

ORCS

In a long-lost language, the word oruk—"blood fire"—described the glowing appearance of the orc people when they push themselves to their limits. While orcs know one another as kanin ("the people") in their own language, they also use "orc" with great pride, especially when dealing with other folk.

Orc history spans the world and all its ages. They've settled into villages and cities, hot and cold climates, high in the mountains and deep underground. Most orcs live in diverse humanoid societies, though a few live secluded in the tropics. Though they are no more likely to stand in the way of adventurers' than any other folk, orcs who do fill the same roles as other humanoids: mercenaries, bounty hunters, garroters, guards, cultists, and corrupt kings.

Relentlessly Tough

Orcs grow to impressive heights. The veins that commonly stripe their tough-skinned faces can appear more vibrant when they're excited or driven. Their hair, which ranges from coarse to fine, extends from their heads and drapes across their shoulders like royal mantles. Strong tusks extend past their lips and guard the rest of their teeth.

Few other humanoids can match the endurance of an orc, and orcs who train for hunting and combat can rally themselves to move faster and prevail longer. Should an orc find themselves on the brink of death, their veins instinctively surge with "blood fire," glowing brightly and invigorating them to perform one last attack. Blood fire often appears red, though orcs from the mountains and underground glow blue and white, respectively.

Innate Power

The intense power of an orc's spirit occasionally manifests as raw magic. Orc eyes of Grole hone their magic into a singular elemental affinity for focused manipulation. Orc terranovas move their magic through their feet, surging into the earth. Orc godcallers use song to spark the magic inherent in every creature's spirit.

Mohlers

Mohlers are spined, pig-like animals who corkscrew through the ground as fast as they can run. Native to deserts and forests, these burrowing creatures produce shallow networks of tunnels just below the surface. Where orcs go, mohlers are sure to follow. In times of peace, orcs domesticate them to plow the earth and eat pests—and in times of war, mohlers reshape the battlefield to knock the orcs' enemies off their feet.

When an orc community has exceptional gratitude for the deeds of one of their own or an outsider, they bestow the companionship of a mohler upon the individual. Treated kindly, mohlers make steadfast companions, protecting their caregivers with their lives. If mistreated, a mohler returns to their original den, and the orcs hunt the responsible party.

Scyzas

Orcs rely on giant bipedal lizards called scyzas to carry them over great distances. They adorn these mounts, which originated in the tropics, with great harnesses that allow dozens of orcs to ride a scyza at the same time. The lizards are fearless in the face of danger, making them perfect battle mounts. A scyza's trunk-like legs and claws cleave through the ground and kick up terrible dust storms. Worse still are their battering head crests, which emit a terrible, bone-shaking ringing sound.

Orc Languages

Most orcs speak Caelian and Kalliak.

Orc Malice

Malice Features

At the start of any orc's turn, you can spend Malice to activate one of the following features.

★ Overwhelming March

3 Malice

Each orc shifts up to their speed, moving through enemy spaces if they can. Each enemy passed through during this movement makes a **Might test**.

- ≤11 6 damage; prone
- 12–16 4 damage; prone
- 17+ Push 2

■ Mohler Trench

5 Malice

An orc acting this turn summons 2 **mohlers** out of the ground, who dig a trench that is a 10×1 line within 10 squares when they appear. The trench is 2 squares deep and is difficult terrain. The trench can't be created directly underneath creatures.

■ Mohler Cavity

7 Malice

The ground shakes as a group of mohlers dig a 5 cube pit beneath an area where at least one creature is on the ground. The area is difficult terrain. Each orc in the area can shift into the nearest unoccupied space outside the pit before it is completed. Each non-orc in the area makes an **Agility test**.

- ≤11 4 damage; the target falls; prone and can't stand (EoT)
- 12–16 4 damage; the target falls
- 17+ The target can shift into the nearest unoccupied space outside the pit.



Mohler
Animal, OrcLevel 1 Minion Ambusher
EV 3 for four minions

1S Size 7 Speed 4 Stamina 1 Stability 2 Free Strike

Immunity: —**Movement:** Burrow**Might** 0 **Agility** +2 **Reason** -4 **Intuition** +1 **Presence** -3☒ **Earth Bump** 2d10 + 2

Melee, Strike, Weapon

☒ Melee 1

≤11 2 damage

12-16 4 damage

17+ 5 damage

Effect: The distance increases to melee 2. If the mohler is 1 or more squares beneath the target before they use this ability, a target who has **M<1** is also knocked prone.**Signature Ability**

Main action

☒ One creature or object per minion

★ **Seismic Sense**

The mohler doesn't need line of effect to use abilities against creatures or objects touching the ground.

★ **Ground Grinder**

The mohler can use the Dig maneuver at the start of the encounter. Additionally, while the mohler burrows within 1 square below the ground, the ground above where they burrow is difficult terrain.

Orc Blitzer
Humanoid, OrcLevel 1 Minion Harrier
EV 3 for four minions

1M Size 7 Speed 4 Stamina 0 Stability 1 Free Strike

Immunity: —**Movement:** —**Might** +1 **Agility** +2 **Reason** 0 **Intuition** 0 **Presence** 0☒ **Lugged Spear** 2d10 + 2

Melee, Strike, Weapon

☒ Melee 1

≤11 1 damage

12-16 2 damage

17+ 3 damage

Effect: A target who starts their next turn adjacent to three or more blitzers takes 3 damage.**Signature Ability**

Main action

☒ One creature or object per minion

★ **Bloodfire Burn**

If the blitzer is reduced to 0 Stamina, they can make a free strike before dying.

Orc Bloodspark
Humanoid, OrcLevel 1 Minion Artillery
EV 3 for four minions

1M Size 6 Speed 3 Stamina 0 Stability 2 Free Strike

Immunity: —**Movement:** — **With Captain:** +2 bonus to speed**Might** 0 **Agility** +1 **Reason** 0 **Intuition** 0 **Presence** +2☒ **Explosive Mote** 2d10 + 2

Magic, Ranged, Strike

☒ Ranged 10

≤11 2 damage; push 1, or the bloodspark can shift 1 square away from the target

12-16 4 damage; push 2, or the bloodspark shifts up to 2 squares away from the target

17+ 5 damage; push 4, or the bloodspark shifts up to 4 squares away from the target

★ **Bloodfire Burn**

If the bloodspark is reduced to 0 Stamina, they can make a free strike before dying.

Orc Glorifier

Humanoid, Orc

Level 1 Minion Controller
EV 3 for four minions

1M Size 6 Speed 3 Stamina 0 Stability 1 Free Strike

Immunity: —**Movement:** — **With Captain:** +5 bonus to ranged distance**Might** 0 **Agility** +1 **Reason** 0 **Intuition** 0 **Presence** +2☒ **Call to Victory** 2d10 + 2

Magic, Melee, Ranged, Strike

☒ Melee 1 or ranged 5

≤11 1 sonic damage

12-16 2 sonic damage; **P<1** slowed (save ends)17+ 3 sonic damage; **P<2** slowed (save ends)**Effect:** Allies gain an edge on melee strikes against the target until the glorifier and each other glorifier in their squad are killed.★ **Bloodfire Burn**

If the glorifier is reduced to 0 Stamina, they can make a free strike before dying.

Orc Razor

Humanoid, Orc

Level 1 Minion Brute
EV 3 for four minions

1L Size 6 Speed 5 Stamina 0 Stability 2 Free Strike

Immunity: —**Movement:** — **With Captain:** +1 damage bonus to strikes**Might** +2 **Agility** +1 **Reason** 0 **Intuition** 0 **Presence** 0☒ **Boot and Blade** 2d10 + 2

Melee, Strike, Weapon

☒ Melee 1

≤11 2 damage

12-16 4 damage; push 3

17+ 5 damage; push 3 or prone

Effect: The razor gains an edge against any target affected by a condition.★ **Bloodfire Burn**

If the razor is reduced to 0 Stamina, they can make a free strike before dying.

Orc Bloodrunner
Humanoid, OrcLevel 3 Platoon Harrier
EV 10

1M Size 8 Speed 50 Stamina 0 Stability 5 Free Strike

Immunity: —
Movement: —

Weakness: —

Might +2 Agility +2 Reason 0 Intuition +1 Presence +1

↙ **Shield Bash** 2d10 + 2

Melee, Strike, Weapon

Melee 1

≤11 7 damage; push special

12-16 10 damage; push special

17+ 13 damage; push special or prone

Signature Ability

Main action

One creature or object

Effect: The forced movement distance is equal to the number of squares the bloodrunner moved on their turn before using this ability. An ally targeted by this ability ignores the damage and can move up to that same distance.

2 Malice: An ally targeted by this ability can make a free strike after the forced movement is resolved.

★ **Unimpeded**

The bloodrunner can end their movement in a prone creature's space. The first time on a turn that a bloodrunner enters any creature's space, that creature takes 3 damage.

★ **Relentless**

If the bloodrunner is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the bloodrunner is reduced to 1 Stamina instead.

Orc Chainlock
Humanoid, OrcLevel 1 Platoon Hexer
EV 6

1L Size 5 Speed 20 Stamina 2 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —

Might +2 Agility +2 Reason +1 Intuition 0 Presence 0

↙ **Hook and Chain** 2d10 + 2

Melee, Strike, Weapon

Melee 3

≤11 5 damage; pull 1; M<0 the target is hooked (save ends)

12-16 7 damage; pull 2; M<1 the target is hooked (save ends)

17+ 9 damage; pull 3; M<2 the target is hooked (save ends)

Effect: A hooked target can't move more than 3 squares away from the chainlock's position when this ability is used.

☒ **Heavy Crossbolt** 2d10 + 2

3 Malice

Ranged, Strike, Weapon

Ranged 5

Main action

One creature or object

≤11 5 damage; A<0 slowed (save ends)

12-16 7 damage; A<1 slowed (save ends)

17+ 9 damage; prone; A<2 slowed (save ends)

★ **Chain Link**

Whenever the chainlock is force moved by a creature's melee ability, the creature is pulled the same distance toward the chainlock after the forced movement is resolved.

★ **Relentless**

If the chainlock is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the chainlock is reduced to 1 Stamina instead.



Orc Eye of Grole

Humanoid, Orc

Level 1 Platoon Artillery

EV 6

1M Size	6 Speed	20 Stamina	0 Stability	4 Free Strike
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Immunity: Cold, fire, or lightning 5
Movement: —

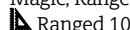
Might +1 **Agility +1** **Reason 0** **Intuition 0** **Presence +2**

★ Elemental Affinity

The eye has an affinity for one of the following damage types: cold, fire, or lightning. The chosen type determines the eye's damage immunity and the damage dealt by their abilities.

☒ Elemental Discharge 2d10 + 2

Magic, Ranged, Strike



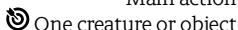
Ranged 10

- ≤11 6 damage; push 2, or the eye shifts up to 2 squares away from the target
- 12-16 9 damage; slide 4, or the eye shifts up to 4 squares away from the target
- 17+ 12 damage; slide 6, or the eye shifts up to 6 squares away from the target

Effect: This ability deals cold, fire, or lightning damage.

Signature Ability

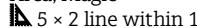
Main action



One creature or object

☒ Power Burst 2d10 + 2

Area, Magic



5 × 2 line within 1

- ≤11 3 damage; push 2
- 12-16 5 damage; push 3
- 17+ 8 damage; push 4, prone

Effect: This ability deals cold, fire, or lightning damage, and any enemy targeted by the ability has damage weakness 3 to the same damage type (save ends).

3 Malice

Main action



Each enemy in the area

★ Relentless

If the eye is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the eye is reduced to 1 Stamina instead.

**Orc Garrotter**

Humanoid, Orc

Level 1 Platoon Ambusher

EV 6

1L Size	5 Speed	30 Stamina	0 Stability	4 Free Strike
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Immunity: —
Movement: —

Weakness: —

Might +1 **Agility +2** **Reason 0** **Intuition +1** **Presence -1**

☒ Dagger Feint 2d10 + 2

Melee, Strike, Weapon



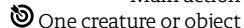
Melee 1

- ≤11 6 damage; the garrotter can shift 1 square
- 12-16 9 damage; the garrotter shifts up to 2 squares
- 17+ 12 damage; the garrotter shifts up to 3 squares

Effect: If this ability gains an edge or has a double edge, it deals an extra 4 damage.

Signature Ability

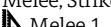
Main action



One creature or object

☒ Strangle 2d10 + 2

Melee, Strike, Weapon



Melee 1

- ≤11 6 damage
- 12-16 9 damage; **≤1** dazed (save ends)
- 17+ 12 damage; grabbed; **≤2** dazed (save ends)

Effect: While grabbed this way, a target can't communicate or use magic abilities.

● Chroma Cloak**1 Malice**

Maneuver

The garrotter turns invisible until the end of their turn. This invisibility ends early if they take damage or use an ability.

★ Relentless

If the garrotter is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the garrotter is reduced to 1 Stamina instead.

Orc Godcaller
Humanoid, OrcLevel 1 Platoon Support
EV 6

1M Size 6 Speed 30 Stamina 0 Stability 3 Free Strike

Immunity: —
Movement: —

Weakness: —

Might +1 Agility 0 Reason 0 Intuition +1 Presence +2

X Power Chord 2d10 + 2
Magic, Melee, Ranged, Strike
Melee 1 or ranged 10
 ⚠ 11 5 sonic damage
 ⚠ 16 7 sonic damage
 ⚠ 17+ 9 sonic damage; P<2 weakened (save ends)

Signature Ability

Main action

One creature or object

CadenzaMagic, Ranged
Ranged 10

Main action

One ally

Effect: The target moves up to their speed and can use a main action.**3 Malice:** The godcaller targets a second ally.**Rallying Ostinato**Magic, Ranged
Ranged 10

2 Malice

Maneuver

One ally and three allies

Effect: Each target regains 15 Stamina and ignores difficult terrain until the end of the encounter.**★ Relentless**

If the godcaller is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the godcaller is reduced to 1 Stamina instead.

Orc Juggernaut
Humanoid, OrcLevel 3 Platoon Brute
EV 10

1L Size 6 Speed 60 Stamina 0 Stability 5 Free Strike

Immunity: —
Movement: —

Weakness: —

Might +2 Agility +2 Reason -1 Intuition -1 Presence +2

X Haymaker Greataxe 2d10 + 2
Melee, Strike, Weapon
Melee 1
 ⚠ 11 7 damage
 ⚠ 16 11 damage; prone
 ⚠ 17+ 14 damage; prone; M<2 bleeding (save ends)

Effect: A target who is already prone takes an extra 6 damage.**Hrraaaaagh!**

1 Malice

Free triggered action

One self

Trigger: The juggernaut takes damage.**Effect:** The juggernaut moves up to their speed and can make a free strike.**★ Blood in the Water**

Whenever the juggernaut willingly moves, they can move 3 additional squares if they end their movement closer to a prone creature.

★ Relentless

If the juggernaut is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the juggernaut is reduced to 1 Stamina instead.



Orc Rampart

Humanoid, Orc

Level 2 Platoon Defender

EV 8

1L Size	6 Speed	59 Stamina	2 Stability	4 Free Strike
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Immunity: —
Movement: —

Might +2 **Agility +2** **Reason +2** **Intuition +2** **Presence +2**

My Spear, My Foe 2d10 + 2

Melee, Strike, Weapon

Melee 1

6 damage

12-16 9 damage; taunted (EoT)

17+ 12 damage; taunted (EoT)

Effect: This ability has a double edge against any target who dealt damage to the rampart this round.

Signature Ability

Main action

One creature or object

Castling

Self; see below

Maneuver
One ally

Effect: The rampart moves or shifts up to their speed adjacent to the target, then can swap places with the target.

No.

Self

Triggered action
Self

Trigger: A creature targets an ally adjacent to the rampart with an ability that doesn't also target the rampart.

Effect: The rampart becomes the target of the triggering ability instead.

★ Relentless

If the rampart is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the rampart is reduced to 1 Stamina instead.

**Orc Terranova**

Humanoid, Orc

Level 2 Platoon Controller

EV 8

1M Size	6 Speed	30 Stamina	2 Stability	4 Free Strike
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Immunity: —
Movement: Burrow

Might +1 **Agility +1** **Reason 0** **Intuition +1** **Presence +2**

Earth Pillar 2d10 + 2

Magic, Ranged, Strike

Ranged 10

6 damage; **A<0** prone and can't stand (save ends)12-16 9 damage; **A<1** prone and can't stand (save ends)17+ 12 damage; **A<2** prone and can't stand (save ends)

Effect: Each target must be on the ground, and the ground in each target's space rises 1 square.

Sinkhole 2d10 + 2

Area, Weapon

3 Burst

Three creatures or objects

4 damage; **M<0** restrained (save ends)12-16 7 damage; **M<1** restrained (save ends)17+ 10 damage; **M<2** restrained (save ends)

Effect: The area is difficult terrain.

3 Malice

Main action

Each enemy and object in the area

★ Seismic Step

The terranova ignores difficult terrain. Additionally, they don't need line of effect to use abilities against creatures touching the ground.

★ Relentless

If the terranova is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the terranova is reduced to 1 Stamina instead.

Orc Warleader

Humanoid, Orc

Level 3 Leader

EV 20

1M Size	6 Speed	120 Stamina	2 Stability	5 Free Strike
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Immunity: —
Movement: —

Weakness: —

Might +3 **Agility +2** **Reason +1** **Intuition +2** **Presence +2**

☒ Go.**Signature Ability**

Ranged
Ranged 10

Main action
One ally

Effect: The target moves up to their speed and can use a main action.

1 Malice: The warleader targets two allies.

3 Malice: The warleader targets one ally and a minion squad.

☒ Mace Lariat

Melee, Strike, Weapon
Ranged 1

Main action
Each enemy

≤11 7 damage; push 1; M<1 dazed (save ends)

12-16 10 damage; push 3; M<2 dazed (save ends)

17+ 13 damage; push 5; M<3 dazed (save ends)

☒ Lockdown

Ranged
Self and ranged 10

3 Malice

Maneuver
Self and three allies

Effect: Each target moves up to their speed and can use the Grab maneuver, which gains an edge.

☒ Courtesy Call

Ranged
Ranged 10

Triggered action
One creature

Trigger: The target obtains a tier 1 outcome on one power roll.

Effect: The target has a double edge on their next power roll before the end of the encounter.

☒ Close In

Area
10 Burst

Villain Action 1

Each ally in the area

Effect: Each target moves up to their speed. Each enemy adjacent to a target after this move makes an **Intuition test**.

≤11 Frightened of the warleader (save ends)

12-16 Frightened of the warleader (EoT)

17+ No effect

☒ Familial Reinforcements

Ranged
Ranged 10

Villain Action 2

Self

Effect: The warleader shifts up to their speed, and four **orc blasters** appear in unoccupied spaces within distance.

☒ I'll Do This Myself**Villain Action 3**

Self

Self

Effect: Three times in succession, the warleader shifts up to their speed and can use Mace Lariat.

★ End Effect

At the end of each of their turns, the warleader can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

★ Relentless

If the warleader is reduced to 0 Stamina, they can make a free strike before dying. If the target of the free strike is reduced to 0 Stamina, the warleader is reduced to 1 Stamina instead.



Scyza
Animal, OrcLevel 3 Elite Mount
EV 20

4 Size 6 Speed 100 Stamina 3 Stability 5 Free Strike

Immunity: —
Movement: —

Weakness: —

Might +2 **Agility -1** **Reason -4** **Intuition 0** **Presence -1****Clawed Kick** 2d10 + 2

Melee, Strike, Weapon

Melee 2

≤11 7 damage
 12-16 11 damage; prone
 17+ 14 damage; prone

Effect: The scyza roars, and if the target has **I<2**, they are frightened (save ends).

Signature Ability

Main action

Two creatures or objects

Whiptail 2d10 + 2

Melee, Strike, Weapon

Melee 3

≤11 8 damage
 12-16 13 damage; prone
 17+ 16 damage; **A<2** bleeding (save ends)

Effect: Against a target on top of the scyza, this ability gains an edge, and the target is pushed into an unoccupied adjacent square and knocked prone.

Main action

One creature or object

Crestfall 2d10 + 2

Area, Ranged, Weapon

3 cube within 2

≤11 4 damage, 1 sonic damage; **R<0** dazed (save ends)
 12-16 7 damage, 2 sonic damage; **R<1** dazed (save ends)
 17+ 9 damage, 3 sonic damage; **R<2** dazed (save ends)

2 Malice

Main action

Each enemy in the area

Sandstorm

Area

3 Burst

3 Malice

Maneuver

Special

Effect: The scyza kicks up a sandstorm, granting concealment to themselves and any ally in the area until the end of the scyza's next turn. Each enemy in the area makes an **Intuition test**.

≤11 10 damage; prone, slowed (EoT)
 12-16 7 damage; slowed (EoT)
 17+ 4 damage

Brace and Break

Self

Triggered action

Self

Trigger: The scyza or an ally riding the scyza is targeted by an ability.

Effect: Any damage dealt by the triggering ability is halved. If the creature or object who used the ability is within 3 squares of the scyza, the scyza can make a free strike against them.

Terrible Beast

The scyza deals an extra 6 damage with abilities used against objects.

War Harness

While riding the scyza, three size 1 allies can occupy the same space.

