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**ADVENTURE TOOLKIT: ORGANIZATIONS BOOK 1**

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# BLACK FIST ORCS

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## USING THIS BOOK

This book is designed with the goal of making something that facilitates running and preparing for a game session. When I gamemaster I typically have a few ideas about what I want to do and exploring those ideas is fun. However, going through the long process of writing up all the NPC opponents and putting teams together winds up feeling too much like work. I enjoy writing up the major villains; but I could use some help with the henchmen and lackies. That's what this book is for. Hopefully you can use this book to save some time while making up a scenario, or use the NPCs here to beef up another module you own, or put together a quick ad hoc encounter when you need something on the fly. I've structured the book so that you can run encounters directly from it. You can simply keep track of hit points, initiative, and spells in either the margins of the character write-ups or by using the control sheet.

This book draws on material from other Second World Simulations products; many of the rules needed, however, can be downloaded for free from the Second World Simulations website.

Since this book is designed as a PDF it spreads information across a greater number of pages. This should make it easier to print out the sections you want to use or make extra copies of the most relevant bits.

## **BLACK FIST ORCS**

**Organization Skill:** Intimidation

Orcs fight. That's what they do. Fighting is their job. At least that's what they'll tell you. More realistically orcs bully. They like to boss others around. But bullying requires a kind of power that individuals typically lack. Thus, orcs gang up. But, and any orc will tell you this, when you're a gang you need a cool name, one that strikes fear in the hearts of the timid, one that represents power and strength, a name to make people tremble. Unfortunately, orcs also tend to lack much in imagination. To get into the mindset go back a bit, perhaps to your junior high school days and think about the representation of power. What were its symbols? Weapons are good but there are lots of weapons; perhaps a bigger weapon then but when used as a symbol all weapons look about the same size. Perhaps an exotic weapon then; well, it'd be pretty messed up to have your symbol be a weapon that no one in your gang could pronounce. Armor simply won't do at all since that implies people will be hitting you and not the other way around. What's left then? The fist. The fist represents the most simple raw form of power; through the fist one exerts one's strength. The fist wields the sword and the axe. The fist is all you have left when stripped naked. A plain old fist won't do; perhaps its wielding some lightning, or wearing a gauntlet (Iron Fist tends to be popular) but, if you're an orc you're going to be asking someone distinctly lacking in artistic talent to paint this on your shield or tattoo it on your chest. That leaves you with a simple color. And, like everything else in orc life, colors occupy their own hierarchy with black clearly at the top (red comes close but you know it simply doesn't strike dread the way black does). All this has led to a brutal social Darwinism over nothing more than the fight over gang names. If you want to be in the Black Fist gang you need to make sure no one else uses the symbol. Think of it as a very personal form of trademark protection. And once you've established yourself as the Black Fist orcs you've got to make sure you only recruit the best, the meanest, and the toughest orcs out there. They've got to chew iron and spit nails. They've got to have a ruthless streak a league wide and they've got to be the kind of orc that won't let anyone else call themselves a Black Fist without spilling some blood.

Black Fist orcs display their colors proudly. If they use a shield it bears the Black Fist symbol. It shows up on flags and banners; they carve it on bathroom walls and the doors of taverns and houses in the night. Other orcs, if they know what's best for them, get out of the way of the Black Fist. Show your Black Fist tattoo and you'll get immediate respect, the kind of respect you deserve. Despite all this power and authority Black Fists lack the magical backing that other groups enjoy. They don't recruit well enough to get talented sorcerers or wizards. But, more importantly, a cabal of adepts has taken control of magical matters within the gang. The minor demon lord Vale Narosh cut a deal with the cabal some time back and has been their patron ever since. He

now supplies them with diabolic power. In order to secure their position the cabal actively persecutes more powerful magic wielders such as focused clerics, druids, sorcerers, and wizards. The cabal also makes sure that the rest of the Black Fists do this too.

This book includes influence attributes for the groups. Full rules regarding influence and organizations are offered in the Second World Sourcebook and an outline of the system can be downloaded from [www.Second-World-Simulations.com](http://www.Second-World-Simulations.com). Many groups in the Organizations books won't be the sorts of groups players want to join. However, in case they do (and what kind of campaign are you running anyway?) what you need to run the group as an organization will be available. Also, players might gain some external influence over an organization; perhaps they've co-opted a low ranking (or even high-ranking) member. If this happens you'll be prepared. Finally, you might use some of the organizational attributes when determining the actions of the group. For instance, an adversary might call on a favor from his organization when plotting against the player characters. Typically, I don't include positions for organizations at the very top rungs of power. You can simply assume that those in charge have the best access bonuses to all favors within the organization with perhaps an additional bonus. It's not a good idea to let a player purchase external access to those of such high rank with a mere influence expenditure anyway; however, gaining such access through roleplaying can make for enjoyable adventures.

## **POSITIONS**

### **BLACK FIST THUG**

**DC:** 15

**IP Cost:** 1

**Commitment:** 2

**External Access Cost:** 2 ip

Ya gotta be tough to join the Black Fists. And you better have some orc blood as well. Other orc groups are more prone to accepting non-orcs as members (though almost none would tolerate an elf or dwarf). The Black Fists operate a bit differently though. In fact, they won't even accept ogres, trolls, or giants in their group (there's too high a chance the monster will take over). They will accept half-orcs into the organization but a half-orc must pay twice the normal IP cost and takes a -5 on their influence check to acquire the position. This applies for all positions within the organization. More than likely, any player involvement in the group will come via external access. You get nothing for simply joining the gang other than the right to bear the Black Fist symbol. You're expected to do so proudly and make sure that no one unauthorized is also using the symbol.

**Roleplaying Access:** Er, roleplaying is that thing where you ACT right? Well, if you can act like a thuggish brute who just likes to get into fights maybe that would count as gaining roleplaying access to the thugs. Beat up some five or so Fists (at once) and have some orc blood inside you (maybe on you too) and they'll probably let you in.

## BLACK FIST BOSS

**DC:** 20

**IP Cost:** 4

**Commitment:** 2

**External Access Cost:** 8 ip

Black Fist bosses occupy a position of power in the group. They can shove other orcs around pretty much at will. Typically, the bosses come from the ranks of Axes, Guisarme Masters, and Hammers. None of the bosses trusts a Hammer or is willing to eat with one. When you're a boss you can make orcs clean stuff for you, do push-ups, dig latrines, run around the dungeon, take their hands out of their pockets, and so on. Typically you do need some piddling excuse for this. If there's no real reason to punish an orc in this way make an Intelligence check (DC 10) to see if you can come up with one. If that fails you don't get a retry unless the orc does something stupid, such as laugh at you for not being able to come up with an excuse for punishment; the orc targeted by the failed attempt should make a Will save (DC 6) to avoid laughing at the failed attempt.

**Roleplaying Access:** The Black Fist does not have a standardized test or program for advancement. In fact, someone's usually a boss informally well before they become one officially. Get other orcs to follow your orders and you've made some headway; the best method of doing this is finding them some loot, keeping them in booze, and helping them beat up weak opponents. Getting part of the gang out of a tough situation when the old boss goes down or can't perform his job well could also work.

## HAND OF THE CABAL

**DC:** 20

**IP Cost:** 5

**Commitment:** 2

**External Access Cost:** 10 ip

The cabal runs the whole show from the shadows; they're the puppet master pulling the strings and they're the only ones with a direct line to Vale Narosh. At least they'd like to think so. What power they possess comes from the fact that they supply the potions and they provide the ritual for bonding an orc. In practice they're so weak that the other Black Fist members mostly ignore them just so they can stay on their good side in case they want something later. If anyone pulls the strings it's most likely the bound orcs, or perhaps even Vale Narosh himself. A hand represents a moderately ranking member of the cabal; lesser adepts should hold the Thug position.

**Roleplaying Access:** The funny thing about getting into the cabal is that it takes a certain **lack** of talent to get in; they don't like smart boys or those who get pious and yak about how you should spend more time making blood sacrifices

## *Black Fist Access Chart*

Requests	Thug	Boss	Cabal
<b>Favors</b>			
Fighter Retraining*	-5	+0	
Call on Black Fists	-5	+5	+0
Nobody wears the Black Fist but us	+0	+5	-5
Send in the Scouts	-5	+0	-5
Worg Tracking Team		+0	+0
Magical Library I*	-5	-5	+0
Vale Narosh Conference		-5	+0
Bounding			+0
<b>Equipment</b>			
Arms and armor, Wiz5/Clr5		+0	+0
Potions, Wiz3/Clr3	-5	+0	+0
Scrolls, Wiz3/Clr3	-5	+0	+0

and oaths to evil when all you really want to do is get drunk and beat up smaller humanoids. If you fit the profile for the cabal you're already on the right track but you should also demonstrate a blind obedience to them. This would likely require some foolhardy mission or flat-out stupid sacrifice (like cutting off some fingers to prove you mean business).

Favors marked with an asterisk (\*) can be found in the Second World Campaign Sourcebook.

## **NEW FAVORS**

The following favors can be accessed via Black Fist positions. I include particular influence skills for each favor for purposes of completeness. The Black Fist uses Intimidation for all requests.

### CALL ON BLACK FISTS

**Skill:** Intimidation

**DC:** varies

**Use Cost:** varies

**Request Time:** 1 hour

**Implementation Time:** 1d6 hours

**Duration:** 48 hours

**Access Cost:** 10 ip

With this favor you call in some Black Fist members to help you intimidate someone or simply beat them up. The cost is equal to the total IP cost of all the Fists you call up. The difficulty is equal to the highest difficulty class of any particular member you request. These guys will fight for you.

<b>Fist Member</b>	<b>Cost</b>	<b>DC</b>
Recruit (scout or thug)	1 stress	15
Veteran (scout or thug)	3 stress	20
Elite (scout or thug)	6 stress	25
Bound Worg	10 stress	25
Bound Adept	1 ip	30
Bound Warrior	1 ip	30

## NOBODY WEARS THE BLACK FIST BUT US

**Skill:** Intimidation

**DC:** 15

**Use Cost:** 1 Stress

**Request Time:** 1 hour

**Implementation Time:** 30 minutes

**Duration:** 24 hours

**Access Cost:** 5 ip

If you catch someone using the Black Fist emblem who isn't authorized you can quickly get together a gang of four recruits and one veteran to help you teach the miscreant a lesson.

## SEND IN THE SCOUTS

**Skill:** Intimidation

**DC:** 15

**Use Cost:** 3 Stress

**Request Time:** 1 hour

**Implementation Time:** according to mission

**Duration:** 4 days

**Access Cost:** 6 ip

With this favor you tell the scouts to send someone out to check a location or area. The master scouts, in turn, tell one of the lesser scouts to do this unless it looks very safe or there's the possibility of some good loot. One scout stealths out to the location, looks around, then returns. The location should lie within 2 days travel.

## WORG TRACKING TEAM

**Skill:** Intimidation

**DC:** 20

**Use Cost:** 5 Stress

**Request Time:** 1 hour

**Implementation Time:** immediate

**Duration:** 1 week

**Access Cost:** 10 ip

Sometimes you need to hunt someone down to teach them not to mess with the Black Fist. This favor allows you to call up a Worg team to help you track someone or something. The team consists of two worgs plus a standard worg handler. They won't fight unless the opposition is pretty weak and elves or dwarves are involved.

## VALE NAROSH CONFERENCE

**Skill:** Intimidation

**DC:** 20

**Use Cost:** 1 ip + 5 stress

**Request Time:** 1d6 hours

**Implementation Time:** 1d6 days

**Duration:** 2 hours

**Access Cost:** 20 ip

Sometimes the cabal needs to speak more personally with Vale Narosh; this is what they use to do that. This favor calls up enough cabal members to perform a contact ritual. The ritual involves sacrificing an animal on a pyre; Vale Narosh then appears in the smoke of the pyre. He'll discuss with you any issues salient to him or that might expand his power in the world. He's not a font of information like Zetas, but knows a fair bit about the Ruby Rift and some Deep Forge creatures. By spending 2 additional IP and succeeding at a Diplomacy check (DC 20) you can get him to open a gate through the smoke to his realm, to the Ruby Rift, or to the Deep Forge. This can be useful for exploring. He'll also provide you with one free trip back to the site of the original contact.

## BONDING

**Skill:** Diplomacy

**DC:** 25

**Use Cost:** 10 ip

**Request Time:** 1d6 hours

**Implementation Time:** 2d6 days

**Access Cost:** 50 ip

This favor is typically used to bond someone else; if you want to be bound (the orcs call it a bonding ritual but those subjected to it are called "bound") you'll likely be handing your character sheet over to the gamemaster fairly soon afterwards. You may use this favor to create either a Bound Worg, Bound Adept, or Bound Warrior. You do not gain any control over the bound creature other than that given by your position within the organization (which ain't much). The cost derives from the cost for material components and the cost to get Vale Narosh to arrange the process.

## STRATEGIES

Huh? Whuzzat?!? The Black Fist ain't so big on strategy. In fact, the front line tactics of the fists, spears, and gauntlets is a bit much for most orcs. This means they'll seldom act in some large, organized way and lack much of a standard operating procedure. However, as an organization they do appear to strive towards a purpose. This mainly comes from on high; the adepts and Vale Narosh tell the Black Fist where to go and what to pillage and they quite likely have a plan they follow.

**Assault:** The Fists know enough to wait a day in order to get a full dose of spells and buffing magic before going after a place. They tend to get really excited about an opportunity to fight and hate it when potential victims escape. This means they'll move outside the target area as soon as possible and try to surround it. They'll stay far enough back to avoid missile fire but the enemy will surely know that the orcs plan to attack. Even if the target happens to be blind for some reason (or incredibly obtuse) the bonfires and

## STRATEGIES FORMAT

When describing the strategies for a group I list four types of scenarios in which they might find themselves and how they typically react in those situations. These should help give an idea of how to respond during an ad hoc scenario. I focus on just four situations, Assault, Hasty Assault, Meeting Engagement, and Defend. Assault situations are simply where the group has plenty of time to prepare for an attack against the players. They should have at least one day of prep time for the situation to count as an assault since this gives them time to prepare spells specific to their purpose and use spells for recon without expending their resources in the coming battle. A hasty assault is just an attack that the group has less than one day for preparation. Obviously, the goal must be pretty time sensitive for anyone to resort to a hasty assault. The group can only use the resources at its immediate disposal for this and cannot change its prepared spells. Typically, most spellcasters have a list of traveling spells useful for most situations and some alternate preparation formats tailored to a particular case; traveling spells frequently include some spells that aren't particularly combat effective since you more likely need general utility and divination spells when you don't expect a long slew of fights. A meeting engagement is much like a hasty assault but the group typically has little or no preparation time and should be ready to retreat; this is the kind of encounter you'd probably get from a wandering monster table. You can also apply this to times when the players attack the group and the group didn't see it coming. Use the defend strategy when the group expects a player attack and has time to prepare for it. This may also indicate how they generally set up their base.

pounding drums should provide a subtle hint. During this preparation time they take extra care to make sure no one gets out of the target zone. Some overly rambunctious orcs may also launch a little preliminary strike. You can use this to help thin their ranks a bit before the big fight.

**Hasty Assault:** Charge!

**Meeting Engagement:** Charge! But the adepts and bound creatures hang back to see how the battle develops before committing themselves. These encounters leave the Fists the most vulnerable. They move in and attack anything opportune, which means that they'll frequently fail to set up their lines properly. Moreover, their magical support hangs back and they don't even get to cast buffing magic on the front line troops.

**Defend:** The Black Fist hates to defend but if orders come down from on high they'll follow them. A Defend mission typically just means setting up lines of battle using the front line tactics and graphic described a bit later. If any adepts can do so they'll create some undead. Mostly though they turn invisible and try to cast healing on those who need some help. If the battle goes bad they have no compunctions about leaving the front-liners to hold the rear while they escape. For traps set up pretty simple military fortifications such as ditches and low walls. When fighting someone coming up from a ditch give the person outside the ditch a +1 circumstance bonus to hit (higher ground) and a +1 circumstance bonus to armor class.

## SITUATIONS

### INVERT THE DUNGEON

Have the Black Fist follow the players into a dungeon. The players finish off their mission and then, instead of being able to simply walk back out, they need to fight their way back out through the orcs. Naturally, this doesn't work too

well if the players have access to teleport or similar powers. Also, the players should be pretty beat up by the time they finish a module so give them some rest time at the bottom or make sure to keep the encounter levels a bit lower than normal. The orcs might come in purely by accident and scratch their heads at the sight of all the dead bodies or they might follow the players in expectation of having them clear the place.

**Complications:** 1) You could pare down the Fist team to just a few higher powered members, making them the equivalent of an adventuring group. They come in after the players seeking the exact same thing (loot and experience points). 2) The Fists consider the ruined site a sacred place and move to prevent or avenge its defilement. The place actually could *be* sacred (or profane really) and perhaps the lost god it venerates calls in the Black Fist to deal with the intruders. 3) This probably requires that you develop your own dungeon or use one that already includes orcs; what you do is start normally, with the players moving into the dungeon and clearing out the Black Fist inhabitants. When they get near the end they come across a strange room that transports them back in time to before the Black Fists ever entered the dungeon. This works particularly well if the backstory of the dungeon suggests that dwarves or some other friendly race previously held the place. The players can then ally with the dwarves to prevent the initial invasion. Perhaps the dwarves specifically placed the stone or artifact that causes the time travel in order to rescue them in case they lost. When the players successfully fend off the Black Fist invaders they return to their own time to discover the place a thriving community and gain some staunch allies. For those worried about time travel paradoxes you can pass it off as world travel or alternate timeline creation.

## SNIPE HUNT

Sometimes the bosses decide they need some pretty weird material components; in particular, the bonding rituals require some odd stuff. When the need comes up they send the thugs out trawling the swamp or some other miserable place (forests work too but they're not quite so miserable). The orcs hunt either an animal or some sort of plant in this process, most often a bit of both. They'll do the standard hunter trick and line a bunch of orcs up at each end of the swamp, one of the lines then crouches down and waits in hiding with bows or crossbows while the other line advances through the swamp driving the creatures in their direction. A simple enough scenario simply puts the players in the swamp or forest when this happens.

**Complications:** 1) The players could be tasked to protect the snipe (that's just a generic term for whatever critter the orcs happen to hunt this time around). When using this complication assume that just one of the creatures exists and they need to either find it or stop the orcs from finding it. 2) The forest or swamp itself might get upset at a crowd of orcs flushing its creatures and respond violently. The players could get caught in the middle; if the players happen to feel orc-friendly at the moment they might even negotiate a truce between the forest and the Black Fists. 3) What if the snipe weren't some small harmless bird but something a little bit larger, like a griffon? The snipe could be a tough monster and it gets flushed by the orcs sending it on a rampage. Alternately, in the process of snipe hunting the orcs might flush some other monster (who also goes on a rampage; rampaging seems to be part of the job description for a monster). 4) You could place a tomb or entrance to a cavern in the swamp and use the Black Fist orcs to herd the players towards it. Unfortunately, players seldom, if ever, run away from trouble, especially when the trouble consists of orcs so if you really want to get them to the dungeon put a crowd of orcs around the entrance.

## MASS SUICIDE

A group, or perhaps even all, of the Black Fist orcs commit mass suicide. The players might find the camp with all the bodies neatly laid out or even be present when the event occurs. If you somehow manage to get the players captured (I'm sure I don't need to tell you how difficult it is to capture a player without invoking gamemaster fiat) they could suddenly find their captors all dead. One can find any number of reasons for this but most of them will probably have something to do with Vale Narosh. If the players discover the mass suicide after it happens they could run an investigation, or at least loot the bodies.

**Complications:** 1) The players could discover the plot ahead of time and might even feel the need to prevent it from happening. 2) Place the players in the camp when the event happens; the mass-death breaks down the dimensional barriers and pulls either the place or the spirits of those in the area into another world. They then need to find a way back; they might even meet and deal with Vale Narosh dur-

ing this. 3) The orcs didn't commit suicide at all. Someone else has started hunting the Black Fists and decided that by staging their deaths he could cover his vendetta against them. Perhaps a paladin intent on justice lies behind the plot; unfortunately for him Narosh grows suspicious. The players could get involved to protect the paladin from Narosh.

## WILL BULLY FOR FOOD

While the Black Fists have their own patron now (sort of) they still like to make some money on the side. Moreover, master villains can always use some relatively cheap thugs to help them dominate their surroundings. Simply write up your favorite bad guy and give him some Black Fist support. You can also use this to bolster the encounter levels in a scenario you already own.

**Complications:** 1) The Black Fist cabal rents the orcs in order to infiltrate the villain's fortifications and find out about his plans. They might swoop in to take over or even help the players in subtle ways. Alternately, the lower ranking Fists might try to cut a deal with their new boss to rid them of the cabal. After all, they'd much rather have real wizards or evil priests supplying their magic. 2) The Fists' new boss might actually plan to sacrifice the orcs or use them for awful experiments. The players then discover strange, mutated orcs during the adventure. 3) Their new boss is actually a good king or baron in desperate need of mercenaries to face down some other threat. This could put the Fists and the players on the same side for an adventure or two. The Fists suffer under the onslaught but with the help of the player group they might drive back an even worse enemy.

## **GOALS**

The Fists themselves have some pretty simple goals. Get drunk, beat things up, make sure no one else wears the Black Fist, and steal other people's money. You can throw in a bit of ravishing too if you run a mature game. If you're looking for more complex goals go up a stage and look at what the cabal and Vale Narosh have planned. The cabal wants power; unfortunately they lack skill, talent, intelligence, wisdom, experience, magic items, etc. etc. They've managed to tap into power through their alliance with Vale Narosh and by using the bondings; but they're dumb enough to want more, to think that they might be able to pull a fast one on Narosh. They could decide to cut another deal with someone else and this could lead to a massive shakedown and drastic change in the direction of the Black Fists (that is, the bound adepts take over and Narosh gains more direct control over the movements of the Fists). For the real goals you need to look into Narosh's psyche though. What could he possibly want? I'll offer a couple suggestions here. I might have went a bit overboard with the off-the-wallness of these suggestions but I figure you don't need me to tell you that Narosh wants to get more powerful or invade the world.

**Echoes of Thunder:** Vale Narosh needs a door opened. Of course, the kinds of doors demon lords need opened tend to be the kinds of doors you'd like to keep closed. The door

resides somewhere in the Forge or one of the outer planes and you need a pretty special key to open the door. Narosh needs a song sung and some drums played in the Second World. He needs it performed just right; he needs a massive conjunction of primal dances fueled by some of the most beautiful voices in the world. To this end he directs the Fists to expand because he needs the song raised from a variety of places. He also directs the ranking members of the Fists to kidnap musicians and bards to form his choir. What lies on the other side of the door? Perhaps an artifact, or Vale Narosh's mother, or the Tower, or an interstice with a horde of demons ready to serve him, or just nothingness.

**The Mirror Chessboard:** The movements of the Black Fists and their purposes can seem completely random. They make no sense, on the surface anyway. Vale Narosh discovered a correlation some time back you see. The movements of the orcs affect the movements of certain creatures within the Forge and by manipulating the orcs he can manipulate those creatures. They don't have a direct correlation so part of this process involves Narosh experimenting to figure out what actions and motions of the Black Fist cause the motions of the target group in the Forge. Narosh moves the Fist around like a piece on a chessboard but you can't see the chessboard or know its topography unless you also know the relation between the orcs and the outsiders.

**The Stooges:** You're chaotic, evil, powerful, and immortal; what more do you really need? Well, you could always use some more power but sometimes ya gotta take a break and find some light entertainment. What better source of hilarity than a bunch of orcs and their sometimes hapless victims. Under this plan Narosh backs the orcs because they make him laugh. Being chaotic evil he laughs the most when they suffer terrible but absurd calamities. I believe it was Mel Brooks who said "comedy is when you fall down an open manhole cover and die; tragedy is when I cut my little finger" and Narosh takes this to heart. He'll keep the Fists strong and protect them from total elimination (unless they get boring, in which case they might get *cancelled*). But he'll also send them on ludicrous missions. He might even have a staff of demons coming up with new plots for them. For example, he might require them to build some vast complex temple or monument, knowing they lack any kind of engineering skills. He might task them with a carefully timed stealth operation, like a technothriller op, then just wait for the hilarity. He could send them on real snipe hunts; if so he'll likely have the hunt near the lair of some awful beast, or awful group of player characters, or awful tomb. Naturally, this can get as silly as you want but if you treat it seriously during the scenario, for even a moment, what started out funny can turn pretty macabre once the players realize that Narosh actually does send his servants to die and commit genocide for nothing more than a laugh. If you like this idea but want to use the Black Fists for more serious purposes too you could just toss it in for an occasional scenario.

### IMPOSING FIGURE (GENERAL FEAT)

Your arrogance and ego are strong enough to be both intimidating to others, and fortifying for yourself.

**Benefit:** You gain a +2 competence bonus to Intimidation checks and a +1 competence bonus to Will saves.

## BLACK FIST CHARACTERS

The NPCs and monsters on the following pages are members of the Black Fist.

In many of the NPC tables the names of spells and magic items have not been *italicized* in order to improve legibility.

<b>Black Fist Thug Spear</b>	<b>Recruit Orc Fighter 2 Medium-size Humanoid</b>	<b>Veteran Orc Fighter 4 Medium-size Humanoid</b>	<b>Elite Orc Fighter 6 Medium-size Humanoid</b>
<b>Hit Dice:</b>	2d10+2 (18 hp)	4d10+4 (32 hp)	6d10+6 (45 hp)
<b>Initiative:</b>	+0	+0	+0
<b>Speed:</b>	20 ft.	20 ft.	20 ft.
<b>AC:</b>	15 (+5 chainmail)	16 (+6 banded)	16 (+6 banded)
<b>Attacks:</b>	Guisarme +5 (2d4+3; 20/x3; 10 ft. reach) or Axe (Throwing) +2 (1d6+2; 20/x2)	Guisarme +9 (2d4+6; 20/x3; 10 ft. reach) or Throwing Axe +4 (1d6+3; 20/x2)	Guisarme +11/+6 (2d4+6; 20/x3; 10 ft. reach) or Throwing Axe +6/+1 (1d6+3; 20/x2)
<b>Special Abilities:</b>	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60')	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60')	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60')
<b>Saves:</b>	Fort +4, Ref +0, Will +0	Fort +5, Ref +1, Will +0	Fort +6, Ref +2, Will +3
<b>Abilities:</b>	Str 15, Dex 10, Con 12, Int 8, Wis 8, Cha 8	Str 17, Dex 10, Con 12, Int 8, Wis 8, Cha 10	Str 17, Dex 10, Con 12, Int 8, Wis 8, Cha 10
<b>Skills:</b>	Climb -1 (+4), Intimidate +2, Jump -2 (+3)	Climb +0 (+5), Intimidate +3, Jump -1 (+4)	Climb +0 (+5), Intimidate +4, Jump +0 (+5)
<b>Feats:</b>	Imposing Figure, <b>Power Attack</b> , Weapon Focus (Guisarme)	Imposing Figure, <b>Power Attack</b> , <b>Run</b> , Weapon Focus (Guisarme), Weapon Specialization (Guisarme)	Imposing Figure, <b>Power Attack</b> , <b>Run</b> , Weapon Focus (Guisarme), Weapon Specialization (Guisarme), Iron Will, <b>Sunder</b>
<b>Possessions:</b>	Guisarme, 3 Throwing Axes, Chainmail	MW Guisarme, 3 Throwing axes, MW Banded Armor	MW Guisarme, 3 Throwing axes, MW Banded Armor, Potion (Bull's Strength), Potion (Endurance), Potion (Cure moderate wounds), Potion (Haste)
<b>Challenge Rating:</b>	1	3	5
<b>Alignment:</b>	Chaotic Evil	Chaotic Evil	Chaotic Evil

## BLACK FIST THUG

**Description:** The Black Fist recruits only those who have already proven themselves in some way; this makes them a bit tougher than the run of the mill orc. While they lack the strong coordination that other evil races enjoy (such as goblin-kind) the Black Fist does separate out the fighting responsibilities to a certain degree. Gauntlets hold breaches and the ends of a line while the Fists do the hard hitting. The Spears provide support, putting an extra weapon on target. The Spears attempt to trip more powerful opponents in order to set the victim up for attacks by the more dangerous Fists. Typically the Black fist tries to stagger Gauntlets and Fists in the front lines so that when a Fist goes down the attacker remains engaged; a new Fist will then take up the slot. Gauntlets try to spread out with 10 feet separating them since there tends to be more Fists than gauntlets. The Spears stagger themselves behind the front troops in order to provide front line access for any reserves. Naturally, adepts lurk somewhere behind the Spears, well protected by a wall of orc-flesh. All this can sometimes be a bit complicated for orcs so you might want to have one of the leaders make a Knowledge (Tactics) check against DC 10 to see if they can actually manage the arrangement.

[illegible]



<b>Black Fist Thug Fist</b>	<b>Recruit Orc Fighter 2 Medium-size Humanoid</b>	<b>Veteran Orc Fighter 4 Medium-size Humanoid</b>	<b>Elite Orc Fighter 6 Medium-size Humanoid</b>
<b>Hit Dice:</b>	2d10+2 (18 hp)	4d10+4 (32 hp)	6d10+6 (45 hp)
<b>Initiative:</b>	+0	+0	+0
<b>Speed:</b>	20 ft.	20 ft.	20 ft.
<b>AC:</b>	15 (+5 chainmail)	16 (+6 banded)	16 (+6 banded)
<b>Attacks:</b>	Great Axe +5 (1d12+3; 20/x3) or Axe (Throwing) +2 (1d6+2; 20/x2)	Great Axe +9 (1d12+6; 20/x3) or Axe (Throwing) +4 (1d6+3; 20/x2)	Great Axe +11/+6 (1d12+6; 20/x3) or Axe (Throwing) +6/+1 (1d6+3; 20/x2)
<b>Special Abilities:</b>	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60')	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60')	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60')
<b>Saves:</b>	Fort +4, Ref +0, Will +0	Fort +5, Ref +1, Will +0	Fort +6, Ref +2, Will +3
<b>Abilities:</b>	Str 15, Dex 10, Con 12, Int 8, Wis 8, Cha 8	Str 17, Dex 10, Con 12, Int 8, Wis 8, Cha 10	Str 17, Dex 10, Con 12, Int 8, Wis 8, Cha 10
<b>Skills:</b>	Climb -1 (+4), Intimidate +2, Jump -2 (+3)	Climb +0 (+5), Intimidate +3, Jump -1 (+4)	Climb +0 (+5), Intimidate +4, Jump +0 (+5)
<b>Feats:</b>	Imposing Figure, <b>Power Attack</b> , Weapon Focus (Greataxe)	Imposing Figure, <b>Power Attack</b> , Weapon Focus (Greataxe), Weapon Specialization (Greataxe), <b>Cleave</b>	Imposing Figure, <b>Power Attack</b> , Weapon Focus (Greataxe), Weapon Specialization (Greataxe), <b>Cleave</b> , Iron Will, <b>Great Cleave</b>
<b>Possessions:</b>	Greataxe, 3 Throwing Axes, Chainmail	MW Greataxe, 3 Throwing Axes, MW Banded Armor	MW Greataxe, 3 Throwing Axes, MW Banded Armor, Potion (Bull's Strength), Potion (Endurance), Potion (Cure moderate wounds), Potion (Haste)

**Black Fist Veterans:** Black Fist veterans grow out of the ranks of the recruits. Given the large number of recruits that choose to focus with the greataxe one might think that most veterans would also have that talent. However, in a fight, the orcs with the greataxes are not only the most dangerous, but they're also the easiest to hit. While this fact might be lost on the Black Fist, it's not lost on their enemies. Thus, at the veteran level, the number of orcs focusing with the great axe drop drastically, replaced by the orcs who actually carried shields or stayed away from the fray.

**Black Fist Elite:** You won't see quite as many of these as you do for the lesser orcs. Most spears capable of making this level make the transition to guisarme masters. Fists at this stage get themselves bound. But those without the necessary talent just sort of hang around, becoming big fish in a small pond.

[illegible]

# ORGANIZATIONS BOOK I

<b>Black Fist Thug Gauntlet</b>	<b>Recruit Orc Fighter 2 Medium-size Humanoid</b>	<b>Veteran Orc Fighter 4 Medium-size Humanoid</b>	<b>Elite Orc Fighter 6 Medium-size Humanoid</b>
<b>Hit Dice:</b>	2d10+2 (18 hp)	4d10+4 (32 hp)	6d10+6 (45 hp)
<b>Initiative:</b>	+0	+0	+0
<b>Speed:</b>	20 ft.	20 ft.	20 ft.
<b>AC:</b>	17 (+5 armor, +2 shield)	18 (+6 banded, +2 large wooden shield)	19 (+7 banded, +2 large wooden shield)
<b>Attacks:</b>	Dwarven Waraxe +5 (1d10+2; 20/x3); naturally the Black Fist calls this weapon the Or-cish Waraxe; or Axe (Throwing) +2 (1d6+2; 20/x2)	Dwarven Waraxe +9 (1d10+6; 20/x3) or Throwing Axe +4 (1d6+3; 20/x2)	Dwarven Waraxe +11/+6 (1d10+6; 20/x3) or Throwing Axe +6/+1 (1d6+3; 20/x2)
<b>Special Abilities:</b>	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60')	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60')	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60')
<b>Saves:</b>	Fort +4, Ref +0, Will +0	Fort +5, Ref +1, Will +0	Fort +6, Ref +2, Will +3
<b>Abilities:</b>	Str 15, Dex 10, Con 12, Int 8, Wis 8, Cha 8	Str 17, Dex 10, Con 12, Int 8, Wis 8, Cha 10	Str 17, Dex 10, Con 12, Int 8, Wis 8, Cha 10
<b>Skills:</b>	Climb -1 (+4), Intimidate +2, Jump -2 (+3)	Climb +0 (+5), Intimidate +3, Jump -1 (+4)	Climb +0 (+5), Intimidate +4, Jump +0 (+5)
<b>Feats:</b>	Imposing Figure, Exotic Weapon Proficiency (Dwarven Waraxe), Weapon Focus (Dwarven Waraxe)	Imposing Figure, Exotic Weapon Proficiency (Dwarven Waraxe), Weapon Focus (Dwarven Waraxe), <b>Power Attack</b> , Weapon Specialization (Dwarven Waraxe)	Imposing Figure, Exotic Weapon Proficiency (Dwarven Waraxe), Weapon Focus (Dwarven Waraxe), <b>Power Attack</b> , Weapon Specialization (Dwarven Waraxe), Iron Will, <b>Improved Bull Rush</b>
<b>Possessions:</b>	Orc Waraxe, Large Wooden Shield, 3 Throwing Axes, Chainmail	MW Orc Waraxe, Large Wooden Shield, 3 Throwing Axes, MW Banded armor	MW Orc Waraxe, MW Large Steel Shield, 3 Throwing Axes, +1 Banded armor, Potion (Endurance), Potion (Cure moderate wounds)
<b>Challenge Rating:</b>	1	3	5
<b>Alignment:</b>	Chaotic Evil	Chaotic Evil	Chaotic Evil

Initiative	HP	Notes

Initiative	HP	Notes

## BLACK FIST ORCS

<b>Black Fist Scout</b>	<b>Recruit</b> <b>Orc Rogue2/Barbarian1</b> <b>Medium Humanoid</b>	<b>Veteran</b> <b>Orc Rogue3/Barbarian2</b> <b>Medium Humanoid</b>	<b>Elite</b> <b>Orc Rogue5/Barbarian2</b> <b>Medium Humanoid</b>
<b>Hit Dice:</b>	2d6+1d12 (17 hp)	3d6+2d12 (27 hp)	5d6+2d12 (36 hp)
<b>Initiative:</b>	+1 (+1 Dex)	+2 (+2 Dex)	+2 (+2 Dex)
<b>Speed:</b>	40 ft.	40 ft.	40 ft.
<b>AC:</b>	15 (+4 chain shirt, +1 Dex)	16 (+4 chain shirt, +2 Dex)	17 (+5 chain shirt, +2 Dex)
<b>Attacks:</b>	Battleaxe +4 (1d8+2; 20/x3) or Composite Longbow +4 (1d8; 20/x3)	Battleaxe +7 (1d8+2; 20/x3) or Composite Longbow +7 (1d8+2; 20/x3)	Battleaxe +8 (1d8+2; 20/x3) or Composite Longbow +8 (1d8+3; 20/x3)
<b>Special Abilities:</b>	Sneak Attack +1d6, Evasion, Rage 1/day, Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60')	Sneak Attack +2d6, Evasion, Rage 1/day, Uncanny Dodge (Dex bonus to AC), Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60')	Sneak Attack +3d6, Evasion, Rage 1/day, Uncanny Dodge (Dex bonus to AC, no flank- ing), Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvi- sion (60')
<b>Saves:</b>	Fort +2, Ref +4, Will +0	Fort +4, Ref +5, Will +1	Fort +4, Ref +6, Will +1
<b>Abilities:</b>	Str 14, Dex 13, Con 10, Int 8, Wis 10, Cha 8	Str 14, Dex 14, Con 10, Int 8, Wis 10, Cha 8	Str 14, Dex 14, Con 10, Int 8, Wis 10, Cha 8
<b>Skills:</b>	Disable Device +3, Gather Information +3, Hide +3 (+5), Listen +4, Move Silently +3 (+5), Search +3, Spot +4, Wilderness Lore +3	Disable Device +4, Gather Information +4, Hide +6 (+7), Listen +5, Move Silently +6 (+7), Search +4, Spot +5, Wilderness Lore +6	Disable Device +6, Gather Information +6, Hide +8 (+9), Listen +7, Move Silently +8 (+9), Search +6, Spot +7, Wilderness Lore +6
<b>Feats:</b>	<b>Point Blank Shot</b> , Shield Proficiency, Simple Weapon Proficiency, <b>Track</b>	<b>Point Blank Shot</b> , <b>Precise Shot</b> , Shield Proficiency, Simple Weapon Proficiency, <b>Track</b>	<b>Point Blank Shot</b> , <b>Precise Shot</b> , Shield Proficiency, Simple Weapon Proficiency, <b>Track</b>
<b>Challenge Rating:</b>	2	4	6
<b>Alignment:</b>	Chaotic Evil	Chaotic Evil	Chaotic Evil
<b>Possessions:</b>	Battleaxe, Chain Shirt, MW Composite Longbow	MW Battleaxe, MW Chain Shirt, MW Mighty Composite Longbow (+2)	Battleaxe +1, Chain Shirt +1, Mighty Composite Longbow +1 (+2)

## BLACK FIST SCOUT

**Description:** Black Fist scouts serve both as forward reconnaissance and as missile support. They'll typically be the first orcs to see the enemy and, when they're clumsy, the first orcs the enemy sees. After locating the enemy they'll return to the main group and relate what they've learned. At that point in time the Black Fist debates whether or not they think the enemy is a pushover, and, if positive, goes into action. During a fight with support the scouts let the others man the front lines while they close to within 30 feet and use their bows. When an encounter turns dangerous they'll move into melee and attempt to flank opponents. If they're caught on their own they'll typically just try to run, relying on their good movement speed to get them back to the safety of their gang.

[illegible]

# ORGANIZATIONS BOOK I

Black Fist Adept	Black Fist Lesser Adept Orc Cleric 2/Wizard 2 Medium Humanoid	Black Fist Full Adept Orc Cleric 3/Wizard 3 Medium Humanoid	Black Fist Cabalist Orc Cleric 4/Wizard 4 Medium Humanoid
<b>Hit Dice:</b>	2d8+2d4 (19 hp)	3d8+3d4 (27 hp)	4d8+4d4 (34 hp)
<b>Initiative:</b>	+0	+0	+0
<b>Speed:</b>	20 ft.	20 ft.	20 ft.
<b>AC:</b>	16 (+6 banded)	20 (+8 half plate, +2 shield)	21 (+8 half plate, +3 shield)
<b>Attacks:</b>	Heavy mace +3 (1d8+1; 20/x2)	Heavy mace +4 (1d8+1; 20/x2)	Heavy mace +7 (1d8+2; 20/x2)
<b>Special Abilities:</b>	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Rebuke Undead 2/day; Summon Familiar (Raven); Darkvision (60')	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Rebuke Undead 2/day; Summon Familiar (Raven); Darkvision (60')	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Rebuke Undead 2/day; Summon Familiar (Raven); Darkvision (60')
<b>Saves:</b>	Fort +3, Ref +0, Will +7	Fort +4, Ref +2, Will +7	Fort +5, Ref +2, Will +9
<b>Abilities:</b>	Str 13, Dex 10, Con 10, Int 12, Wis 13, Cha 8	Str 13, Dex 10, Con 10, Int 12, Wis 13, Cha 8	Str 12, Dex 10, Con 10, Int 13, Wis 13, Cha 8
<b>Skills:</b>	Alchemy +3, Concentration +6, Heal +8, Spellcraft +7	Alchemy +4, Concentration +8, Heal +9, Spellcraft +9	Alchemy +5, Concentration +10, Heal +10, Spellcraft +11
<b>Feats:</b>	Brew Potion; <b>Power Attack</b> ; Scribe Scroll	Brew Potion; <b>Power Attack</b> ; Still Spell; Scribe Scroll	Brew Potion; <b>Power Attack</b> ; Still Spell; Scribe Scroll
<b>Challenge Rating:</b>	3	5	7
<b>Alignment:</b>	Chaotic Evil	Chaotic Evil	Chaotic Evil
<b>Possessions:</b>	Banded Mail, large wooden shield Heavy mace	Half Plate +1, Large Steel Shield, masterwork Heavy mace	Half Plate +1, +1 Large Steel Shield, +1 Heavy mace
<b>Cleric Spellbook</b>			
Level 0:	Cure Minor Wounds (x2); Detect Magic (x1); Guidance (x1);	Cure Minor Wounds (x2); Detect Magic (x1); Guidance (x1);	Cure Minor Wounds (x2); Detect Magic (x1); Guidance (x1); Create Water (x1)
Level 1:	Cure Light Wounds (x1); Doom (x1); Obscuring Mist (x1); Protection from Good (x1)	Cure Light Wounds (x1); Doom (x1); Obscuring Mist (x1); Protection from Good (x1)	Cure Light Wounds (x2); Doom (x1); Obscuring Mist (x1); Protection from Good (x1)
Level 2:		Shatter (x1); Bull's Strength (x1)	Shatter (x1); Bull's Strength (x1); Endurance (x1)
<b>Wizard Spellbook</b>			
Level 0:	Detect Magic (x2); Flare* (x1); Mage Hand (x1);	Flare* (x3) Read Magic (x1)	Flare* (x3) Read Magic (x1)
Level 1:	Hold Portal* (x1); True Strike* (x2)	Hold Portal* (x1); True Strike* (x2)	Hold Portal* (x1); True Strike* (x2); Feather Fall*
Level 2:		Sleep, stilled* (x1)	Sleep, stilled* (x1); Blur* (x1)

Initiative	HP	Notes

### **BLACK FIST ADEPTS**

**Description:** Black Fist adepts don't have much going for them; being an orc makes it difficult to be an effective spell-caster. However they do possess an untamed ruthlessness that motivates them to systematically seek out and destroy all those with greater talent. They also get the rest of the Black Fist to buy into this attitude (vague threats about powerful wizards and their orc servitors combined with plentiful examples of such). What power they have within the gang stems mainly from their connection with Vale Narosh and ability to brew potions. Still, the bound orcs don't take their orders from the adepts and neither do the mundane ones. Spells marked with an asterisk lack a somatic component and thus are not vulnerable to arcane spell failure. When pressed the full adept may cast a spell (such as detect magic) while wearing armor; their Arcane Spell Failure Chance is a monstrous 50%.

**Deity:** Vale Narosh *Domains:* Chaos: cast chaos spells at +1 caster level. Evil: cast evil spells at +1 caster level.

**Advanced Adepts:** As an adept advances to full adept status they develop the Still Spell feat; they then use this for most of their wizard magic so that they can wear armor. Spells marked with an asterisk lack a somatic component and thus are not vulnerable to arcane spell failure. When pressed the full adept may cast a spell (such as read magic) while wearing armor; their Arcane Spell Failure Chance is 55%. Full adepts typically boost one of their allies with Bull's Strength prior to a fight. The cabal adepts have enough magical power and fighting skill to actually be dangerous in a fight. They like to lead with a *blur* spell and then use *true strike* liberally in a combat. The cabalists are typically the somewhat sharper ones who managed to avoid the temptation to bond with a Fell Icon.

# ORGANIZATIONS BOOK I

Worg Master	Worg Master Orc Ranger 5 Medium Humanoid	Elite Worg Master Orc Ranger 6/Barbarian 2 Medium Humanoid
<b>Hit Dice:</b>	5d10 (34 hp)	6d10+2d12+8 (59 hp)
<b>Initiative:</b>	+1 (+1 Dex)	+2 (+2 Dex)
<b>Speed:</b>	30 ft.	40 ft.
<b>AC:</b>	16 (+5 magical chain shirt, +1 Dex)	17 (+5 magical chain shirt, +2 Dex)
<b>Attacks:</b>	Orc double axe +7/+7 (1d8+4/1d8+2; 20/x3) or composite longbow +7 (1d8+3; 20/x3)	Orc double axe +11/+11/+6 (1d8+4/1d8+2; 20/x3) or composite longbow +10/+5 (1d8+3; 20/x3)
<b>Special Abilities:</b>	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light, Favored Enemy (Elf +2), Favored Enemy (Dwarf +1); Darkvision (60')	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light, Favored Enemy (Elf +2), Favored Enemy (Dwarf +1); Darkvision (60'); Rage 1/day; fast movement; uncanny dodge (Dex bonus to AC)
<b>Saves:</b>	Fort +4, Ref +2, Will +1	Fort +8, Ref +3, Will +2
<b>Abilities:</b>	Str 16, Dex 13, Con 10, Int 8, Wis 10, Cha 8	Str 16, Dex 14, Con 12, Int 8, Wis 10, Cha 8
<b>Skills:</b>	Animal Empathy +7, Handle Animal +7, Listen +2, Search +1, Spot +2, Wilderness Lore +2	Animal Empathy +8, Handle Animal +10, Listen +4, Search +1, Spot +2, Wilderness Lore +5
<b>Feats:</b>	Ambidexterity, Exotic Weapon Proficiency (Double-axe), <b>Point Blank Shot</b> , Track, Two-Weapon Fighting	Ambidexterity, Exotic Weapon Proficiency (Double-axe), <b>Point Blank Shot</b> , Track, Two-Weapon Fighting, Weapon Focus (Double Axe)
<b>Challenge Rating:</b>	4	7
<b>Alignment:</b>	Chaotic Evil	Chaotic Evil
<b>Possessions:</b>	Orc Double Axe +1, Chain Shirt +1, Masterwork Mighty Composite Longbow (+3), 2 Bull's Strength potions (for the worgs), an oiled bag of rancid meat.	Orc Double Axe +1, Bracers of Health (+2), Chain Shirt +1, Masterwork Mighty Composite Longbow (+3), 2 Bull's Strength potions (for the worgs), an oiled bag of rancid meat.

## BLACK FIST WORG MASTER

**Description:** The Black Fist Worg Masters work with their creatures as they're being raised and help train them. A single worg master works with two trained worgs; they're pretty much inseparable.

[illegible]

Trained Worg	Standard Medium-size Magical Beast	Alpha Worg Medium-size Magical Beast/Alpha Beast 3
<b>Hit Dice:</b>	6d8+12 (42 hp)	6d8+3d10+18 (65 hp)
<b>Initiative:</b>	+2 (Dex)	+2 (Dex)
<b>Speed:</b>	50 ft.	50 ft.
<b>AC:</b>	17 (+2 Dex, +3 studded leather barding, +2 natural)	18 (+2 Dex, +4 studded leather barding, +2 natural)
<b>Attacks:</b>	Bite +10 melee (1d6+4)	Bite +13/+8 melee (1d6+4)
<b>Special Attacks:</b>	Trip	Trip
<b>Special Qualities:</b>	Scent	Scent
<b>Saves:</b>	Fort +7, Ref +7, Will +4	Fort +10, Ref +8, Will +5
<b>Abilities:</b>	Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10	Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10
<b>Skills:</b>	Hide +6, Listen +7, Move Silent +6, Spot +7, Wilderness Lore +8*	Hide +6, Listen +8, Move Silent +7, Spot +8, Wilderness Lore +8*
<b>Feats:</b>	Alertness, Weapon Focus (Bite)	Alertness, Weapon Focus (Bite), Improved Attack Sequence, <b>Bite Disarm</b>
<b>Challenge Rating:</b>	5	8
<b>Alignment:</b>	Neutral Evil	Neutral Evil
<b>Special Equipment:</b>	Studded leather barding	Studded leather barding +1

## TRAINED WORG

**Description:** The Black Fist worg trainers grow their beasts large and mean. A special diet of choice meat laced with some herbs, a special potion every season, and even a few vegetables helps the Black Fist worgs grow larger than normal. During the growing period the trainer shapes the beast's skills, emphasizing their tracking abilities, and keeps them busy with battle training (thus the additional feat).

**Equipment:** The Black Fist equip their worgs with studded leather barding for battle. The worg masters also carry a bag with some rancid meat that they can soak with a potion of Bull's Strength; they'll feed this to a worg prior to an important fight.

**Trip (Ex):** A worg that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

**Skills:** A worg receives a +1 racial bonus to Listen, Move Silently, and Spot checks, and a +2 racial bonus to Hide checks. A worg has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

**Bite Disarm (Ex, Combination):** This two-step combination attack takes advantage of the tendency to block bites with one's arm. The first step consists of a standard bite attack at -2 on the attack check. If the initial bite hits you then follow with an opposed Strength check and if you win this check the victim drops their weapon. The target gets a +4 to this check if they hold their weapon two-handed. You receive a +2 to the Strength check if you cause 6 or more points of damage with the bite.

[illegible]

# ORGANIZATIONS Book I

Black Fist Axe	Elite Orc Fighter 9 Medium Humanoid	Master Orc Fighter 12 Medium Humanoid
<b>Hit Dice:</b>	9d10+9 (67 hp)	12d10+12 (88 hp)
<b>Initiative:</b>	+0	+0
<b>Speed:</b>	20 ft.	20 ft.
<b>AC:</b>	22 (+1 full plate, +3 shield)	24 (+2 full plate, +4 shield)
<b>Attacks:</b>	Dwarven Waraxe +15/+10 (1d10+7; 20/x3) or Throwing Axe +9 (1d6+4; 20/x2)	Dwarven Waraxe +19/+14/+9 (1d10+8; 19-20/x3) or Throwing Axe +12 (1d6+4; 20/x2)
<b>Special Abilities:</b>	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60')	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60')
<b>Saves:</b>	Fort +8, Ref +6, Will +6	Fort +11, Ref +8, Will +8
<b>Abilities:</b>	Str 18, Dex 10, Con 12, Int 8, Wis 8, Cha 10	Str 19, Dex 10, Con 12, Int 8, Wis 8, Cha 10
<b>Skills:</b>	Climb +2, Intimidate +8, Jump +2	Climb +3, Intimidate +9, Jump +3
<b>Feats:</b>	Exotic Weapon Proficiency (Dwarven Waraxe), Imposing Figure; <b>Power Attack</b> , <b>Cleave</b> , Weapon Focus (Dwarven Waraxe), Weapon Specialization (Dwarven Waraxe), <b>Improved Bull Rush</b> , Lightning Reflexes, Iron Will	Exotic Weapon Proficiency (Dwarven Waraxe), Imposing Figure; <b>Power Attack</b> , <b>Cleave</b> , Weapon Focus (Dwarven Waraxe), Weapon Specialization (Dwarven Waraxe), <b>Improved Bull Rush</b> , Lightning Reflexes, Iron Will, Improved Critical (Dwarven Waraxe), <b>Great Cleave</b> , Endurance
<b>Challenge Rating:</b>	8	11
<b>Alignment:</b>	Chaotic Evil	Chaotic Evil
<b>Possessions:</b>	3 Throwing axes, Full Plate +1, Large steel shield +1, Cloak of Resistance +1, Potion of Haste, Potion of Bull's Strength, Dwarven Waraxe +1	3 Throwing axes, Full Plate +2, Large steel shield +2, Cloak of Resistance +2, Potion of Haste, Potion of Bull's Strength, Dwarven Waraxe +2

## BLACK FIST AXE

**Description:** The Black Fist axes are pretty much the penultimate version of the earlier gauntlets. They're elite, can be quite dangerous, and they're the most common kind of upper level orc in the Black Fists. They'll use their potions in an encounter that looks like it might be even close to an even fight. If they're already in a fight they'll typically use the haste potion and not spend an action on the Bull's Strength potion. The axes are the orcs you usually see bossing around the other orcs.

[illegible]



## GUISARME MASTER

**Description:** On the face of it the guisarme can be pretty lacking as a weapon. It doesn't do much damage; it requires two hands; close quarters make using it quite inconvenient. However, its complex blade and plenty of haft grant one opportunities that you just won't find with a more straight-forward weapon. One can spin the guisarme to clear some room; one can push an opponent away with the butt; acrobatic people can even use the weapon to pole vault. The guisarme master trains solely with the weapon, mastering its intricacies and developing new methods for using it both in a fight, and outside of battle.

The Spears of the Black Fist orcs master this weapon to make them more valuable in battle; where before they mainly served a support role, specialized training with the guisarme makes them formidable opponents in their own right.

**Hit Die:** d10.

## REQUIREMENTS

To qualify to become a guisarme master, a character must fulfill all of the following criteria.

**Base Attack Bonus:** +5

**Jump:** 8 ranks

**Feats:** Run, Weapon Focus (Guisarme)

## CLASS SKILLS

The guisarme master's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Jump (Str), Profession (Soldier) (Int), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

## CLASS FEATURES

All of the following are class features of the guisarme master.

**Weapon and Armor Proficiency:** The guisarme master is proficient in the use of all simple and martial weapons and with light armor.

**Shove (Ex):** With this maneuver (a standard attack action) you push an opponent using the butt end of your weapon. Make a standard touch attack. If that succeeds you and the defender make opposed Strength checks. Each of you add a +4 bonus for each size category that you are above Medium-size or a -4 penalty for each size category that you are below Medium-size. The defender gets a +4 stability bonus if he has more than two legs or is otherwise exceptionally stable.

Guisarme Master					
Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+0	Shove
2	+2	+3	+3	+0	Vault
3	+3	+3	+3	+1	Damage Bonus +1
4	+4	+4	+4	+1	Desperation Hook, Improved Trip
5	+5	+4	+4	+1	Hook Shield
6	+6/+1	+5	+5	+2	Damage Bonus +2
7	+7/+2	+5	+5	+2	Clear Area
8	+8/+3	+6	+6	+2	Improved Vault
9	+9/+4	+6	+6	+3	Damage Bonus +3
10	+10/+5	+7	+7	+3	Shortening the Grip

If you beat the defender, you push the defender back 5 feet. The defender may choose to fall prone instead of being pushed back (for instance, if the square behind the defender is a wall, occupied, or the defender is standing at the edge of a cliff).

**Vault (Ex):** You plant the butt of the guisarme into the ground and use it to vault. This adds a +10 equipment bonus to your Jump check and eliminates your usual maximum distances. You're also so comfortable with doing this in extreme circumstances that you may take 10 on the Jump check.

**Damage Bonus (Ex):** You receive a +1 competence bonus to damage with the guisarme. This bonus increases to +2 at 6th level and +3 at 9th level. This bonus derives from your ability to maximize the leverage behind attacks with the guisarme, and thus applies to creatures immune to critical hits.

**Desperation Hook (Ex):** If you're falling and within ten feet of a protrusion you may reach out with your guisarme and hook the protrusion. This requires a DC 15 Reflex save. You take half the damage for the distance you've fallen in doing this. You may also use this in response to a pit, effectively granting you a second saving throw though you take 1d6 damage from slamming against the wall when doing this.

**Improved Trip (Ex):** You receive improved trip, as the feat, for use with the guisarme. You receive this even if you would not normally satisfy the prerequisites for the feat.

**Hook Shield (Ex):** You can use the hook end to yank an opponent's shield away from them. Treat this as a standard disarm attack but it does not provoke an attack of opportunity. The defender treats their shield as a weapon for determining the counter-check and adds any enhancement bonus from the shield to the check. If you succeed you not only yank the shield away but also break the straps holding it to the defender's arm. If, for some reason, the straps are unbreakable you knock the opponent prone and knock the shield out of position so that the defender must spend a move equivalent action adjusting his grip.

**Clear Area (Ex):** You swing the guisarme around in a wide arc, allowing you to clear the area within five feet of you (all

adjacent squares) of opponents. This allows you to use the equivalent of a Shove maneuver on all adjacent opponents. This counts as a full attack action. People avoid guisarme masters on ledges...

**Improved Vault (Ex):** As vault but the bonus goes up to +20.

**Shortening the Grip (Ex):** By shortening your grip on the guisarme you can use the haft to help protect you from attacks. It takes a move equivalent action to shorten the grip and doing so eliminates the guisarme's reach advantage but grants you a +2 shield bonus to armor class as if you were using a large shield; enhancement bonuses of the guisarme do not increase this. It requires a free action to return to a normal grip.

<b>Guisarme Master</b>	<b>Guisarme Master Orc Fighter 5/Guisarme Master 3 Medium-Size Humanoid</b>	<b>Guisarme Grand Master Orc Fighter 5/Guisarme Master 6 Medium-Size Humanoid</b>
<b>Hit Dice:</b>	8d10+8 (60 hp)	11d10+11 (81 hp)
<b>Initiative:</b>	+0	+0
<b>Speed:</b>	30 ft.	30 ft.
<b>AC:</b>	16 (+5 chain shirt, +1 deflection)	18 (+6 chain shirt, +1 deflection, +1 natural)
<b>Attacks:</b>	Guisarme +14/+9 (2d4+10; 20/x3) or Throwing Axe +8 (1d6+4; 20/x2)	Guisarme +18/+13/+8 (2d4+12; 20/x3) or Throwing Axe +11 (1d6+4; 20/x2)
<b>Special Abilities:</b>	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60'); Shove; Vault	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Darkvision (60'); Shove; Vault; Desperation Hook; Improved Trip; Hook Shield
<b>Saves:</b>	Fort +9, Ref +5, Will +3	Fort +12, Ref +8, Will +7
<b>Abilities:</b>	Str 18, Dex 10, Con 12, Int 8, Wis 8, Cha 10	Str 18, Dex 10, Con 12, Int 8, Wis 8, Cha 10
<b>Skills:</b>	Jump +14 (+24), Intimidate +1	Jump +17 (+27), Intimidate +1
<b>Feats:</b>	Imposing Figure; <b>Power Attack</b> , Run, <b>Sunder</b> , Weapon Focus (Guisarme), Weapon Specialization (Guisarme)	Imposing Figure, <b>Power Attack</b> , Run, <b>Sunder</b> , Weapon Focus (Guisarme), Weapon Specialization (Guisarme), Iron Will
<b>Challenge Rating:</b>	7	10
<b>Alignment:</b>	Chaotic Evil	Chaotic Evil
<b>Possessions:</b>	3 Throwing axes, Chain Shirt +1, Ring of Protection +1, Cloak of Resistance +1, Potion of Haste, +1 Guisarme	3 Throwing axes, Chain Shirt +2, Ring of Protection +1, Amulet of Natural Armor +1, Cloak of Resistance +2, Potion of Haste, Guisarme +2

## BLACK FIST GUISARME MASTER

**Description:** It takes an awfully long time for a spear to earn some respect and, frankly, even once they join the ranks of the masters they still don't get it. However, they can catch of glimmer of respect when a cadre of them charges an enemy line, plants their weapons, and vaults to the rear to hack wildly away at the mages lurking there. And no one harasses guisarme master blocking a bridge. The guisarme masters will fight from the rear ranks in most encounters, letting the gauntlets absorb the brunt of the assault while they attack the target's weapons and shield using Sunder. If tactical position becomes important they'll Shove the target around the battle field, trying to pin him in a corridor or alcove or even push him into a pit. Finally, they'll throw caution to the wind when facing a mage (especially given the typical orcish vulnerability to charms) and vault over the front lines, attempting to straddle the mage landing to his left and right.

***Master Jumping notes:*** the guisarme masters make liberal use of jumping so a quick refresher is in order here. When vaulting they take a full round run action and make their leap, this allows them to jump 5 ft. + 1 ft. per point their Jump check exceeds 10, this distance is then increased by 25% for the run feat. They always use the take 10 feature of their Vault ability so they typically can leap up to 36 feet (or seven grid squares). They'll run to the last point they can jump from (usually just behind their own front lines) before making the vault. For a standing jump they can clear 15 feet. They can clear 8 ft. jumping up this way as well.

[illegible]

*Grandmaster Jumping notes:* Grand Masters can make a running leap up to 39 feet (or seven grid squares). For a standing jump they can clear 16 feet. They can clear 9 ft. up with a running jump.

# ORGANIZATIONS BOOK I

Black Fist Hammer	Hammer Orc Fighter 4/Bard 3/Blackguard 3 Medium Humanoid	Sledge Orc Fighter 4/Bard 3/Blackguard 6 Medium Humanoid
<b>Hit Dice:</b>	7d10+3d6+10 (68 hp)	10d10+3d6+13 (88 hp)
<b>Initiative:</b>	+0	+1 (+1 Dex)
<b>Speed:</b>	20 ft.	20 ft.
<b>AC:</b>	24 (+10 full plate, +3 shield, +1 natural armor)	26 (+10 full plate, +4 shield, +1 natural armor, +1 Dex)
<b>Attacks:</b>	Bastard Sword +16/+11 (1d10+8; 19-20/x2)	Bastard Sword +21/+16/+11 (1d10+10; 17-20/x2)
<b>Special Abilities:</b>	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Bardic music; Bardic knowledge; Detect Good; Poison Use; Smite Good 1/day (+2 to hit, +3 damage), Dark Blessing; Command Undead; Aura of Despair (-2 to enemy saves in a 10 ft. radius); Darkvision (60')	Orc Blood, -1 to all attack rolls, saves, and checks while in bright light; Bardic music; Bardic knowledge; Detect Good; Poison Use; Smite Good 1/day (+2 to hit, +3 damage), Dark Blessing; Command Undead; Aura of Despair (-2 to enemy saves in a 10 ft. radius); Darkvision (60'); Sneak attack +1d6; Fiendish servant (bat)
<b>Saves:</b>	Fort +11, Ref +7, Will +8	Fort +13, Ref +9, Will +9
<b>Abilities:</b>	Str 20, Dex 11, Con 12, Int 8, Wis 12, Cha 14	Str 22, Dex 12, Con 12, Int 8, Wis 12, Cha 14
<b>Skills:</b>	Climb +1, Handle Animal +5, Hide -1 (+), Intimidate +5, Knowledge (Religion) +1, Sense Motive +4	Climb +2, Handle Animal +5, Hide +0 (+), Intimidate +8, Knowledge (Religion) +1, Sense Motive +4
<b>Feats:</b>	<b>Cleave</b> , Exotic Weapon Proficiency (Bastard Sword), <b>Power Attack</b> , Still Spell, <b>Sunder</b> , Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword)	<b>Cleave</b> , Exotic Weapon Proficiency (Bastard Sword), <b>Power Attack</b> , Still Spell, <b>Sunder</b> , Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword), Improved Critical (Bastard Sword)
<b>Challenge Rating:</b>	10	13
<b>Alignment:</b>	Chaotic Evil	Chaotic Evil
<b>Possessions:</b>	Amulet of Natural Armor +1; Cloak of Charisma +2; Full Plate +2; Large Steel Shield +1; Bastard Sword +1; 1 vial of Giant Scorpion Venom (Injury, DC 18, 1d6 Strength then 1d6 Strength); 1 vial of Dark Reaver Powder (Ingested, DC 18, 2d6 Con then 1d6 Con + 1d6 Str)	Amulet of Natural Armor +1; Gauntlets of Ogre Power (+2); Cloak of Charisma (+2); Full Plate +2; Large Steel Shield +2; Bastard Sword +2; <b>Boots of Speed</b> ; 1 vial of Giant Scorpion Venom (Injury, DC 18, 1d6 Strength then 1d6 Strength); 1 vial of Dark Reaver Powder (Ingested, DC 18, 2d6 Con then 1d6 Con + 1d6 Str)
<b>Bard Spellbook</b> (castable/known)		
Level 0 (3/6):	Detect Magic; Flare*; Mage Hand; Mending; Prestidigitation; Read Magic	Detect Magic; Flare*; Mage Hand; Mending; Prestidigitation; Read Magic
Level 1 (2/3):	Feather Fall*; Identify; Ventriloquism*	Feather Fall*; Identify; Ventriloquism*
<b>Blackguard Spellbook</b>		
Level 1:	Cause Fear (x1); Summon Monster I (x1)	Cause Fear (x1); Summon Monster I (x1)
Level 2:		Cure moderate wounds (x1)
Level 3:		Contagion (x1)

Initiative	HP	Notes

**BLACK FIST HAMMER**

**Description:** Somewhere along the line an upcoming young Fist learns the value of subterfuge. Or, more precisely, the value of lying and stabbing others in the back. These talented orcs start down the dark path, first dabbling in minor sorceries, learning a bit about the forbidden mysteries of the world, then finally initiation into the Hammers themselves. Hammers love poison; they always have a couple vials se-creted at various places around their body. They frequently use either *prestidigitation* or *mage hand* (stilled) to get stuff from a vial into someone else's food, sometimes preceded with a diversion made with *ventriloquism*; needless to say, not many people invite them to dinner.

**FIENDISH BAT (SERVANT)****Diminutive Magical Beast**

**Hit Dice:** 4d8 ( hp)

**Initiative:** +2 (Dex)

**Speed:** 5 ft., fly 40 ft. (good)

**AC:** 19 (+4 size, +2 Dex, +3 natural armor)

**Attacks:** Bite +4 (no damage unless using Smite Good)

**Face/Reach:** 1 ft. by 1 ft./0 ft.

**Special Attacks:** Smite good

**Special Qualities:** Blindsight; Darkvision (60 ft.); Cold and Fire resistance 10; DR 5/+1; SR 8; improved evasion; share spells; empathic link; share saving throws; speak with blackguard

**Saves:** Fort +10, Ref +8, Will +8

**Abilities:** Str 3, Dex 15, Con 10, Int 7, Wis 14, Cha 4

**Skills:** Listen +9\*, Move Silent +6, Spot +9\*

**Challenge Rating:** 3 (if alone)

**Alignment:** Chaotic Evil

You'd be amazed at the amount of time and effort the Sledge's put into finding a way to get bat's to put poison in objects. Fortunately, the fiendish bats get pretty good saves against poison. Most Sledge's use their servants as scouts and sentinels; their Blindsight makes them quite useful for that.

*Smite Good:* Once per day the bat can make a normal attack to deal additional damage equal to its HD total (i.e. +4) against a good foe.

**Skills:** Bats receive a +4 racial bonus to Listen and Spot checks. They lose this if their Blindsight is negated.

## BOUND CREATURES

The cabal takes some of the most able members of the Black Fist and bonds a demon to them. The orc agreeing to this does so hoping for untamed demonic power and instead becomes a prisoner in his own body (until he dies, at which point he becomes a prisoner in an even worse place). The cabal singles out the strongest, toughest, and weakest willed orcs for this process. A few adepts also agree to the bonding; typically these adepts have overwhelming ambition and believe that they can master the demon. Finally, the cabal bonds a few worgs; these are prized beasts and more often than not their “masters” actually serve them. The variety of bound creatures is ultimately as extensive as the variety of demons; however, Vale Narosh commands only a small cadre of monsters and, of these, even fewer can bond effectively with an orc. Due to this you’ll notice some extensive variation in the abilities of bound characters; only certain demons can bond to worgs. Others bond effectively with plain orcs and a third kind is used for bonding with someone who already possesses magical abilities. The effects of the process are similar to those of a magic jar but the binding creature retains use of some of the bound creature’s special abilities since they “share” the body. Bound creatures typically take a -2 to all saving throws due to their internal struggle (not for worgs though since they are all too willing to cooperate). The binding demon also loses its ability to summon other demons (few demons are willing to answer the call of an orc, no matter how powered up). The cabal calls the benefactors of this process “bound” but explains to unbound orcs that the name refers to the capture of a demon; fortunately orcs aren’t too keen on how adjectives work.

### BOUND WORG

**Medium-size Magical Beast/Outsider [Succubus] (Chaotic, Evil)**

**Hit Dice:** 6d8+6 (33 hp)

**Initiative:** +2 (Dex)

**Speed:** 50 ft.

**AC:** 19 (+2 Dex, +5 magical studded leather barding, +2 natural)

**Attacks:** Bite +10/+5 melee (1d6+4)

**Special Attacks:** Spell-like abilities, energy drain, trip

**Special Qualities:** Damage reduction 20/+2, SR 12, demon qualities, scent

**Saves:** Fort +8, Ref +8, Will +8

**Abilities:** Str 17, Dex 15, Con 15, Int 16, Wis 14, Cha 20

**Skills:** Bluff +11, Concentration +8, Disguise +11, Escape Artist +8, Hide +10, Knowledge (any one) +9, Listen +16, Move Silent +9, Ride +8, Search +9, Spot +16, Wilderness Lore +8\*

**Feats:** Alertness, **Dodge**, **Mobility**, Weapon Focus (Bite)

**Challenge Rating:** 9

**Alignment:** Chaotic Evil

Oddly enough, Succubi fit well with the trained worgs, perhaps they enjoy the natural obedience. Regardless,

bound worgs enjoy the benefits of a demon with superlative magical and mental capabilities matched to their own physical power. Bound worgs behave oddly, almost cat-like in their affection. They’ll rub up against you, attempt to lick your face (note though that this counts as a kiss...) and so on, seducing even in this form.

**Trip (Ex):** A bound worg that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

**Immunities (Ex):** Bound worgs are immune to poison and electricity.

**Resistances (Ex):** Bound worgs have cold, fire, and acid resistance 20.

**Telepathy (Su):** Bound worgs can communicate telepathically with any creature within 100 feet that has a language.

**Spell-Like Abilities:** At will—*charm monster*, *clairaudience/clairvoyance*, *darkness*, *desecrate*, *detect good*, *detect thoughts*, *doom*, *ethereal jaunt* (self plus 50 pounds of objects only), *suggestion*, and *teleport without error* (self plus 50 pounds of objects only); 1/day *unholy blight*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 15 + spell level).

**Energy Drain (Su):** A bound worg drains energy from a mortal by simply biting its victim. A successful bite attack inflicts one negative level. The Fortitude save to remove the negative level has a DC of 18.

**Alternate Form (Su):** Bound worgs can assume any humanoid form of Small to Large size as a standard action. This ability is similar to the *polymorph self* spell but allows only humanoid forms. While using this ability, a bound worg gains a +10 circumstance bonus to Disguise checks.

**Tongues (Su):** A bound worg has a permanent *tongues* ability as the spell cast by a 12th-level sorcerer. Bound worgs usually use telepathic communication when in their normal form but speak normally using their tongues ability when in a humanoid form.

**Skills:** Bound worgs receive a +8 racial bonus to Listen and Spot checks, a +1 racial bonus to Move Silently checks, and a +2 racial bonus to Hide checks. A bound worg has a +4 racial bonus to Wilderness Lore checks when tracking by scent.

**Equipment:** The Black Fist equip bound worgs with enchanted studded leather barding (+2) for battle.

Initiative	HP	Notes



# ORGANIZATIONS BOOK I

## BLACK FIST BOUND WARRIOR

### Orc/Vale Sapphire demon Fighter 4

### Medium Humanoid/Outsider (Chaotic, Evil)

**Hit Dice:** 12d8+24 (78 hp)

**Initiative: +0**

**Speed:** 20 ft.

**AC:** 22 (+1 Dex, +9 magical full plate, +2 natural armor)

**Attacks:** Greataxe +20/+15/+10 (1d12+11; 20/x3)

**Special Abilities:** Spell-like abilities

**Special Qualities:** Damage Reduction 20/+2; SR 23;

Tension Cables; Blue Stone Synergy; Resistances;

Darkvision (60 ft.), Orc Blood, -1 to all attack rolls,

saves, and checks while in bright light

**Saves:** Fort +7, Ref +7, Will +9

**Abilities:** Str 21, Dex 13, Con 12, Int 14, Wis 14, Cha 14

**Skills:** Climb +12, Concentration +13, Escape Artist +8,

Hide +8, Intimidate +5, Jump +12, Listen +14, Move Silently +10

Silently +8, Search +14, Spellcraft +14, Spot +14.

Swim +17

**Feats:** Imposing Figure, Weapon Focus (Greataxe),

Weapon Specialization (Greataxe), **Power Attack**,

### Cleave, Dodge, Expertise, Mobility, Spring Attack

**Challenge Rating: 12**

**Alignment:** Chaotic Evil

**Description:** Another reason you don't see many veteran Black Fist orcs wielding greataxes is that they're the ones best suited to having a Vale Sapphire demon bound to them. Bound Warriors acquire the steel cables of the Vale demons, but more thin. Also, the sapphire of the demon doesn't translate fully; instead it infuses the orc's skeleton. However, one can see the sapphire emerge on the surface of the orc in their eyes and teeth, and finger and toenails.

**Tension Cables (Su):** This ability grants a +4 enhancement bonus to Strength, a +2 Enhancement bonus to Dexterity (already included), and counts as +4 armor (this isn't included because the full plate armor the orc wears supersedes it).

**Blue Stone Synergy (Su):** The infusion of interstitial sapphire makes the Bound Warrior immune to electricity and cold attacks, grants him constant *free action*, as the spell, and grants him a +2 natural armor bonus. The infusion also generates a certain synergy with the bound warrior; this makes him immune to blinding effects and lets the Bound Warrior use his fingernails as a 1d3 melee claw attack (slashing damage).

**Resistances (Ex):** Bound orcs have fire and acid resistance of 20.

**Spell-like Abilities:** At will- fog cloud, control water, ice storm, solid fog, wall of ice, quench; 2/day- haste, cone of cold. These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

**Possessions:** +1 Full Plate, +2 Greataxe

[illegible]



## THE BOUNDING DEMONS

Vale Narosh's demons aren't like the typical tanar'ri, they lack the summoning and teleporting powers common to such creatures. Narosh's demons have powers, but more up close and personal kinds of powers. This makes them significantly more vulnerable, significantly less flexible, but sometimes more dangerous in an actual encounter. In preparation for their use as bounding demons I've broken down their personal powers into supernatural abilities. For instance, the physical power of a typical demon stems in part from their form, but also depends on the magic investing them. I assume that most standard demons simply collapse these effects into their attributes.

### DEMON: VALE SAPPHIRE

#### Large Outsider (Chaotic, Evil)

**Hit Dice:** 12d8+24 (78 hp)

**Initiative:** +5 (Dex)

**Speed:** 40 ft.

**AC:** 25 (+5 Dex, +6 armor, +4 natural armor)

**Attacks:** Ruby Blade +19/+14/+9 (2 pen) or slam +17/+12/+7

**Damage:** Ruby Blade 2d8+9+1d6 cold (critical 17-20/x2); Slam 1d6+5

**Face/Reach:** 5 ft. by 5 ft./10 ft.

**Special Attacks:** Spell-like abilities; Sever Magic

**Special Qualities:** Damage reduction 20/+2; SR 23; Tension Cables; Blue Stone; Body of Water; Resistances; Darkvision (120 ft.)

**Saves:** Fort +10, Ref +13, Will +10

**Abilities:** Str 20, Dex 20, Con 14, Int 14, Wis 14, Cha 14

**Skills:** Climb +17, Concentration +14, Escape Artist +17, Hide +17, Jump +17, Listen +14, Move Silently +17, Search +14, Spellcraft +14, Spot +14, Swim +17

**Feats:** Dodge, Expertise, Mobility, Spring Attack

**Climate/Terrain:** Any land and underground

**Organization:** Solitary or team (4)

**Challenge Rating:** 14

**Treasure:** Ruby Blade

**Alignment:** Always chaotic evil

**Advancement:** by character class

**Description:** "A great jagged man-thing detached itself from the wall of the rift. It didn't blend in well here anyway; its sapphire body stood out in stark contrast against the red cliffs of the Ruby Rift. It stood perhaps nine feet tall, a crystal blue stone core wrapped in thick steel cables that twitched and pulled like visible muscle. As it pulled away from the wall it took a chunk of stone in one hand and flicked pieces off it with its thumb, as if carving a weapon."

Vale Sapphire demons enter combat wielding ruby blades hand forged from the cliffs of the Ruby Rift Canyon. They temper these blades in a fall of raw cold called the Winter Cataract, found near the edge of the canyon. The blue-white intensity of this place makes ones eyes freeze in their sockets just to look at it; the cold itself is so intense that air freezes and breaks apart, forming sheets of lightning that play across

the falls. The ruby blades that survive this process hold a razor's edge and skilled Vale Sapphire demons can use the blade to disrupt magic.

**Tension Cables (Ex):** This ability grants a +4 enhancement bonus to Strength, a +2 Enhancement bonus to Dexterity (already included), and count as +6 armor.

**Blue Stone (Ex):** The core stone of the Vale Sapphire makes them immune to electricity and cold attacks; grants them constant *free action*, as the spell; and grants them a +4 natural armor bonus.

**Body of Water (Su):** Vale Sapphire demons can transform their flesh to water almost instantaneously. They constantly do this in response to attacks as Spontaneous actions, making them practically incorporeal. However, since their cables remain vulnerable the miss chance is reduced to 30%. They may also use this ability to move freely through threatened or even occupied areas without drawing an attack of opportunity. They cannot move through fully solid barriers though, nor pass through narrow openings.

**Resistances (Ex):** Vale Sapphire demons have fire and acid resistance of 20.

**Spell-like Abilities:** At will- fog cloud, control water, ice storm, solid fog, wall of ice, quench; 2/day- haste, cone of cold. These abilities are as the spells cast by a 12th-level sorcerer (save DC 12 + spell level).

**Sever Magic:** Twice per day the Vale Sapphire can attack a spell or magic effect with their ruby blade. This works like a single target *greater dispelling* but takes a standard action (that does not provoke an attack of opportunity) and requires a successful touch attack. When using this ability the Vale Sapphire demon dispels with an effective caster level equal to its hit dice +2 (the enhancement bonus of their blade; more powerful blades would grant a larger bonus to this as well).

**Ruby Blade:** These are typically huge greatswords. Forged in absolute cold, their crystalline surface drips with condensation. They have both the frost and keen bonuses as well as 2 points of penetration; otherwise they count as a +2 weapon. Anyone touching the weapon takes 1d6 points of cold damage per round of contact, when actually wielding the weapon increase the damage to 3d6 per round.

**Caster Level:** 10th; **Prerequisites:** Craft Magic Arms and Armor, endure the forging process; **Market Price:** +5 bonus

## **DEMON: VASC FELL ICON**

**Medium-Size Outsider (Chaotic, Evil)**

**Hit Dice:** 10d6-10 (30 hp)

**Initiative:** +10 (Dex)

**Speed:** Fly 60 ft. (perfect)

**AC:** 20 (+10 Dex)

**Attacks:** Electric Touch +3

**Damage:** Slam 1d4-2+1d6 electrical

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Fell Sorcery

**Special Qualities:** Damage reduction 30/+3; SR 25; Evasion; Flare; Resistances; Blindsight (100 ft.)

**Saves:** Fort +9, Ref +20, Will +13

**Abilities:** Str 6, Dex 30, Con 8, Int 16, Wis 16, Cha 20

**Skills:** Alchemy +13, Appraise +13, Concentration +9, Intuit Direction +13, Knowledge (Arcana) +13, Knowledge (Forge) +13, Knowledge (Necromancy) +13, Search +13, Spot +13, Spellcraft +13, Wilderness Lore +13

**Feats:** Dodge, Spell Focus (Necromancy), Spell Penetration

**Climate/Terrain:** Any land and underground

**Organization:** Solitary or Collage (2-12)

**Challenge Rating:** 10

**Treasure:** none

**Alignment:** Always chaotic evil

**Advancement:** 11-14 HD (Medium), 15-20 HD (Large)

### **Description:**

“In the pitch black of the deep Forge it stood out, a neon-electric pattern that thrummed and shook slightly as it spoke. The vibrations of its lines mapped out the structure and pattern of its voice. Here, in the deeps, native creatures are reduced to their most basic symbolic structure.”

The deeps of the Forge, like the depths of our own ocean, house some of the strangest and most alien creatures. Icons and sigils may perhaps be some of the most unusual of an already unusual lot. Icons are like the pure expression of concepts, symbolic creatures that have evolved away from the secondary properties and accidents with which we're most familiar. They exist as living runes, fragile like gossamer and so magically invested that they couldn't exist outside of the Forge for long without a host or some kind of special protection. To them, the atmosphere of the earth would be like the atmosphere of Venus to a human. However, this fragility buys them immense sorcerous power; they are akin to the living form of a field of magic. The Vasc Fell Icon embodies raw necromantic power. For the gamemaster: the difficulty when facing a Vasc Fell Icon depends largely on the circumstances; in many situations they can be quite vulnerable but in some they can be very dangerous. Adjust the encounter level accordingly.

**Blindsight (Ex):** A Fell Icon can sense objects within 100 feet as a sighted creature would; this ability doesn't seem to operate through any known medium. Thus the Fell Icon can use this to even “see” through solid objects. However, certain materials do seem to be invisible to the Fell Icon;

of particular note, the Fell Icon cannot perceive ordinary plastics (for those places that have plastics).

**Flare (Ex):** Fell Icons can increase the brightness of their glow to an unbearable level. Creatures that rely on sight to attack and that lack counter-measures (such as smoked lenses to cover the eyes) suffer a 20% miss chance against a Fell Icon that's flaring. Flaring itself is a free action and can be sustained the way a human can sustain a jogging pace.

**Resistances (Ex):** Vasc Fell Icons have cold, electricity, fire, and acid resistance of 20.

**Fell Sorcery (Sp):** Vasc Fell Icons cast spells as a sorcerer; however they have access to a fairly large list of spells. They can choose from any spell of the necromantic school, or any spell on the Chaos, Evil or Death domain lists. They also receive the special benefits of their domains: +1 to effective caster level with Chaos and Evil spells; death touch 1/day (make a touch attack, if it hits roll 10d6, if that damage exceeds the victim's current hit points he dies). The Icon depicted here receives spells as a 10th level sorcerer, thus: 6x 0-level; 6x 1st level; 6x 2nd level; 6x 3rd level; 5x 4th level; and 3x 5th level. The save DC for these spells is 15 + spell level (17 + spell level for necromantic spells).

Black Fists			Saves				Init	Hit Points		Challenge Stuff			Total	
Name	Main Attack	Key Specials	F	R	W	AC	Bonus	Roll	Base	Left	CR	CP	#	CP
Spear 1	+5 (2d4+3; x3)	PowA	+4	+0	+0	15	+0		18		1	1		
Spear 2	+9 (2d4+6; x3)	PowA	+5	+1	+0	16	+0		32		3	2		
Spear 3	+11/+6 (2d4+6; x3)	PowA	+6	+2	+3	16	+0		45		5	4		
Fist 1	+5 (1d12+3; x3)	PowA	+4	+0	+0	15	+0		18		1	1		
Fist 2	+9 (1d12+6; x3)	PowA, Clv	+5	+1	+0	16	+0		32		3	2		
Fist 3	+11/+6 (1d12+6; x3)	PowA, Clv	+6	+2	+3	16	+0		45		5	4		
Gauntlet 1	+5 (1d10+2; x3)		+4	+0	+0	17	+0		18		1	1		
Gauntlet 2	+9 (1d10+6; x3)	PowA	+5	+1	+0	18	+0		32		3	2		
Gauntlet 3	+11/+6 (1d10+6; x3)	PowA, Imp Bull	+6	+2	+3	19	+0		45		5	4		
Scout 1	+4 (1d8; x3); B or A	SnkA, PntBlk	+2	+4	+0	15	+1		17		2	1.5		
Scout 2	+7 (1d8+2; x3); B or A	SnkA, Precise	+4	+5	+1	16	+2		27		4	3		
Scout 3	+8 (1d8+2; x3); B or A	SnkA, Precise	+4	+6	+1	17	+2		36		6	6		
Adept 1	+3 (1d8+1)	PowA	+3	+0	+7	16	+0		19		3	2		
Adept 2	+4 (1d8+1)	PowA	+4	+2	+7	20	+0		27		5	4		
Adept 3	+7 (1d8+2)	PowA	+5	+2	+9	21	+0		34		7	8		
Worg Master	+7/+7 (1d8+4/1d8+2; x3)	PntBlk	+4	+2	+1	16	+1		34		4	3		
Elite WM	or +7 (1d8+3; x3) +11/+11/+6 (1d8+4/ 1d8+2; x3) or +10/+5 (1d8+3; x3)	PntBlk	+8	+3	+2	17	+2		59		7	8		
Worg	+10 (1d6+4)	Trip	+7	+7	+4	17	+2		42		5	4		
Alpha Worg	+13/+8 (1d6+4)	Bite disarm	+10	+8	+5	18	+2		65		8	12		
Elite Axe	+15/+10 (1d10+7; x3)	PowA, Clv	+8	+6	+6	22	+0		67		8	12		
Master Axe	+19/+14/+9 (1d10+8; 19+/x3)	Grt Clv, Imp Bull	+11	+8	+8	24	+0		88		11	32		
Guisarme Master	+14/+9 (2d4+10; x3)	Jump +24	+9	+5	+3	16	+0		60		7	8		
Guisarme GM	+14/+9 (2d4+10; x3)	Jump +27	+12	+8	+7	18	+0		81		10	24		
Hammer	+16/+11 (1d10+8; 19+)	Poison	+11	+7	+8	24	+0		68		10	24		
Sledge	+21/+16/+11 (1d10+8; 17+)	Boots of Speed	+13	+9	+9	26	+1		88		13	64		
Bound Worg	+10/+5 (1d6+4)	20/+2, SR 12	+8	+8	+8	19	+2		33		9	16		
Bound Adept	Fell Sorcery	20/+2, SR 25	+8	+8	+11	16	+0		40		11	32		
Bound Warrior	+20/+15/+10 (1d12+11; x3)	20/+2, SR 23	+7	+7	+9	22	+0		78		12	48		
Extra Thugs														
Spear 1	+5 (2d4+3; x3)	PowA	+4	+0	+0	15	+0		18		1	1		
Spear 1	+5 (2d4+3; x3)	PowA	+4	+0	+0	15	+0		18		1	1		
Spear 2	+9 (2d4+6; x3)	PowA	+5	+1	+0	16	+0		32		3	2		
Fist 1	+5 (1d12+3; x3)	PowA	+4	+0	+0	15	+0		18		1	1		
Fist 1	+5 (1d12+3; x3)	PowA	+4	+0	+0	15	+0		18		1	1		
Fist 2	+9 (1d12+6; x3)	PowA, Clv	+5	+1	+0	16	+0		32		3	2		
Gauntlet 1	+5 (1d10+2; x3)		+4	+0	+0	17	+0		18		1	1		
Gauntlet 1	+5 (1d10+2; x3)		+4	+0	+0	17	+0		18		1	1		
Gauntlet 2	+9 (1d10+6; x3)	PowA	+5	+1	+0	18	+0		32		3	2		
Scout 1	+4 (1d8; x3); B or A	SnkA, PntBlk	+2	+4	+0	15	+1		17		2	1.5		
Scout 1	+4 (1d8; x3); B or A	SnkA, PntBlk	+2	+4	+0	15	+1		17		2	1.5		
Scout 2	+7 (1d8+2; x3); B or A	SnkA, Precise	+4	+5	+1	16	+2		27		4	3		
Extra Spaces														
CP Grand Total														
Encounter Level														

<b>CR/EL</b>	1/2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
<b>CP</b>	1/2	1	1.5	2	3	4	6	8	12	16	24	32	48	64	96	128	190	250	375	500	750	1000

## APPENDIX: LEGAL NOTICE

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