



BOAR

Level 3 ♦ Beast

AC 16	ATTACKS Ⓢ Ripping Tusk: +8 vs. AC; 10 damage.
FORT 19	
REF 16	
WILL 16	
WILL 16	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.
SPEED 7	
HP 40	
BLOOD 20	
	As tough as they are ugly.
	♦ For use with Boar, Blood of Gruumsh faction pack, Dungeon Command Board Game
	© 2013 DDM Guild 1/10

ORC ARCHER-RANGER

Level 4 ♦ Orc

AC 16	ATTACKS Ⓢ Close shot: (range 5) +11 vs. AC; 10 damage. Ⓢ Orc Smallbow: (sight) +10 vs. AC; 10 damage.
FORT 19	
REF 16	
WILL 16	
WILL 16	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.
SPEED 7	
HP 40	
BLOOD 20	They are trained to hunt men.
	♦ For use with Orc Archer, Blood of Gruumsh faction pack, Dungeon Command Board Game
	© 2013 DDM Guild 2/10

ORC BARBARIAN

Level 6 ♦ Orc • Rage

AC 14	ATTACKS Ⓢ Battleaxe: +12 vs. AC; 20 damage.
FORT 19	
REF 16	
WILL 16	
WILL 16	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.
SPEED 7	
HP 60	
BLOOD 30	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
	© 2013 DDM Guild 3/10

ORC CHIEFTAIN

Level 10 ♦ Orc • Martial

AC 20	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).
FORT 22	
REF 20	
WILL 20	
WILL 20	POWERS Keen Blade: Scores critical hits on natural 19-20.
SPEED 7	
HP 75	
BLOOD 30	Brutal warlords, Orc Chieftains command fear and loyalty unto death.
	♦ For use with Orc Chieftain, Blood of Gruumsh faction pack, Dungeon Command Board Game
	© 2010 DDM Guild 4/10

ORC TEMPLAR OF GRUUMSH

Level 9 ♦ Orc • Divine

AC 23	ATTACKS Ⓢ Spear: (reach 2) +16 vs. AC; 15 damage. Ⓢ Skewer: +16 vs. AC; 15 damage AND Slowed.
FORT 19	
REF 17	
WILL 19	
WILL 19	POWERS ☐ Blessing of Gruumsh: Use when an Orc ally bloodies an enemy; that ally heals 15 hp. ☐ Godspire: 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.
SPEED 6	
HP 70	
BLOOD 35	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
	© 2013 DDM Guild 5a/10

CLERIC OF GRUUMSH

Level 6 ♦ Orc • Divine

AC 20	ATTACKS Ⓢ Shortspire: +12 vs. AC; 15 damage.
FORT 18	
REF 18	
WILL 18	
WILL 18	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.
SPEED 6	
HP 45	
BLOOD 20	His clerics inspire with their one good eye.
	♦ For use with Cleric of Gruumsh, Blood of Gruumsh faction pack, Dungeon Command Board Game
	© 2013 DDM Guild 5b/10

ORC DRUDGE

Level 7 ♦ Orc • Martial

AC 18	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.
FORT 19	
REF 19	
WILL 19	
WILL 19	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.
SPEED 6	
HP 60	
BLOOD 30	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
	© 2013 DDM Guild 6/10

ORC WAR DRUID

Level 8 ♦ Orc • Primal

CR
1

ATTACKS

Ⓢ **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

AC
20
FORT
19
REF
22
WILL
22

SPEED
6

HP
55
BLOOD
25



© 2013 DDM Guild 7/10

24

ORCBOUND OWLBEAR

Level 9 ♦ Beast • Rage

ATTACKS

Ⓢ **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.

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

AC
18
FORT
20
REF
20
WILL
17

SPEED
7

HP
80
BLOOD
40



© 2013 DDM Guild 8/10

30

VÄGOR, OGRE LORD

Level 13 ♦ Giant (Unique)

ATTACKS

Ⓢ **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.

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

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

AC
21
FORT
27
REF
18
WILL
16

SPEED
6

HP
110
BLOOD
55



© 2013 DDM Guild 9/10

54

WEREBOAR MERCENARY

Level 6 ♦ Shapeshifter • Rage

ATTACKS

Ⓢ **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.

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

AC
16
FORT
19
REF
16
WILL
16

SPEED
6

HP
60
BLOOD
30



© 2013 DDM Guild 10/10

18



AMULET OF GRUUMSH

Level 6+ ♦ Orc • Martial OR Primal

POWERS

Blindsight: Ignores conceal; treats invisible creatures as visible.

© 2013 DDM Guild, Blood of Gruumsh, 1/7

+5

BLOOD OF GRUUMSH

Design: DGarry Stupack

Development: James Prather, Ville Rihtamo, Matt Noble, DGarry Stupack

Graphic Design: Kevin Tatroe, Joel Broveleit, DGarry Stupack

Special Thanks to Kieren Chase & Peter Lee at Wizards of the Coast.



Dungeons & Dragons, D&D, D&D Miniatures, Wizards of the Coast are trademarks of Wizards of the Coast, Inc. and used under license. All Wizards character names, and the distinct likenesses thereof are property of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. © 2013 DDM Guild and Wizards of the Coast. This DDM Guild product contains no Open Game Content.

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.

© 2013 DDM Guild, Blood of Gruumsh, 2/7

+2

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.

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

+2

ORC BLOOD

Level 3–8 ♦ Half-Orc (Unique item)

POWERS

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

© 2013 DDM Guild, Blood of Gruumsh, 4/7

+1

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.

© 2013 DDM Guild, Blood of Gruumsh, 5/7

+3

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.

© 2013 DDM Guild, Blood of Gruumsh, 6/7

+5

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.

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

+4

From Curse of Undeath

DISCIPLE OF KYUSS
Level 12 ♦ Undead • Swarm

AC 24
FORT 25
REF 23
WILL 25
SPEED 6
HP 50
BLOOD 10

ATTACKS
Ⓢ **Rot Claw:** +14 vs. AC; 5 +10 necrotic damage AND 5 ongoing necrotic damage.
⚡ **Worm of Torment:** (living target only) +14 vs. Will; 10 necrotic damage AND Dominated (save ends).
Ⓛ **Breath of Kyuss:** (minor action, blast 3) +14 vs. Fortitude; 10 necrotic damage AND 10 ongoing necrotic damage (save ends).

POWERS
Immune Necrotic
Swarm: Takes half damage from ⚡ and ⚡ attacks.
Rotting Aura: (Aura 1) Living creatures that start their turn adjacent to this creature take 5 necrotic damage.
Favor of Kyuss: Minor action. Choose two swarm or vermin allies within 5 squares of this creature. Those allies have +5 damage until end of round.

May you rot.

♦ For use with *Disciple of Kyuss, Curse of Undeath faction pack, Dungeon Command Board Game*

© 2012 DDM Guild 1/3 ♦

49

NANAMAT, ANCIENT LICH
Level 16 ♦ Undead • Arcane (unique)

AC 28
FORT 25
REF 25
WILL 28
SPEED F6
HP 80
BLOOD 40

ATTACKS
Ⓢ **Fear Gaze:** (range 2) +15 vs. Reflex; 15 cold damage AND Helpless.
⚡ **Finger of Death:** (range 10) +17 vs. Fortitude; 10 ongoing damage AND weakened (save ends both).
Ⓛ **Cloudkill:** (radius 2 within 10): +17 vs. Fortitude; 20 poison damage AND 20 ongoing poison damage; on miss, 10 poison damage.

POWERS
Resist 5 All, Vulnerable 15 Radiant
Intimidating Presence: Adjacent creatures may not take minor actions.
Blindsight: Ignores Conceal; treats invisible creatures as visible.
Ⓛ **Greater Teleport:** Free action, usable at end of this creature's turn only. Place this creature in any square within its line of sight.

♦ For use with *Lich, Curse of Undeath faction pack, Dungeon Command Board Game*

© 2012 DDM Guild 2/3 ♦

85

WARCLEAVE SKELETON
Level 3 ♦ Undead • Martial

AC 19
FORT 16
REF 14
WILL 14
SPEED 6
HP 25
BLOOD 10

ATTACKS
Ⓢ **Neckbiter Axe:** +10 vs. AC; 5 + 5 cold damage AND this creature heals 5 HP.

POWERS
Bad Luck for You: Whenever this creature rolls a natural 13 on the attack roll vs. a living target; that attack is an automatic hit and a critical hit.
Ⓛ **Skullcleaver:** Use when this creature declares a melee attack against an adjacent target; Provokes opportunity attacks; that attack is an automatic hit and a critical hit.

Warcleave Skeletons are the product of dark magic. They crave heads and attack with little regard for defense.

♦ For use with *Skeleton Warrior, Curse of Undeath faction pack, Dungeon Command Board Game*

© 2012 DDM Guild 3/3 ♦

11

From Sting of Lolth

DROW WEB MAGE
Level 9 ♦ Drow • Arcane

AC 20
FORT 19
REF 22
WILL 22
SPEED 7
HP 45
BLOOD 20

ATTACKS
Ⓢ **Fangstaff:** (reach 2) +14 vs. AC; 5 + 10 poison damage.
⚡ **Webcaster:** (range 10) +14 vs. Reflex; 5 ongoing poison damage AND Immobilized (save ends both).
Ⓛ **Greater Darkfire:** (minor action, blast 5) +14 vs. Reflex; target is not invisible and does not benefit from conceal; *effect lasts until end of battle.*

POWERS
Webcrawler: Ignores the Immobilized condition; is never considered to be Immobilized.
Wallwalker: Use at start of this creature's turn. If adjacent to a wall, the creature moves with flight until the end of this turn.

Kill the Web Mage first, or watch helplessly as he poisons your friends.

♦ For use with *Drow Wizard, Sting of Lolth faction pack, Dungeon Command Board Game*

© 2012 DDM Guild 1/3 ♦

29

From Heart of Cormyr

SPEAR OF CORMYR
Level 9 ♦ Human • Arcane

AC 20
FORT 20
REF 20
WILL 22
SPEED F6
HP 55
BLOOD 25

ATTACKS
Ⓢ **Stormspear:** (reach 3) +13 vs. Reflex; 15 lightning damage.
⚡ **Frost Globe:** (range 10) +13 vs. Fortitude; 15 cold damage AND adjacent creatures take 5 cold damage.
Ⓛ **Lightning Stab:** (radius 1 within 5) +12 vs. Reflex; 15 lightning damage.

POWERS
Resist 5 All
True Strike: Replaces attack action. This creature has +10 attack on its next ⚡ or ⚡ attack.

The Spears of Cormyr strike like thunderbolts. Unexpected, deadly, and from above.

♦ For use with *Wizard of Cormyr, Heart of Cormyr faction pack, Dungeon Command Board Game*

© 2012 DDM Guild 2/3 ♦

35

From Tyranny of Goblins

VANGUARD OF BANE
Level 10 ♦ Hobgoblin • Martial • Bane

AC 23
FORT 22
REF 19
WILL 20
SPEED 6
HP 75
BLOOD 35

ATTACKS
Ⓢ **Great Blade:** +17 vs. AC; 20 damage.

POWERS
Bane's Blessing: Whenever this creature starts a turn adjacent to a Hobgoblin ally; shift as a free action.
Vanguard 5: +5 damage vs. non-Bloodied enemies.
Focus of Pain: This creature can make a saving throw at the start of its turn. On a successful save, remove all conditions from this creature. On any roll except a natural 20, this creature takes 10 damage.

The Vanguard are a hard lot. They cut down others or cut themselves to show their devotion to their master.

♦ For use with *Hobgoblin Soldier, Tyranny of Goblins faction pack, Dungeon Command Board Game*

© 2012 DDM Guild 3/3 ♦

36