



Level 6 ◆ Shapeshifter • Rage





Amulet of Gruumsh Level 6+ ◆ Orc • Martial OR Primal

POWERS

Blindsight: Ignores conceal; treats invisible creatures as

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



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BADGE OF THE HORDE

Level 4-10 ◆ Orc

BEAST TOUCHED BOOTS

Level 4-10 ◆ Orc • Martial

Orc Blood

Level 3 –8 ◆ Half-Orc (Unique item)

POWERS

Horde Tactics: Minor action: Until end of this turn, +1 4 attack against a target adjacent to an Orc ally that is equipped with a Badge of the Horde.

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POWERS

☐ Leaping Charge: Use when this creature declares a charge: While charging, this creature has flight and +5 4 damage.

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POWERS

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

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Level Any ◆ Orc (Unique Item)

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.

PATRON OF ILNEVAL

Level 7–11 ◆ Orc • Martial • Champion

POWERS

☐ Ilneval's Distration: 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.

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.

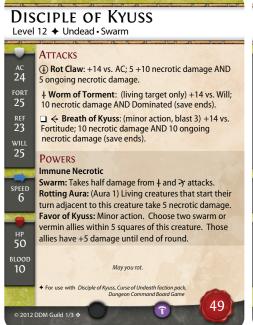
Whetstone of Yurtrus

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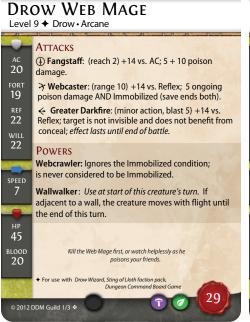
From Curse of Undeath







From Sting of Lolth



From Heart of Cormyr



From Tyranny of Goblins



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Design: Dwayne Stupack, Development: Ville Rihtamo & James Prather, Graphics: Kevin Tatroe & Joel Broveleit.

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