +4
Feats: Exotic Weapon Proficiency (sugliin)
Gear: greataxe, mwk studded leather armor
Alignment: LN
Languages: Orc

Enlarged
Size/Type: Large Humanoid (Orc) Battle Sorcerer 1
Hit Dice: 1d8 (4 hp)
Initiative: -3
Speed: 30'
Armor Class: 9 (-3 dex, -1 size, +3 studded leather), touch 6, flat-footed 9
Base Attack/Grapple: +0/+9
Attack: Sugliin +4 melee (3d8+7; 15-20' reach) (20 avg dmg)
Space/Reach: 10 ft/10 ft
Special Attacks: Spells
Special Qualities: Low-light vision, cold resistance
Spells per day: 4, 2
Spell DC: 12 + spell level
Spells known:
0: Resistance, Flare, Light, Daze
1: Enlarge Person
Saves: Fort +0, Ref -3, Will +2
Abilities: Str 20, Dex 5, Con 11, Int 6, Wis 10, Cha 14
Skills: Intimidate +6 (+10 vs. med), Handle Animal +4
Feats: Exotic Weapon Proficiency (sugliin)
Gear: greataxe, mwk studded leather armor
Alignment: LN
Languages: Orc

Vang One-Tusk
Size/Type: Medium Humanoid (Orc) Warrior 4 (F)
Hit Dice: 4d8+4 (22 hp)
Initiative: +1
Speed: 30'
Armor Class: 14 (+1 dex, +3 hide), touch 11, flat-footed 13

Base Attack/Grapple: +4/+7
Attack: Greataxe +4 melee (1d12+4/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +5, Ref +2, Will +1
Fort +9 vs. cold weather
Abilities: Str 16, Dex 13, Con 13, Int 6, Wis 10, Cha 7
Skills: Ride +8, Handle Animal +0
Feats: Mounted Combat, Ride-By Attack
Gear: greataxe, mwk hide armor
Alignment: LE
Languages: Orc

Mun The Bloody
Size/Type: Medium Humanoid (Orc) Warrior 2 (F)
Hit Dice: 2d8 (9 hp)
Initiative: +1
Speed: 30'
Armor Class: 14 (+1 dex, +3 hide), touch 11, flat-footed 13
Base Attack/Grapple: +2/+6
Attack: Greataxe +6 melee (1d12+6/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +3, Ref +1, Will -1
Fort +7 vs. cold weather
Abilities: Str 18, Dex 12, Con 11, Int 9, Wis 8, Cha 14
Skills: Ride +6, Handle Animal +4
Feats: Mounted Combat
Gear: greataxe, mwk hide armor
Alignment: NE
Languages: Orc

Ansik The Vicious
Size/Type: Medium Humanoid (Orc) Warrior 2 (M)
Hit Dice: 2d8+2 (11 hp)
Initiative: +1
Speed: 30'
Armor Class: 14 (+1 dex, +3 hide), touch 11, flat-footed 13
Base Attack/Grapple: +2/+6
Attack: Greataxe +6 melee (1d12+6/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +5, Ref +1, Will +0
Fort +9 vs. cold weather
Abilities: Str 19, Dex 12, Con 13, Int 9, Wis 10, Cha 8
Skills: Ride +6, Handle Animal +1
Feats: Mounted Combat
Gear: greataxe, mwk hide armor
Alignment: CE
Languages: Orc

Bhyewge The Dark
Size/Type: Medium Humanoid (Orc) Warrior 1 (NB/F)
Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 30'
Armor Class: 13 (+3 hide), touch 10, flat-footed 13
Base Attack/Grapple: +1/+4
Attack: Greataxe +4 melee (1d12+4/x3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +3, Ref +0, Will -1
Fort +7 vs. cold weather
Abilities: Str 17, Dex 10, Con 13, Int 12, Wis 9, Cha 10

Skills: Ride +4, Handle Animal +2
Feats: Mounted Combat
Gear: greataxe, mwk hide armor
Alignment: LN
Languages: Orc, Common, Undercommon

Shugof the Whisper
Size/Type: Medium Humanoid (Orc) Expert 1 (sneak) (F)
Hit Dice: 1d6-1 (2 hp)
Initiative: +2
Speed: 30'
Armor Class: 15 (+2 dex, +3 studded leather), touch 12, flat-footed 13
Base Attack/Grapple: +0/+4
Attack: Club +4 melee (1d6+4)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +0, Ref +1, Will +3
  Fort +4 vs. cold weather
Abilities: Str 18, Dex 15, Con 9, Int 16, Wis 10, Cha 11
Skills: Climb +8, Craft (trapmaking) +7, Escape Artist +6, Handle Animal +2, Hide +8, Listen +4, Move Silently +8, Open Lock +6, Search +7, Spot +4
Feats: Stealthy
Gear: club, mwk studded leather armor
Alignment: CN
Languages: Orc, Common, Undercommon, Draconic, Dwarven

Shif The Glorious
Size/Type: Medium Humanoid (Orc) Expert 6 (merchant) (F)
Hit Dice: 6d6 (21 hp)
Initiative: -1
Speed: 30'
Armor Class: 11 (-1 dex, +2 leather), touch 9, flat-footed 11
Base Attack/Grapple: +4/+7
Attack: Club +7 melee (1d6+3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +2, Ref +1, Will +7
  Fort +6 vs. cold weather
Abilities: Str 17, Dex 9, Con 10, Int 9, Wis 14, Cha 14
Skills: Appraise +8, Diplomacy +15, Handle Animal +11, Initmidate +11, Ride +1, Sense Motive +13
Feats: Negotiator
Gear: club, mwk leather armor
Alignment: CE
Languages: Orc

Doddukk Brightblade
Size/Type: Medium Humanoid (Orc) Expert 3 (crafter) (M)
Hit Dice: 3d6-3 (7 hp)
Initiative: +0
Speed: 30'
Armor Class: 12 (+2 leather armor), touch 10, flat-footed 12
Base Attack/Grapple: +2/+5
Attack: Club +5 melee (1d6+3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +0, Ref +1, Will +3
  Fort +4 vs. cold weather
Abilities: Str 16, Dex 11, Con 8, Int 13, Wis 11, Cha 10
Skills: Craft (armorsmithing) +7, Craft (basketweaving) +7, Craft (brewing) +10, Craft (leatherworking) +7, Craft

(weaponsmithing) +10, Craft (woodworking) +7, Handle Animal +8, Ride +2
Feats: Skill Focus (leatherworking), Skill Focus (weaponsmithing)
Gear: club, leather armor
Alignment: CN
Languages: Orc, Common, Undercommon

Gih Skincrafter
Size/Type: Medium Humanoid (Orc) Expert 3 (crafter) (F)
Hit Dice: 3d6+3 (13 hp)
Initiative: -1
Speed: 30'
Armor Class: 11 (-1 dex, +2 leather armor), touch 9, flat-footed 11
Base Attack/Grapple: +2/+4
Attack: Club +4 melee (1d6+2)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +2, Ref +1, Will +2
  Fort +6 vs. cold weather
Abilities: Str 14, Dex 9, Con 13, Int 15, Wis 9, Cha 8
Skills: Craft (armorsmithing) +11, Craft (brewing) +8, Craft (fibercrafting) +8, Craft (leatherworking) +11, Craft (trapmaking) +8,Craft (weaponsmithing) +8, Handle Animal +7, Heal +5, Ride +1
Feats: Skill Focus (armorsmithing), Skill Focus (leatherworking)
Gear: club, leather armor
Alignment: NE
Languages: Orc, Common, Undercommon, Draconic

Ghiveng The Crafty
Size/Type: Medium Humanoid (Orc) Commoner 6 (rancher) (F)
Hit Dice: 6d4-6 (9 hp)
Initiative: +0
Speed: 30'
Armor Class: 12 (+2 leather armor), touch 10, flat-footed 12
Base Attack/Grapple: +3/+6
Attack: Club +6 melee (1d6+3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +1, Ref +2, Will +1
  Fort +5 vs. cold weather
Abilities: Str 16, Dex 10, Con 8, Int 9, Wis 8, Cha 8
Skills: Handle Animal +15, Listen +1, Ride +4, Spot +1
Feats: Skill Focus (handle animal), Animal Affinity, Alertness
Gear: club, mwk leather armor
Alignment: NE
Languages: Orc

Nangakk
Size/Type: Medium Humanoid (Orc) Commoner 3 (rancher) (M)
Hit Dice: 3d4-3 (4 hp)
Initiative: +2
Speed: 30'
Armor Class: 14 (+2 dex, +2 leather armor), touch 12, flat-footed 12
Base Attack/Grapple: +1/+4
Attack: Club +4 melee (1d6+3)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance

Saves: Fort +0, Ref +3, Will +1
  Fort +4 vs. cold weather
Abilities: Str 16, Dex 14, Con 8, Int 12, Wis 11, Cha 7
Skills: Handle Animal +9, Listen +2, Ride +10, Spot +2, Use Rope +8
Feats: Skill Focus (Handle Animal), Alertness
Gear: club, leather armor
Alignment: NG
Languages: Orc, Common, Undercommon

lwgye
Size/Type: Medium Humanoid (Orc) Commoner 3 (rancher) (F)
Hit Dice: 3d4+3 (10 hp)
Initiative: +3
Speed: 30'
Armor Class: 15 (+3 dex, +2 leather armor), touch 13, flat-footed 12
Base Attack/Grapple: +1/+2
Attack: Club +2 melee (1d6+1)
Space/Reach: 5 ft/5 ft
Special Attacks: -
Special Qualities: Low-light vision, cold resistance
Saves: Fort +2, Ref +4, Will +1
  Fort +6 vs. cold weather
Abilities: Str 13, Dex 16, Con 12, Int 9, Wis 10, Cha 9
Skills: Handle Animal +10, Listen +2, Ride +5, Spot +2
Feats: Skill Focus (Handle Animal), Alertness
Gear: club, leather armor
Alignment: NE
Languages: Orc

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