

Scartesh's Raiders

Scartesh (male medium half-orc) – Al: LE

Rogue 3, Fighter 7, Ranger 4; HD: 7d10+4d8+3d6+42; hps: 126; Dies: -73

Init +3(dex); Speed 40 ft (8 boxes);

AC 30/28/26 ((+8/+6/+4 chain shirt +2), +3 (masterwork heavy shield) + 6 BDB +3 dex);

Attack: BAB: +13/+8/+3; +17/+12/+7 (melee), + 16/+11/+6 (ranged), +20/+15/+10 (bastard sword of *wounding* +2; weapon focus); Dmg: 1d10+8 +1/wound/round (sword of *wounding*); 1d8+4 (masterwork long bow (18))

SV: Fort: +13, Ref: +12, Will: +8

Ability Scores: Str 18 (+4), Dex 16 (+3), Con 16 (+3), Int 14 (+2), Wis 15(+2), Cha 9 (-1)

Skills:

Feats: Fleet-Footed, Iron Will, Exotic Weapon (bastard sword), *Power Attack*, *Cleave*, *Improved Trip*, *Combat Reflexes*, Weapon Specialization (bastard sword), Weapon Focus (bastard sword)

Special Qualities: Darkvision 60'

Notable Equipment: *Wyrmtongue* (bastard sword +2, of *wounding* + poison once per day (3d6 strength DC 26), Masterwork Heavy Shield of Thorad-Klen Make (+1 to AC, +1 to check penalties), Chain Shirt +2

Dumashg (male large ogre) – Al: NE

Barbarian 2, Fighter 2; HD: 4d8+2d12+2d10+16; hps: 88; Dies: -54

Init -1 (dex); Speed 30 ft (6 boxes); Reach: 10'

AC 24/24/21 ((+10/+10/+7 half-plate), +3 (masterwork heavy shield) + 2 BDB -1 dex);

Attack: BAB: +6/+1; +12/+7 (melee), + 5/+0 (ranged, spears), +13/+8 (large masterwork morningstar; weapon focus); Dmg: 2d6+8 +(large masterwork morningstar; (+2 dmg)); 1d8+6 (spears (8))

SV: Fort: +12, Ref: +0, Will: +3

Ability Scores: Str 22 (+6), Dex 9 (-1), Con 15 (+2), Int 7 (-2), Wis 10 (+0), Cha 7 (-2)

Skills:

Feats: Weapon Focus (morningstar), *Power Attack*, *Cleave*, Iron Will

Special Qualities: Darkvision 60'

Notable Equipment: Masterwork Heavy Shield of Thorad-Klen Make (+1 to AC, +1 to check penalties), Half-Plate, Quiver of 8 Spears, Full Helm, Whip

Krahz-mahz (male medium black orc) – AI: NE

Fighter 2 / Warlock 6; HD: 2d10+6d4+32; hps: 65; Dies: -42

Init +5 (dex + improved initiative); Speed 30 ft (6 boxes); Reach: 10'

AC 19/19/18 ((+4/+3/+3 studded leather), +2 nat, + 2 BDB , +1 dex);

Attack: BAB: +5; +7 (melee), + 6 (ranged), +8 (morningstar; weapon focus); Dmg: 1d8+2; 1d6 (short bow)

SV: Fort: +9, Ref: +3, Will: +5

Ability Scores: Str 15 (+2), Dex 13 (+1), Con 18 (+2), Int 10 (+0), Wis 11 (+0), Cha 14 (+2)

Skills:

Feats: Weapon Focus (morningstar), Lightning Reflexes, Improved Initiative, Dodge, Combat Casting, Brew Potions

Special Qualities: Darkvision 60', Ritual Summoning, Ritual Magic

Spell Progression: 6 / 7 / 5 – Arcane Failure: 20%

Spells Known: 7,4,2, 0th - Resistance, Acid Splash, Detect Magic, Touch of Fatigue, Detect Poison, Know Direction, Disrupt Undead

1st - Endure Elements, Grease, Chill Touch, Enlarge Person

2nd - Bull's Strength, Scorching Ray (4d6; 2 rays)

Notable Equipment:

The Scarabs (13 male medium orcs) – AI: LE

Rogue 1, Fighter 3; HD: 3d10+1d6+12; hps: 41; Dies: -31

Init +1 (dex); Speed 30 ft (6 boxes);

AC 22/20/19 ((+7/+5/+4 bronze breast plate), +2 (heavy shield) + 2 BDB +1 dex);

Attack: BAB: +3; +7 (melee), + 4 (ranged), +8 (morningstar; weapon focus); Dmg: 1d8+4 (morningstar); 1d6 (short bow)

SV: Fort: +3, Ref: +3, Will: +3

Ability Scores: Str 18 (+4), Dex 16 (+3), Con 16 (+3), Int 14 (+2), Wis 15(+2), Cha 9 (-1)

Skills:

Feats: Weapon Focus (morningstar), *Power Attack*, *Cleave*, Iron Will

Special Qualities: Darkvision 60'

Notable Equipment:

Dire Boar

Initiative: +0; Speed: 40 ft (8 boxes)

HD: 7d8+21; hps: 52 Dies: -37

AC: 18 (-1 size, +6 natural, +3 BDB)

Atk: Gore +12 melee; Dmg: 1d8+12

SA: Ferocity (fight at negs)

SQ: Scent

Saves: Fort +8 Ref+5 Will+6

Stats: Str 27, Dex 10, Con 17, Int 2, Wis 13, Cha 8

Skills: Listen +9, Spot +8