

# The Hunters

The hunters are an elite group of orc warriors that exist to carry out difficult, clandestine, and generally bloody tasks for the Orc Lord (or on occasion, the highest bidder). They are extremely skilled and dangerous, and they do more than just follow orders; they enjoy their work.

## aXe

The strongest Hunter, and therefore the leader. aXe is slow to speak, quick to eviscerate.

6<sup>th</sup> level leader [HUMANOID]

Initiative +8

**Vicious halberd +11 vs. AC** – 54 damage

**Barking commands + 8 vs. MD (one ally and 1d3 nearby enemies)** – 35 damage to enemies, and the targeted ally immediately moves to on of the affected enemies and makes a basic melee attack.

*Inspiring leadership:* As long as aXe remains in the battle, the other Hunters enjoy an expanded crit range (19+) against all enemies.

**AC 22**

PD 20

MD 18

**HP 218**

## Shadyr

Specializing in recon and general sneakiness, Shadyr is just as happy taking down his prey with well placed trap as he is with a full frontal attack.

6<sup>th</sup> level spoiler [HUMANOID]

Initiative + 6

**Poison dagger +10 vs. AC** – 25 damage, 8 ongoing poison damage

**R: Black bow +11 vs. AC** – 18 damage

**C: Displacement + 9 vs. MD (all engaged enemies)** – 15 damage, and the targets are vulnerable, save ends. Shadyr teleports anywhere he can see away from all enemies. *Special trigger:* Must be engaged by more than one enemy to use this ability.

**AC 20**

PD 16

MD 21

**HP 160**

## Kade

Kade's size, while intimidating, barely makes up for his low intelligence, which is sub-par, even for an orc. He's the younger brother of Edak.

Large 6<sup>th</sup> level blocker [HUMANOID]

Initiative +13

**Tetsubo of doom +13 vs. AC** – 43 damage

*Brotherly love:* When Edak falls, Kade gains 50 hp and an expanded crit range (17+) against the one responsible. He will target the enemy that killed his brother to the exclusion of all else, even disregarding orders from aXe.

**AC 23**

PD 21

MD 14

**HP 250**

## Edak

Kade's older, but smaller, brother. The perpetually cruel look in his eyes indicates that his size made life among other orcs hard, and he probably earned his place among them by being even more bloodthirsty than is typical of his kind.

6<sup>th</sup> level troop [HUMANOID]

Initiative +13

**Sabre of cruelty + 12 vs. AC** – 15 damage

*Natural odd attack roll, hit or miss:* causes Pain (-2 to defenses, - 1 to attacks) until the end of the targets next turn.

**R: Tainted daggers +9 vs. PD** – 20 damage, 8 miss damage. *Hit or miss:* Causes Pain.

*Brotherly love:* When Kade falls, Edak's defenses all increase by 2, and he will counter one attack against him per round with *tainted daggers* whether it sits or not, without drawing opportunity attacks for doing so. He will target the enemy that killed his brother to the exclusion of all else, even disregarding orders from aXe.

**AC 21**

PD 16

MD 20

**HP 160**

