



BOAR

Level 3 ♦ Beast

AC 16
FORT 19
REF 16
WILL 16
SPEED 7
HP 40
BLOOD 20

ATTACKS
⊕ **Ripping Tusk:** +8 vs. AC; 10 damage.

POWERS
Charger: +2 attack and +5 damage while charging.
Deathstrike: Use when this creature is destroyed; make an immediate ⊕ attack.
Woundfury: +5 damage while bloodied.

As tough as they are ugly.

♦ For use with Boar, Blood of Gruumsh faction pack, Dungeon Command Board Game

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ORC ARCHER-RANGER

Level 4 ♦ Orc

AC 16
FORT 19
REF 16
WILL 16
SPEED 7
HP 40
BLOOD 20

ATTACKS
⊕ **Close shot:** (range 5) +11 vs. AC; 10 damage.
⤵ **Orc Smallbow:** (sight) +10 vs. AC; 10 damage.

POWERS
Manhunter: +2 attack and +5 damage vs. Human, Elf or Eladrin targets.
Intuitive Reaction: Ignores conceal and treats invisible creatures as visible when making opportunity attacks or performing immediate actions.
☐ **Instinctive Fire:** Immediate Action. Use after an enemy resolves a ranged attack. This unit may make an attack against that creature.

They are trained to hunt men.

♦ For use with Orc Archer, Blood of Gruumsh faction pack, Dungeon Command Board Game

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ORC BARBARIAN

Level 6 ♦ Orc • Rage

AC 14
FORT 19
REF 16
WILL 16
SPEED 7
HP 60
BLOOD 30

ATTACKS
⊕ **Battleaxe:** +12 vs. AC; 20 damage.

POWERS
Cleave: Use when this creature destroys an enemy; Make 1 ⊕ attack as an immediate action.
Bloodrage: While bloodied, this creature may not move while an enemy is adjacent.

Crazed, Bloodthirsty, and Angry. Barbaric Orcs can't be reasoned with, and can barely be led.

♦ For use with Orc Barbarian, Blood of Gruumsh faction pack, Dungeon Command Board Game

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ORC CHIEFTAIN

Level 10 ♦ Orc • Martial

AC 20
FORT 22
REF 20
WILL 20
SPEED 7
HP 75
BLOOD 30

ATTACKS
⊕ **Falchion:** +16 vs. AC; 15 damage.
☐☐☐ **Warcry:** Minor action. (blast 5) +14 vs. Will; 5 ongoing psychic damage (fear) AND Orc targets have +5 damage (save ends both).

POWERS
Keen Blade: Scores critical hits on natural 19-20.

CHAMPION POWERS ☐☐
♦ Use when an Orc ally is destroyed; that ally makes a ⊕ attack as an immediate action.
♦ Use the Champion power of an allied Orc champion as if this creature had that power.

Brutal warlords, Orc Chieftains command fear and loyalty unto death.

♦ For use with Orc Chieftain, Blood of Gruumsh faction pack, Dungeon Command Board Game

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CR 2

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ORC TEMPLAR OF GRUUMSH

Level 9 ♦ Orc • Divine

AC 23
FORT 19
REF 17
WILL 19
SPEED 6
HP 70
BLOOD 35

ATTACKS
⊕ **Spear:** (reach 2) +16 vs. AC; 15 damage.
⊕ **Skewer:** +16 vs. AC; 15 damage AND Slowed.

POWERS
☐ **Blessing of Gruumsh:** Use when an Orc ally bloodies an enemy; that ally heals 15 hp.
☐ **Godspear:** Use at start of this creature's turn; until end of turn, this creature may make a ⊕ attack against any enemy it can see, as if it had sufficient reach.
Templar's Pride: This creature's warband may not include a Cleric of Gruumsh.

Templars of Gruumsh? No such thing. Clerics? Yes. But not templars.

♦ For use with Cleric of Gruumsh, Blood of Gruumsh faction pack, Dungeon Command Board Game

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CLERIC OF GRUUMSH

Level 6 ♦ Orc • Divine

AC 20
FORT 18
REF 18
WILL 18
SPEED 6
HP 45
BLOOD 20

ATTACKS
⊕ **Shortspear:** +12 vs. AC; 15 damage.

POWERS
Stir the Blood: Replaces attack action. One Orc ally with 5 squares of this creature takes 10 damage, then makes a ⊕ attack as an immediate action.

CHAMPION POWERS ☐
♦ Use when an ally destroys an enemy; that ally makes a ⊕ attack as an immediate action.
♦ Use at start of the first or second round of battle; until end of round, Orc allies have +6 speed and +10 ⊕ damage.

His clerics inspire with their one good eye.

♦ For use with Cleric of Gruumsh, Blood of Gruumsh faction pack, Dungeon Command Board Game

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CR 1

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ORC DRUDGE

Level 7 ♦ Orc • Martial

AC 18
FORT 19
REF 19
WILL 19
SPEED 6
HP 60
BLOOD 30

ATTACKS
⊕ **Mace:** +15 vs. AC; 15 damage.
⊕ **More Mace:** (Minor action; stunned target only) +11 vs. AC; 15 damage AND recharge Bam!
☐☐☐ **Net:** (range 3) +9 vs. Reflex; Immobilized.

POWERS
☐ **Bam!**: Use when this creature rolls a natural 19 or 20 on a successful attack; the target is also stunned.
Bounty hunter: Ignores powers that redirect, retarget or which turns hits into misses.

Those be slaver orcs. They'll stun ye and net ye before ye know what happn' d. - Merkli, Dwarf Rogue.

♦ For use with Orc Drudge, Blood of Gruumsh faction pack, Dungeon Command Board Game

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ORC WAR DRUID

Level 8 ♦ Orc • Primal

CR
1

ATTACKS

- AC 20
FORT 19
REF 22
WILL 22
- Ⓢ **Poison Touch:** +13 vs. Reflex; 5 ongoing poison damage AND -2 AC (save ends both).
Ⓢ **Skullstaff:** (Line 6) +13 vs. Reflex; 10 acid damage AND 5 ongoing fire damage (save ends).

POWERS

- Stable Footing:** Ignores the extra cost for entering difficult terrain.
Ⓢ **Squall:** Use at start of this creature's turn; until end of round, -5 to all Ⓢ attacks.
Warband Building: All Orcs are legal in your warband.

CHAMPION POWERS

- Ⓢ **Nearest ally** makes a Ⓢ attack as an immediate action.
War Druids can turn nature against you.

♦ For use with Orc Druid, Blood of Gruumsh faction pack, Dungeon Command Board Game

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ORCBOUND OWLBEAR

Level 9 ♦ Beast • Rage

ATTACKS

- AC 18
FORT 20
REF 20
WILL 17
- Ⓢ **Ripping Claw:** (reach 2) +14 vs. AC; 15 damage AND Pull target 1 square.
Ⓢ **Crushing Hug:** +14 vs. Reflex; Immobilized AND make a Snapping Beak attack against target.
Ⓢ **Snapping Beak:** (Immobilized Target only) +14 vs. Reflex; 20 damage.

POWERS

- Murderous:** This creature may not move or attack a non-bloodied enemy while a bloodied enemy is adjacent.
Orcbound: +2 attack while within 5 squares of a Primal Orc ally.

HP 80

BLOOD 40

I wonder how many Orcs that thing ate while they were training it.

♦ For use with Owlbear, Blood of Gruumsh faction pack, Dungeon Command Board Game

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VÄGOR, OGRE LORD

Level 13 ♦ Giant (Unique)

ATTACKS

- AC 21
FORT 27
REF 18
WILL 16
- Ⓢ **Cursed Great Axe:** (reach 2, ignores insubstantial) +17 vs. AC; 30 damage.

POWERS

- Cleave:** Use when this creature destroys an enemy; Make 1 Ⓢ attack as an immediate action.
Cursed Axe: Place this creature in its start area when it damages an enemy with a critical hit.
Ⓢ **Backswing:** Use when this creature misses a Ⓢ attack reroll that attack.

HP 110

BLOOD 55

Vägor rules by axe, not by brain. By axe!

♦ For use with ogre, Blood of Gruumsh faction pack, Dungeon Command Board Game

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WEREBOAR MERCENARY

Level 6 ♦ Shapeshifter • Rage

ATTACKS

- AC 16
FORT 19
REF 16
WILL 16
- Ⓢ **Ripping Tusk:** +11 vs. AC; 10 damage.
Ⓢ **Grab:** (medium or smaller target only) +11 vs. Reflex; make a Ⓢ attack AND Immobilized (save ends, or ends if this creature becomes nonadjacent to target).

POWERS

- Deathstrike:** Use when this creature is destroyed; make an immediate Ⓢ attack.
Powerful Charge 5: +5 damage while charging.
Ripper: +2 attack vs. Immobilized targets.
Woundfury: +5 damage while bloodied.

HP 60

BLOOD 30

Wereboar mercenaries are used as shock troops by overlords that tolerate their cruel ferocity.

♦ For use with Wereboar, Blood of Gruumsh faction pack, Dungeon Command Board Game

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AMULET OF GRUUMSH

Level 6+ ♦ Orc • Martial OR Primal

POWERS

- Blindsight:** Ignores conceal; treats invisible creatures as visible.

+5

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BLOOD OF GRUUMSH

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BADGE OF THE HORDE

Level 4–10 ♦ Orc

POWERS

- Horde Tactics:** Minor action: Until end of this turn, +1 Ⓢ attack against a target adjacent to an Orc ally that is equipped with a Badge of the Horde.

+2

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BEAST TOUCHED BOOTS

Level 4–10 ♦ Orc • Martial

POWERS

- Ⓢ **Leaping Charge:** Use when this creature declares a charge: While charging, this creature has flight and +5 Ⓢ damage.

+2

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ORC BLOOD

Level 3–8 ♦ Half-Orc (Unique item)

POWERS

- Bloodline:** This creature gains the Orc keyword and the Unique descriptor.

+1

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ORC LIQUOR

Level 4–10 ♦ Orc • Primal (Unique Item)

POWERS

- Ⓢ **Mighty Draught:** Replaces move action. This creature or an adjacent Orc ally gains Resist All 5 until the start of its next turn, then takes 5 poison damage.

+3

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PATRON OF ILNEVAL

Level 7–11 ♦ Orc • Martial • Champion

POWERS

- Ⓢ **Ilneval's Distraction:** Replaces attack action; choose 2 Orc allies within 6 squares of this creature that have not yet taken a turn this round. Those allies switch places.
Tactician: Treat this creature's champion rating as one higher when determining initiative.

+5

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WHETSTONE OF YURTRUS

Level Any ♦ Orc (Unique Item)

POWERS

- Resist 5 Necrotic**
Yurtrus Rot: This creature has speed -1.
The White Hand: +5 necrotic Ⓢ damage on natural attack rolls of 17 or greater.

+4

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