

Forward Orcish Scouting Party of Tribe Gu'tarsh

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

Tis-wash (male medium orc) – Al: LE

Rogue 3, Ranger 5; HD: 5d8+3d6+16; hps: 60; Dies: -40

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

AC 22/20/18 ((+6/+4/+2 chain shirt), + 3 BDB +3 dex);

Attack: BAB: +7/+2; +11/+6 (melee), + 10/+5 (ranged), +10/+5 (long sword; weapon focus – dual weilding) & +10 (Masterwork Light Pick); Dmg: 1d8+4 (longsword); 1d4+3 (masterwork light pick)

SV: Fort: +7, Ref: +10, Will: +5

Ability Scores: Str 18 (+4), Dex 16 (+3), Con 14 (+2), Int 11 (+0), Wis 12(+1), Cha 7 (-2)

Skills:

Feats: Fleet-Footed, Weapon Focus (longsword), Ambidexterity, Two-Weapon Fighting, Iron Will, Track, Endurance

Special Qualities: Darkvision 60', Favored Enemy (dwarves), Sneak Attack +2d6, Trap-Finding, Evasion, Trap Sense, Wild Empathy,

Notable Equipment: Masterwork Light Pick of Thorad-Klen make (+1/+1), Potion of Bull's Strength (brown; tastes like burning), solid gold piece of dwarven rune tablet (5 lbs; worth 2000 sps), 56 gold obleks.

Dire Rat

Initiative: +3 (dex); Speed: 40 ft (8 boxes), Climb 20 ft.

HD: 1d8+1; hps: 9 Dies: -14

AC: 16 (+1 size, +1 natural, +3 dex, +1 BDB)

Atk: Bite +4 melee; Dmg: 1d4

SA: Disease (DC 12)

SQ: Scent

Saves: Fort +3 Ref+5 Will+3

Stats: Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Skills: Climb +11, Hide +11, Move Silently +8

Gu'tarsh Warriors (24)

Warrior 2; HD: 2d8+2; hps: 15 each; Dies: -17
Init +1(dex); Speed 30 ft (6 boxes);

AC 15/14/14 ((+4/+3/+3 studded leather), +1 dex);
Attack: BAB: +2; +4 (melee), + 3 (ranged), +4 (battle axe) or +4 (heavy mace), +3 (short bow); Dmg: 1d8+3 (battle axe); 1d8+3 (heavy mace); 1d6 (short bow)

SV: Fort: +4, Ref: +1, Will: -1
Ability Scores: Str 15 (+2), Dex 13 (+1), Con 13 (+1), Int 9 (-1), Wis 8(-1), Cha 8 (-1)

Skills:

Feats: Alertness

Special Qualities: Darkvision 60'

Gu'tarsh Sub-Leaders (4)

Warrior 4; HD: 4d8+8; hps: 31 each; Dies: -25
Init +1(dex); Speed 30 ft (6 boxes);

AC 19/17/15 ((+6/+4/+2 chain shirt), +1 dex, +2 BDB);
Attack: BAB: +4; +7 (melee), + 5 (ranged), +7 (battle axe) or +7 (heavy mace), +5 (+6) (long bow); Dmg: 1d8+4 (battle axe); 1d8+4 (heavy mace); 1d8 (short bow)

SV: Fort: +6, Ref: +2, Will: +0
Ability Scores: Str 16 (+3), Dex 13 (+1), Con 14 (+2), Int 9 (-1), Wis 8(-1), Cha 8 (-1)

Skills:

Feats: Alertness, Point Blank Shot

Special Qualities: Darkvision 60'

Notable Equipment: 21 silver obleks, 17 cps (h-land).

Farsce, Lahng, Kik, and Husk (runners)

Rogue 1, Ranger 3; HD: 3d8+1d6+8; hps: 30; Dies: -25

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

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

Attack: BAB: +3; +5 (melee), + 6 (ranged), +5 (battle axe), +7 (+8) (composite short bow; weapon focus (point blank shot); Dmg: 1d8+2 (battle axe); 1d6+2 (or +3) (masterwork short bow (point blank shot))

SV: Fort: +5, Ref: +7, Will: +2

Ability Scores: Str 14 (+2), Dex 16 (+3), Con 14 (+2), Int 10 (+0), Wis 12(+1), Cha 7 (-2)

Skills:

Feats: Fleet-Footed, Weapon Focus (shortbow), *Precise Shot*, *Point Blank Shot*, Track, Endurance

Special Qualities: Darkvision 60', Favored Enemy (dwarves), Sneak Attack +1d6, Wild Empathy.

Notable Equipment: Masterwork Composite Shortbow (built to 14 strength), four bags of caltrops (each)

The *Gu'tarsh* wear purple and black dyed beaver furs, and wear ripped dwarven beard "scalps" about their necks hanging down on their chests. They recently took part in the razing of Adoth-Rech.