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TRIBES MOST FOUL:
ORCS



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THE SUNKEN PYRAMID

A Pathfinder Roleplaying Game Compatible Adventure for 7th-level characters by Creighton Broadhurst and Marc Radle

Only a few miles from a small seaside village, the mysterious underwater edifice known as the Sunken Pyramid lies hidden beneath the waves. The handful of sages and scholars with any knowledge of this massive stone structure debate whether it is a completely natural rock formation, a natural site that has been intentionally modified or something built long ago by human, or inhuman, hands.

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TRIBES MOST FOUL: ORCS

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Ben Kent

Bored of pitting your PCs against boring, one-dimensional kobolds, orcs and goblins? Want to provide your monstrous minions with style and flair in appearance, mannerisms and battlefield tactic? Then, *Tribes Most Foul* is for you.

Each supplement presents three tribes in rich, flavoursome detail and includes notes on the tribe's society, practises, ecology, lair, battle tactics and notable tribal personalities as well as sample stat blocks.



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Thank you for purchasing *Tribes Most Foul: Orcs*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *Tribes Most Foul: Orcs* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Ben has memories of seeing "bigger kids" playing RPGs in the hallways of his Elementary school. After overhearing the destruction of skeletons beyond number at the hands of a skilled cleric, he immediately settled upon such games as the sort of thing he'd enjoy.

Living with his wondrous and encouraging life-partner Tiffinie and their two beautiful young daughters in Ontario, Canada, Ben continues to find role-playing games the sort of thing he enjoys. He is eagerly looking forward to the day his daughters are both grown up enough to roll the dice instead of eat them, so they can join their parents at the table (and thus ease the difficulty in finding babysitters on gaming days).

Ben's eventual objective is complete dominion over the earth, but there's a lot of competition in that field. He's presently working as a customer service agent by day and superhero/game designer/bug squasher/father figure by night. Now that he's been published, he's honestly not sure his life could get much cooler.

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FOREWORD

Welcome to *Tribes Most Foul: Orcs* – the second in the newly rebooted TRIBES line! As a GM (and a player) I hate using boring, identi-kit orcs (or any other race for that matter) as I prefer to cram as much flavour into my combat encounters as possible. The orc tribes herein represent tribes different to the typical brutish, violent psychopaths adventurers so often seem to encounter. While the orcs herein are brutish, violent psychopaths (for the main) each tribe has several features that mark them out as different from their normal brethren.

This product comes out at a rather handy juncture for me (it's like I plan this stuff!) In my Borderland of Adventure campaign the PCs are about to push through an orc-infested wood to reach a pirate town. I offered them the chance to sail around the forest, but they seem certain the boat will sink, get blown off course or crash into a sinister island not on any charts. They've chosen the orc-infested woods as a safer bet. I think designer Ben Kent might make them rue that decision. If you want to keep up with their (mis)adventures check out my blog (raging-swan.livejournal.com) on which I post up a session summary on Fridays.

In any event, I think Ben Kent has done a terrific job with these orcs and I hope you find *Tribes Most Foul: Orcs* useful. If you've got any suggestions about how to make the TRIBES line better, I'd love to hear them. You can contact me at creighton@ragingswan.com.



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ORCS OF THE BEAR'S HIDE

A decade ago, a shaman of the orcs of the Bear's Hide domesticated an owlbear. The orcs provided the owlbear with food, while the creature allowed the orcs to dwell in its hidden cave. A decade later, the orcs now share living-space with three adult owlbears and a dozen grizzly bears. The bears offer the orcs shelter and protection for their non-combatants, allowing the orcs to support more young and women than usual. Their new leader, Thalgas, wants to use the bears to help expand the orcs' territory, but he is encountering resistance within the tribe.

SOCIETY & ORGANISATION

The orcs of the Bear's Hide are patient, and have learned sudden movements and aggressive outbursts are ill-advised. While still prone to aggression and violence, they don't leap into battle, instead beginning with loud displays of roars, snarls and clanging of weapons, designed to strike fear into their opponents' hearts.

A newcomer to the tribe, Thalgas has claimed its leadership. Under his influence, the orcs have begun raiding outside their forest territory. The orcs extensive cave system, and bear allies, have made it difficult for Thalgas to convince the tribe to expand their territory, and the tribe's (relatively) calm hearts and contemplative attitudes frustrate him. Thalgas' attempts to convince his tribe of the benefits of a more violent lifestyle are working, but he must tread carefully, for he has a very limited affinity with the bears. This leaves him beholden to Horug, the tribe's oldest and wisest ranger. Horug's harmonious demeanour and easy way with his tribe-mates infuriates Thalgas, and Horug is the loudest voice against expansion. If Thalgas ever obtains another way to lead the bears, Horug's days will end.

Bear's Hide: Rangers among the Bear's Hide orcs wear cloaks

IN YOUR CAMPAIGN

The Bears's Hide orcs make a good threat for low- to mid-level PCs who know a thing or two about the woods. The Bear's Hide may have seized something of value, requiring the adventurers seek out their lair. Sneaky or clever PCs with a penchant for questioning fallen foes might learn of the tribe's internal schism and try to leverage it to their advantage. A less conventional adventure might have Horung approach known druids, rangers or woodland types for help reclaiming his tribe from Thalgas' grasp – preferably without harming his beloved bears!

of bear hide. The orcs spend considerable effort recovering champions that fall in battle (those cloaks aren't easy to come by, after all). In theory, stronger warriors might wear owlbear cloaks, but only Horug has managed to gain such a prize.

Appearance: Broader and squatter than typical orcs, the Bear's Hide tribe dresses in fur even in the summer heat. They tend to add weight in the fall, and are rarely seen out of their caves when the winter cold sets in, although Thalgas doesn't mean for that tradition to last.

ECOLOGY & LAIR

About half the adult orcs, and all but two of the adult bears, have spent their lives alongside each other, and both sides share food, sleeping space and hunting and guard duty. While the bears aren't tame, they have acclimatized to the orcs' presence, and the orc rangers soothe their aggressive tempers.

Few of the orcs' caverns serve a specific purpose, instead being kitchen, dining hall, sleeping chamber, training room or bathroom as convenient. In a deep chamber, an underground waterfall prevents the bears from climbing down further, and wards Thalgas' own quarters.

COMBAT & TACTICS

The Bear's Hide orcs prefer melee combat, but often spend a round or two trying to intimidate their opponents into fleeing. If they meet significant resistance, they flee (to return in greater numbers).



TRIBAL ROSTER

The tribe comprises the following members:

- 90 warriors (orc warrior 1)
- 35 honeyed warriors (orc warrior 1/expert 1)
- 14 champion woodsmen (orc ranger 1/barbarian 1)
- 7 Thalgas' champions (orc barbarian 4)
- 8 Horug's Woodsmen (orc ranger 3/barbarian 1)
- 127 non-combatants (including 77 young)
- 12 mature grizzly bears
- 7 young grizzly bears
- 3 mature owlbears
- 2 young owlbears
- Horug (CN male orc ranger 5/barbarian 2)
- Thalgas (CE male orc barbarian 7)

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file orcs. A few members are, however, exceptional:

- **Groot (N male advanced owlbear):** Groot (pronounced "Grr-Hoot") is the dominant male owlbear in the sleuth. Irritable and cantankerous, he maintains his position with aggressive, dominance displays and occasional violence. Horug has worked for years to teach him orcs are a source of food, rather than food, a lesson Groot has not entirely taken to heart.

THALGAS

CR 6 (XP 2,400)

This grizzled and brutish orc wears heavy plate armour and wields a falchion. He points, indicating who he intends to kill next.

Male orc barbarian 7

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Perception +9, Sense Motive -1
Speed 20 ft., base speed 30 ft.; **ACP** -5; **Climb** +12, **Stealth** +5, **Swim** +12

AC 22, touch 12, flat-footed 22; **CMD** 26; uncanny dodge (+10 armour [+1 full plate], +1 deflection [ring of protection +1], +1 Dex)

Weakness light sensitivity

Light Sensitivity (Ex) Thalgas is dazzled in areas of bright sunlight, or within the area of a *daylight* spell.

Fort +10, **Ref** +3, **Will** +1

hp 72 (7 HD)

Ferocity (Ex) Thalgas remains conscious and can continue fighting even if his hp total is below 0. He is still staggered, loses 1 hp a round and dies when he reaches -14 hp

Space 5 ft.; **Base Atk** +7; **CMB** +14

Melee +1 *falchion* (Furious Focus, Power Attack [-2/+6]) +14/+9 (2d4+8/18-20)

Ranged longbow (range 110 ft.) +9/+4 (1d8+5/x3)

Special Actions rage (18 rds.)

Abilities Str 20, Dex 13, Con 14, Int 10, Wis 8, Cha 6

SQ fast movement

Feats Endurance, Furious Focus, Power Attack, Weapon Focus (falchion)

Skills as above plus Intimidate +8, Linguistics +1, Survival +9

Languages Common, Orc

Gear as above plus, cloak of owlbear hide (worth 350 gp), 5 bloodstones (50 gp each)

Raging, Thalgas has the following altered statistics:

Climb +14, **Swim** +14

AC 20, touch 10, flat-footed 20; **CMD** 28 (+10 armour [+1 full plate], -2 class, +1 deflection, +1 Dex); uncanny dodge

Fort +12, **Ref** +3, **Will** +3

hp 86 (7 HD); **ferocity** (-18 hp)

Space 5 ft.; **Base Atk** +7; **CMB** +14

Melee +1 *falchion* +16/+11 (2d4+11/18-20)

Abilities Str 24, Con 18

- **Horug (CN male orc ranger 5/barbarian 2):** At almost 30 years of age, Horung is old for an orc. Age has begun to mellow him, and he would prefer his tribe not "travel the red trail to war." He does not consider himself a leader, though, and avoids conflict with Thalgas – at least for the time being.
- **Thalgas (CE male orc barbarian 7):** Brutal and direct, the barbarous Thalgas wears plate mail recovered from a cavalier he slew. This strong armour makes him difficult for most other orcs to injure, meaning he wins most internal "squabbles." Like many orcs, Thalgas believes anything he can take deserves to be his, which causes him to try to stir the Bear's Hide tribe into action. He dislikes Horug, but needs the old orc, as nobody else has the same familiarity with the tribe's bears.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Bear's Hide tribe. A successful check reveals all information gained by a lesser result:

DC 10: These squat, wide and slightly chunky orcs have a look much more like townfolk than savage warriors, and have obviously been living a comparatively peaceful life.

DC 15: The orcs' collection of bear claws and hide armour suggest they're part of a local tribe known as the Bear's Hide, a quiet group of orcs nestled deep in the local woodlands known for associating with bears.

DC 20: Recently, the Bear's Hide have been stepping up their raids, sending out small, aggressive raiding parties. A heavily armoured orc always leads these raids.

GROOT

CR 5 (XP 1,600)

A bizarre fusion of bear and owl, this ferocious creature has madness-tinged red, rimmed eyes, a coat of fur and feathers and long, curved claws.

Advanced owlbear

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14, Sense Motive +3

Speed 30 ft.; **ACP** 0; **Stealth** -1

AC 17, touch 10, flat-footed 16; **CMD** 25 (29 vs. trip) (-1 size, +1 Dex, +7 natural)

Fort +12, **Ref** +7, **Will** +4

hp 57 (5 HD)

Space 10 ft.; **Base Atk** +5; **CMB** +12 (+16 grapple)

Melee 2 claws +10 (1d6+6 plus grab) and bite +8 (1d6+6)

Grab (Ex [free]) If he hits a Medium or smaller target with its bite, Groot can try to start a grapple without provoking attacks of opportunity.

Abilities Str 23, Dex 16, Con 22, Int 6, Wis 16, Cha 14

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills as above

ORCS OF THE SHATTERED SHIELD

The Orcs of the Shattered Shield are the remnants of those tribes that were under the rulership of Roask Bonebreaker. Through the efforts of a travelling band of knights-errant, the Order of the Aegis, Bonebreaker's fledgling horde was broken, and its champions slain, before it became too much of a threat. The few survivors of the final slaughter have learnt from their past mistakes, however, and now lurk beyond the gaze of civilised eyes as they re-gather their strength

SOCIETY & ORGANISATION

The orcs of the Shattered Shield are held together by Roask's cunning son, Maurg. Maurg cannot match his father's strength, but possesses a sharper intellect, and under his leadership, the Shattered Shield has gathered strong warriors to its banner. While no Shattered Shield orc was a champion in their previous tribes, most possess more guile than normal orcs.

Maurg keeps his sister Taugrev as a lieutenant, an arrangement tolerated because she is a powerful witch. Gorusk, a half-feral orog, serves as an enforcer and is always close at hand.

Shattered Shields The Shattered Shields weigh prestige in the broken shields of their enemies. Further, in conflicts within the tribe, rather than killing each other, they crack their rival's shield. Consequently, many warriors carry several broken shields.

Appearance Assembled from varied tribes, the orcs have skin tones ranging from light pink to a vibrant red or ruddy brown. They have a preference for dark animal fur cloaks and wear more clothing than many tribes. They also tie jawbones and skulls of predatory animals to their shields. Their weapons and gear – scrounged from fallen members of the Order of the Aegis – are of surprising quality; as the tribe expands, overall equipment quality will suffer, as high-quality gear will become rarer.

IN YOUR CAMPAIGN

GMs can easily place the Shattered Shield tribe in their own campaign. Unlike other orc bands, they can lurk close to the PCs' homes and yet have avoided notice by hiding in their inaccessible caves. PCs may discover the tribe through a raid gone wrong, tracks in the woods or strange sightings reported by returning sailors. Alternately, they might seek the tribe, perhaps to curry favour with the Order of the Aegis, to avenge a fallen compatriot or at the behest of a patron.

ECOLOGY & LAIR

The Shattered Shield lurks in seaside caves along a desolate stretch of isolated coastline. The caves appear cold and uninviting, but the twisted limestone tunnels enable the orcs to keep secret fires burning deep within, and most of the caves are above the high tide mark. The chambers in which prisoners languish are not quite so high above the waterline, while the tide flushes clean the orcs' waste areas.

The Shattered Shield's hunters prowl the nearby woods, taking rabbits, deer and moose as food. They also gather shellfish and occasionally spearfish, though this is tiresome and not very rewarding.

Very infrequently, the tribe conducts raids on nearby farming communities, stealing a pig, cow or horse. The tribe remains careful not to draw attention to themselves.

COMBAT & TACTICS

Fighting with axe and shield, the warriors of the Shattered Shield are better equipped than most orcs. Their warriors learn Improved Sunder, while their skirmishers focus on ranged attacks and ambush tactics.

In an optimal situation, warriors engage a party's front line in melee, as a skirmisher or two moves around to attack those behind. In a more serious conflict, the tribe's leaders won't hesitate to act (violently); Gorusk prefers to tackle enemies head-on while Maurg and Laureg flank enemies. Taugrev hangs back from combat and uses her spells to support her more physically able brethren.



TRIBAL ROSTER

The tribe comprises the following members:

- 22 warriors (orc warrior 1)
- 15 skirmishers (orc warrior 1/expert 1)
- 12 non-combatants (including 3 young)
- 6 hunters (orc ranger 3)
- 7 wild dogs
- Maurg (NE male orc fighter 2/rogue 1/barbarian 2)
- Taugrev (CE female orc witch 5)
- Laureg (CN male orc ranger 3/fighter 2)
- Gorusk (CE male oorg barbarian 5)

MAURG

CR 4 (XP 1,200)

This orc has an almost weasel-like look about him. Lean and lithe, he moves with agility and speed.

Male orc barbarian 2/fighter 2/rogue 1

NE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +6 (+7 vs. traps; trapfinding), Sense Motive +0**Speed** 40 ft., base speed 30 ft., **ACP** -1; Acrobatics +5 (+9 jumping), Escape Artist +9, Stealth +9**AC** 19, touch 13, flat-footed 19; **CMD** 18; Mobility, uncanny dodge(+5 armour [+1 *chain shirt*], +2 Dex, +1 dodge [Dodge], +1 shield [mwk buckler])**Weakness** light sensitivity**Light Sensitivity (Ex)** Maurg is dazzled in areas of bright sunlight, or within the area of a *daylight* spell.**Fort** +6, **Ref** +4, **Will** +0 (+1 vs. fear)**hp** 33 (5 HD); ferocity**Ferocity (Ex)** Maurg remains conscious and can continue fighting even if his hp total is below 0. He is still staggered, loses 1 hp a round and dies when he reaches -10 hp.**Space** 5 ft.; **Base Atk** +4; **CMB** +4**Melee** mwk scimitar +6 (1d6+1/18-20)**Ranged** mwk composite longbow (range 110 ft; Deadly Aim [-2/+4], Point Blank Shot) +7 (1d8+1/x3)**Atk Options** rage (6 rounds)**Special Actions** sneak attack (+1d6)**Abilities** Str 13, Dex 14, Con 10, Int 13, Wis 10, Cha 11**SQ** fast movement, rage power (lesser spirit totem), trapfinding (+1)**Feats** Deadly Aim, Dodge^B, Mobility^B, Point Blank Shot, Skill Focus (Use Magic Device)**Skills** as above plus Diplomacy +8, Survival +5, Use Magic Device +11**Languages** Common, Goblin, Orc**Gear** as above plus large steel shield, large wooden shield, a leather cord with this father's severed hand still wearing a golden band with a cat's eye gem on it (worth 60 gp), 34 gp, 118 sp, 211 cp

Raging, Maurg has the following modified statistics:

AC 17, touch 11, flat-footed 17; **CMD** 18; uncanny dodge (+5 armour [+1 *chain shirt*], -2 class, +2 Dex, +1 dodge [Dodge], +1 shield [mwk buckler])**Fort** +8, **Ref** +4, **Will** +2 (+3 vs. fear)**hp** 43 (5 HD); ferocity (-14 hp)**CMB** +6**Melee** mwk scimitar +8 (1d6+3/18-20)**Special Actions** lesser spirit totem**Lesser Spirit Totem (Su)** Each round, Maurg's spirit totem attacks a single adjacent living creature (+4 attack, 1d4 negative energy damage). Maurg believes this totem spirit to be his father.**Abilities** Str 16, Con 14

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file orcs. A few members are, however, exceptional:

- **Gorusk (CE male orog barbarian 5):** Gorusk has no interest in petty details like who leads the orcs, or what objective the tribe seeks to achieve. Gorusk lives for battle, and the moments between slaughter are like the moments between the beat of Gorusk's heart; if they go on too long, Gorusk will die. He is the most aggressive member of the tribe and always in the forefront of any attack.
- **Laureg (CN male orc ranger 3/fighter 2):** Irascible with a fierce independent streak, Maurg tolerates Laureg because of his survival and scouting skills. Laureg's solitary nature prevents him from raising any kind of rebellion, but he often wanders off for days at a time to avoid Maurg.
- **Maurg (NE male orc fighter 2/rogue 1/barbarian 2):** Maurg is a charismatic and intelligent (as orcs go) leader who inspires loyalty in his followers. He's gathered the Shattered Shield orcs under his banner by displaying uncharacteristic guile and cunning, and won't relinquish the privilege of command without a fight. Unlike a typical orc chieftain he spends the lives of his followers wisely; he is not compassionate – rather he sees his followers as a resource of which he does not have enough.
- **Taugrev (CE female orc witch 5):** Female orcs don't generally achieve positions of leadership, but Taugrev benefits from being both Maurg's sister and a capable witch. She advises her brother on arcane and mystical matters, and works hard to build on her brother's trust so that she might remain in her privileged position. For this reason, she is fiercely loyal to Maurg. Many of the tribe are wary of her strange, otherworldly powers.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Orcs of the Shattered Shield. A successful check reveals all information gained by a lesser result:

DC 10: By their weapons and gear, these orcs resemble members of Bonebreaker's Horde, a horde of several tribes recently destroyed before they could sack several nearby towns and strongholds.

DC 15: The Bonebreaker Horde were crushed by the Knights-Errant of the Order of the Aegis.

DC 20: Rumours of these orcs have swirled through the area for years. In a very un-orcish fashion they seem to avoid conflict whenever possible.

ORCS OF THE SILVER BACKS

Savage even by orc standards, the Orcs of the Silver Back dwell amid the jungle canopy, using spears, nets and harpoons to attack their enemies blundering about on the ground. They are ruled by the intelligent dire ape Pluris, who himself is in service to the orc druid Karolis.

SOCIETY & ORGANISATION

Karolis awakened the dire ape Pluris and installed the ape as leader of the orcs in the area. The orcs eschew steel and now prefer primitive weapons and armours. Karolis derives boundless satisfaction from seeing his former tribe-mates living as little more than a roving tribe of beasts.

While Karolis and Pluris lead the tribe, the two are aided by a cadre of druids, a troupe of dire apes and a band of elite warriors outfitted with steel weapons. The semi-nomadic orcs spend their days searching for their next meal, source of clean water or place to spend a night. Disease and malnutrition have decimated the infirm and young, which may yet be Karolis and Pluris' undoing. Already forced to leave the old to die, the orcs may soon be forced to leave the young behind in their quest for survival. Even orcs are willing to tolerate only so many indignities to their young.

Silver Backs: Elite warriors are marked by Pluris' ashen handprint on their back. Warriors earn the right to bear this mark by slaying a significant opponent or bringing down large prey. Particularly capable warriors have it burned into their skin in a ritual of scarification.

Appearance: The Silver Backs are feral throwbacks, and wear no clothing over their dark green skin. Their greasy, long hair is matted, and they wear simple armours, but often carry rope woven from jungle vines. They swing and climb from tree to tree, while their crude speech lacks conjunctives, adjectives and complex thoughts; they howl like monkeys, calling out to each other during combat.

IN YOUR CAMPAIGN

You can place the Silver Back tribe anywhere you have an ape-occupied jungle, though the Silver Backs work best when they're at least somewhat geographically isolated. Similarly, they're better if the players (and their characters) have fought orcs before, so they know the Silver Backs are atypical.

It can be useful to give Karolis, or Pluris, something the PCs need to recover (an item, information of some kind and so on), forcing them to deal with the tribe instead of avoiding (or killing) them.

ECOLOGY & LAIR

The Silver Backs are arboreal nomads; Puris and Karolis choose a direction for the tribe to move every day and they eat what they find and sleep where they may. While travelling, the tribe breaks into mixed groups of 7-12 orcs. These small groups send a portion of what they find back to the non-combatants, Pluris and Karolis, the attending elite warriors and druids. The associated dire apes wander the area to find their own food.

At night, the groups are twice as large and sleep in shifts. These groups slumber between 10 and 100 yards apart, normally around a fresh water supply. The dire apes rejoin the non-combatants, staying alert and providing protection for Pluris and Karolis as they sleep.

Disputes are resolved through unarmed combat. Since orcs who win these fights have more possessions, mates and food, these fights often end in death. The only orcs exempt from this brutal practise are those Karolis instructs in druid magic, who hold positions of esteem in the tribe, but Karolis encourages combat between his acolytes, both to keep them strong, and to keep them from allying against him.

COMBAT & TACTICS

Tribal Warrior favour melee, and eschew ranged attacks. Veteran fighters remain in the trees, using harpoons to pull adversaries into the air, while the druids use *entangle* and *produce flame*. The druids also boost themselves with *bull's strength*, then close to melee.

Pluris begins with a volley of arrows, and then chops melee opponents to pieces. Karolis changes to dire ape form, then begins combat with a *flame strike*, before closing to melee, after cloaking himself with protective magic.



TRIBAL ROSTER

The tribe comprises the following members:

- 112 warriors (orc warrior 1)
- 63 treetop warriors (orc warrior 1/expert 1)
- 18 elite warriors (orc barbarian 1/ranger 1)
- 12 Karolis' druids (orc druid 4)
- 8 Silver Back orcs (orc druid 3/barbarian 2)
- 93 non-combatants (including only 57 young)
- 27 dire apes
- Pluris (NE male dire ape ranger 2/barbarian 1)
- Karolis (NE male orc druid 7)

NOTABLE PERSONALITIES

The majority of the tribe are normal rank and file orcs. A few members are, however, exceptional:

PLURIS CR 6 (XP 2,400)
This hulking simian is both armoured in animal hide and armed with a greataxe and longbow.

Male awakened dire ape ranger 2/barbarian 1
 NE Large magical beast (augmented animal)
Init +5; **Senses** low-light vision, scent; Perception +5 (+7 vs. orcs), Sense Motive +5 (+7 vs. orcs)
Speed 40 ft., base speed 30 ft., climb 30 ft.; **ACP** -1; Acrobatics +10, Climb +20, Stealth +10

AC 23, touch 14, flat-footed 18; **CMD** 29
 (+5 armour [+1 *chain shirt*], +5 Dex, +4 natural, -1 size)
Fort +14, **Ref** +13, **Will** +6
hp 84 (9 HD)

Space 10 ft.; **Base Atk** +7; **CMB** +14
Melee +1 *greataxe* (reach 10 ft.; Power Attack [-2/+6]) +14/+9 (3d6+10/x3) and bite (reach 10 ft.; Power Attack [-2/+4]) +7 (1d6+6) or
Melee bite (reach 10 ft.; Power Attack [-2/+4]) +12 (1d6+6) and 2 claws (reach 10 ft.; Power Attack [-2/+4]) +12 (1d4+6)
Ranged mwk longbow (range 110 ft.; Rapid Shot) +13/+8 (2d6+6/x3)
Atk Options Furious Focus, Pushing Assault, favoured enemy (orcs [+2])
Special Actions rage (8 rds.)
Combat Gear arrows (20), *potion of barkskin* (3), *potion of shield of faith* (3), *potion of cure moderate wounds*, *potion of cure serious wounds*

Abilities Str 22, Dex 20, Con 19, Int 8, Wis 12, Cha 10
SQ track (+1), wild empathy (+2)
Feats Furious Focus, Power Attack, Pushing Assault, Rapid Shot^B, Weapon Focus (greataxe), Weapon Focus (longbow)
Skills as above plus Bluff +0 (+2 vs. orcs), Knowledge (local) +0 (+2 vs. orcs), Knowledge (nature) +3, Survival +10 (+11 tracking, +13 tracking orcs)
Languages Common, Orc
Gear as above plus belt pouch, quiver, belt pouch

Raging, Pluris has the following altered statistics:

Climb +22
AC 21, touch 12, flat-footed 16; **CMD** 29
 (+5 armour [+1 *chain shirt*], -2 class, +5 Dex, +4 natural, -1 size)
Fort +16, **Ref** +13, **Will** +8
hp 102 (9 HD)
CMB +14
Melee +1 *greataxe* (reach 10 ft.; Power Attack [-2/+6]) +16/+11 (3d6+13/x3) and bite (reach 10 ft.; Power Attack [-2/+4]) +9 (1d6+8) or
Melee bite (reach 10 ft.; Power Attack [-2/+4]) +14 (1d6+8) and 2 claws (reach 10 ft.; Power Attack [-2/+4]) +14 (1d4+8)
Abilities Str 26, Con 23

- **Karolis (NE male orc druid 7):** Karolis was trained to be a shaman in the Jaguar's Pounce tribe before his mentor became concerned Karolis meant to wrest leadership away from him. The old fool announced the jaguars' cries in the night told him young Karolis was unsuited to live among the tribe, and commanded the tribe's brutal warriors to kill his young protégé. Karolis fled, and survived in the jungle with only his jaguar, Branchwalker, for companionship. He encountered Pluris when the dire ape was both young and seriously injured by his father who had driven out because of jealous. The druid used his magic and created an ally, and together the two lashed out, slaying orcs and apes alike. The idea of bending a tribe to their will didn't occur to the pair until later.
- **Pluris (NE male dire ape ranger 2/barbarian 1):** An awakened dire ape, Pluris serves Karolis willingly. Originally, the two waged a savage clandestine war against the orc tribes in the area, as revenge for Karolis' exile. Pluris remains at his best, most savage when fighting orcs but is happy to slaughter any enemy crossing his path. Now, he is the tribe's figurehead leader, and is widely respected and even regarded as something of a messianic figure come to lead the orcs to a new life deep in the jungle. He defers most decisions of note to Karolis as he hates the minutia of leadership. However, the great ape has begun to enjoy having others under his command and soon may come to blows with Pluris if his atavistic urges should overcome him during a public, high-stress situation.

TRIBAL LORE

Characters with ranks in Knowledge (local) may know something about the Silver Backs tribe. A successful check reveals all information gained by a lesser result:

DC 10: This band of orcs are near-naked and wear only crude armour and use primitive weapons. They are not well-fed. The orcs seem to have regressed to a more savage, primal state, even compared to other orcs. Their language and mannerisms are crude.

DC 15: You have heard of a tribe of orcs in the area with similar mannerisms, supposedly attempting to emulate dire apes in behaviour. They sometimes have access to druid magic and prefer to fight from the trees.

DC 20: Known as the Orcs of the Silver Backs, this tribe wanders the jungle, fighting whomever and whatever they find. They are led by a sentient dire ape, and his druid master. Their plans are unknown, but many other jungle dwellers have fallen to the Orcs of the Silver Backs.

READING STAT BLOCKS

Tribes Most Foul: Orcs includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

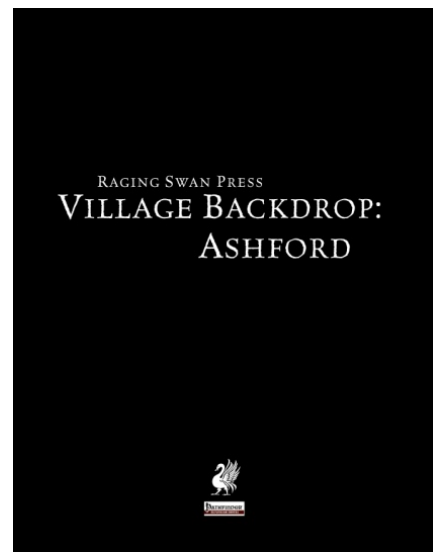
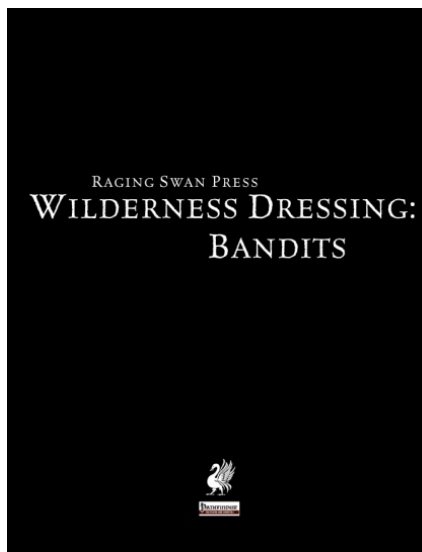
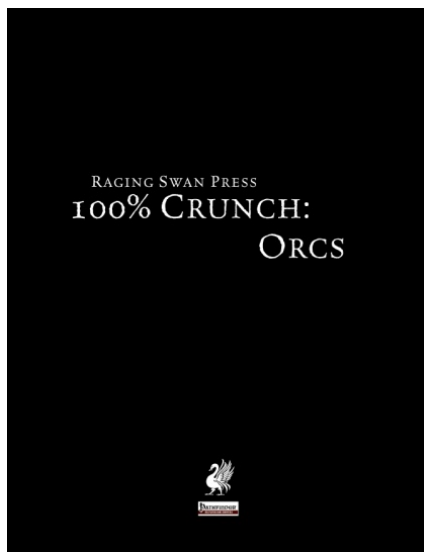
Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

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