

## 21 CLERIC OF GRUUMSH

ATTACK ACTIONS

⊕ Shortspear: +12 vs AC; 15 Damage

LEVEL 6

AC 20

DEF 18

SPEED 6

HP 45



ABILITIES

Evil • Orc

SPECIAL POWERS

Stir the Blood: Replaces attack action: 1 Orc ally within 5 squares of this creature takes 10 Damage, then makes a ⊕ attack as an immediate action.

CHAMPION 1 □

- Use when an ally destroys an enemy with a ⊕ attack. That ally makes an immediate ⊕ attack.
- Use at start of the first or second round of battle. Until end of round, Orc allies have +6 Speed and +10 ⊕ Damage.

©2009 Wizards DUNGEONS & DRAGONS® 59/80

## 44 EYE OF GRUUMSH

ATTACK ACTIONS

⊕ Vicious Axe: +14 vs AC; 20 Damage AND this creature takes 5 Damage

⊕ Double Attack: Make 2 ⊕ attacks.

LEVEL 11

AC 17

DEF 18

SPEED 7

HP 120



ABILITIES

Evil • Orc • Martial

+4 DEF (Fort)

Immune Flanking; Does not grant combat advantage when flanked.

SPECIAL POWERS

Inspiration of Gruumsh: Lower-level Orc allies within 10 squares have +5 ⊕ Damage.

©2009 Wizards DUNGEONS & DRAGONS® 51/60

## 24 ORC SERGEANT

ATTACK ACTIONS

⊕ Falchion: +15 vs AC; 10 Damage

□ ⊕ Hamstring Slash: +13 vs AC; 15 Damage AND Immobilized

LEVEL 7

AC 24

DEF 20

SPEED 6

HP 55



ABILITIES

Orc • Martial

CHAMPION 1 □

Warband Building: All Goblin and Orc creatures are legal in your warband.

- Use when a creature of Level 7 or lower becomes Bloodied. That creature has +5 Damage until end of battle.
- Use at start of round. Goblin and Orc allies have +2 Attack and +5 Damage until end of round.

©2009 Wizards DUNGEONS & DRAGONS® 57/60

## 71 OROG WARLORD

ATTACK ACTIONS

⊕ Maul: +21 vs AC; 20 Damage


LEVEL 14

AC 30

DEF 26

SPEED 5

HP 85



ABILITIES

Orc • Orog • Martial

SPECIAL POWERS

Clave: Immediate, when this creature's ⊕ attack destroys an enemy; make a ⊕ attack. Usable once per turn.

Inspire Grunts: Orc allies have +2 ⊕ Attack.

CHAMPION 2 □□

Warband Building: All Ogre and Orc creatures are legal in your warband.

- Use when an ally misses with a ⊕ attack. Reroll that attack.
- Use before rolling Initiative. Orog and Orc creatures in your warband have +2 Speed until end of round.

©2009 Wizards DUNGEONS & DRAGONS® 47/60

## ORC CHIEFTAIN

Level 10 ⊕ Orc • Martial

CR 2

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 action pack, Dungeon Command Board Game

© 2010 DDM Guild 4/10

33

## ALLPULP'S ENDURING ALE

Level Any ⊕ Divine • Orc

POWERS

□ Fermented Courage: Use during setup: Place an Orc Mash token on each orc ally adjacent to this creature. The first time an ally with a token takes damage; ignore that damage, then remove the token.

Stagger: Whenever an orc with an Orc Mash token ends its turn; your opponent may slide it 1 square.

©2013 DDM Guild, Treasure Trove 1/16

+3

## 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

©2013 DDM Guild, Blood of Gruumsh, 3/7

## 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

©2013 DDM Guild, Blood of Gruumsh, 3/7