

TOUGHER SONS OF GRUUMSH

Sons of Gruumsh is a FORGOTTEN REALMS adventure for 4th-level characters set in the Moonsea region of Faerûn. 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 Jurr 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.

preparation

You (the DM) need the D&D core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*—as well as *Sons of Gruumsh*—to utilize the material in this web enhancement. *Tougher Sons of Gruumsh* also draws on material

from *FORGOTTEN REALMS Campaign Setting*, *Monster Manual III*, *Monsters of Faerûn*, and *Races of Faerûn*. The information presented here utilizes the D&D v.3.5 rules.

part I: 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 Leiyraghon bravos to this encounter, for a total of eight.
- Reduce the number of Natali mercenaries by one, for a total of one.

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RANDOM ENCOUNTERS IN THAR

D%	Encounter	Source	Suggested Miniature
01-20	Troll (EL 5)	MM 247	Troll (<i>Harbinger</i> 77/80) or Troll Slasher (<i>Angelfire</i> 59/60)
21-30	2 werewolves (EL 5)	MM 175	Wolf (<i>Harbinger</i> 37/80) or Werewolf (<i>Giants of Legend</i> 60/72) or Timber Wolf (<i>Deathknell</i> 27/60)
31-60	Ettin (EL 6)	MM 106	Ettin Skirmisher (<i>Deathknell</i> 52/60)
61-80	Shambling mound (EL 6)	MM 222	Shambling Mound (<i>Harbinger</i> 36/80)
81-90	Bulette (EL 7)	MM 30	Bulette (<i>Giants of Legend</i> 67/72)
91-100	Ogre barbarian (EL 7)	MM 198	Ogre (<i>Harbinger</i> 71/80) or Ogre Ravager (<i>Dragoneye</i> 56/60)

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 rooting 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 Grûnhawr (EL 8)

Use the revised statistics given below for Haravak and Grûnhawr.

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+5) and

Melee mwk handaxe +12/+7 (1d6+2) or

Ranged mwk composite longbow +11 (1d8+4/X3)

Ranged mwk composite longbow +11/+6 (1d8+4/X3)

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 companion, favored enemy goblinoids +2, favored enemy orcs +4, link with companion, share spells, swift tracker, wild empathy +8 (+4 magical beasts)

Feats Endurance^B, Improved Initiative, Improved Two-Weapon Fighting^B, Track^B, Two-Weapon Defense, Two-Weapon Fighting^B, 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 +10* (+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 (*Snack*), 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).

grûnhawr

CR —

dregthaug

CR 10

Male boar animal companion

N Medium Animal

Init +0; **Senses** Listen +7, Spot +5; low-light vision, scent

AC 16, touch 10, flat-footed 16

(+6 natural)

hp 25 (3 HD)

Fort +6, **Ref** +3, **Will** +3

Speed 40 ft. (8 squares)

Melee gore +4 (1d8+3)

Base Atk +2; **Grp** +4

Atk Options ferocity

Abilities Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4

SA ferocity

SQ link with master, tricks (attack, come, down, fetch, heel, seek, stay)

Feats Alertness, Toughness

Skills Jump +6, Listen +7, Spot +5

Ferocity (Ex): Grûnhawr is such a tenacious combatant that he continues to fight without penalty even while disabled or dying.

Suggested Miniature Dire Boar (*Harbinger* 34/80).

day 6: Manticore Attack (EL 8)

Replace the creature in this encounter with the one noted.

- Replace the manticore with a behir. Just like the manticore it replaces, the behir is not ready to die for a fresh meal. Thus, it retreats into the fog if it is reduced to 30 or fewer hit points.

Behir: hp: 94; *MM* 25; suggested miniature Behir (*Giants of Legend* 66/72).

part 3: xul-jarak

The required adjustments for this section are given below.

3. gatehouse (EL 6)

This encounter involves orc archers and can be scaled up simply by adding more, as noted below.

- Add three more orc archers to each room, for a total of six per room.

4. courtyard (EL 10)

This encounter is scaled by advancing Dregthaug, the wyvern.

- Add an *amulet of health* +2 to the treasure and double the value of the gems in the helmet (to 200 gp each).
- Advance Dregthaug to 10 HD. Use the following statistics for him.

Male advanced wyvern

N Huge dragon

Init +0; **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 +10; **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^B

Skills Hide +5, Jump +2, Listen +16, Move Silently +13, Spot +19

Improved Grab (Ex): If Dregthaug 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*, 68/72)

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 Orsalyr 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.

Gargoyles (2): hp 37 each; *MM* 113; suggested miniature Gargoyle (*Dragoneye* 52/60).

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 Naazlog's character level and giving him some minions.

- Use the statistics provided for Naazlog in the Appendix.
- 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).

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 longspears, 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; **Grp** +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—injury, 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 Rûlgar, and increase the number of other creatures.

- Use the statistics for Thrull and Rûlgar 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 longsword 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 or fight

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^B, Dodge^B, Improved Initiative, Mobility^B, Power Attack^B, 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 (*Deathkneel* 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 (rat), share spells
Feats Alertness^B (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): Jurr 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*, Jurr 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), Jurr has the following changed statistics:

AC 20, touch 16, flat-footed 19

SNYRR

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** -6
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 Snurr 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. Snurr 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 ARTHANTAR

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 hate 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*^D (DC 18), *slay living* (DC 18)
4th—*dismissal*, *inflict critical wounds*^D (DC 17), *poison* (DC 17)
3rd—*contagion*^D (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*^D (DC 15), *sound burst* (DC 15), *spiritual weapon*
1st—*bane* (DC 14), *command* (DC 14), *deathwatch*, *divine favor* (+3 atk, +3 dmg), *doom*^D (DC 14), *shield of faith* (+3)
0—*create water*, *cure minor wounds* (2), *detect magic*, *read magic*, *virtue*
D: Domain spell. Deity: Bane. Domains: Destruction, Hatred (see page 87 of *Player's Guide to Faerûn*).

Abilities Str 14, Dex 12, Con 13, Int 10, Wis 16, Cha 9
SA hate 1/day, smite 1/day
Feats Combat Casting, Extra Turning, Iron Will, Lightning Reflexes, 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, Dodge^B, Mobility^B, Spring Attack, Weapon Focus (short sword)^B, 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. (40 squares)

Melee +1/+1 orc double axe +17 (1d8+15/X3) or

Melee +1/+1 orc double axe +17/+12 (1d8+15/X3) or

Melee +1/+1 orc double axe +15/+10 (1d8+11/X3) and

Melee +1/+1 orc double axe +15 (1d8+7/X3)

Base Atk +7; **Grp** +15

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 Cleave^B, Exotic Weapon Proficiency (orc double axe), Power Attack^B, Two-Weapon Fighting^B, Weapon Focus (orc double axe), Weapon Specialization (orc double axe)

Skills Climb +11, Craft (armorsmithing) +2, Craft (weapon-smithing) +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 Climb +9, Jump +7

Suggested Miniature Eye of Gruumsh (*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 Endurance^B, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B

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

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 OR 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 8, Con 16, Int 12, Wis 6, Cha 15

Feats Blind-Fight, Cleave^B, Great Cleave^B, Improved Critical (maul)^B, Improved Initiative, Improved Sunder^B, Iron Will, Leadership, Lightning Reflexes, Power Attack^B, Weapon Focus (greatsword)^B, Weapon Focus (maul)^B, Weapon Specialization (greatsword)^B, Weapon Specialization (maul)^B

Skills Appraise +3 (armor and weapons), Climb +13, Craft (armorsmithing) +6, Craft (weaponsmithing) +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 11

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^B, Dodge^B, Great Cleave, Iron Will, Mounted Combat^B, Power Attack^B, Weapon Focus (halberd)^B, 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 Cagle 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.