



QUICK SHOT SCENARIO

1 AR

THE SYNTHESIS OF REBELLION

**ENCOUNTER MAPS
ORGOOTH VILLAINS**

WEB EXTRAS

ENCOUNTER MAP THE CORPSE PIT

AREA 4



G: Galiz
O: Orgoth Soldier
S: Slave

ENCOUNTER MAP

THE WARWITCH LAIR AND THE CHAMBER OF AWAKENING

AREA 12 & 13



ENCOUNTER MAP THE DARK SHRINE

AREA 15



ORGOTH WARWITCH

PHYSIQUE	PHY	5
SPEED	SPD	6
STRENGTH	STR	4
AGILITY	AGL	5
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	5
ARCANE	ARC	4
PERCEPTION	PER	3



WARWITCH SWORD		
MAT	POW	P+S
7	3	7

Abilities: This is a magical weapon.

On a critical hit with this weapon, the target hit by this weapon suffers -3 DEF and when it advances it cannot move except to change facing. This effect expires after one round.

INITIATIVE	INIT	14
DEFENSE	DEF	14
ARMOR	ARM	10 (Warwitch Armor + 5)
WILLPOWER	WILL	10

VITALITY: 15

COMMAND RANGE: 7

BASE SIZE: SMALL

EQUIPMENT:

Soul cage, warwitch armor, warwitch sword

SKILLS:

NAME	STAT	+ RANK	TOTAL
Command	SOC	2	*
Detection	PER	2	5
Hand Weapon	PRW	2	7
Jumping	PHY	2	7
Lore (arcane)	INT	3	8
Sneak	AGL	2	7

SPELLS:

NAME	COST	RNG	AOE	POW	UP	OFF
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CURSE OF SHADOWS	3	8	—	—	YES	YES
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Target enemy suffers -2 ARM and cannot make free strikes. A character can advance through the affected character if he has enough movement to move completely past the affected character's base.

INFLUENCE	1	10	—	—	NO	YES
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The spellcaster makes a contested Willpower roll against target living enemy hit by this spell. If the spellcaster loses, nothing happens. If the spellcaster wins, his player takes control of the character hit. The character immediately makes one normal melee attack, then Influence expires.

PARASITE	3	8	—	—	YES	YES
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Target character suffers -3 ARM, and the spellcaster gains +1 ARM.

STAR-CROSSED	3	SELF	CTRL	—	NO	NO
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While in the spellcaster's control area, enemies gain an additional die on attack rolls. Discard the highest die of each roll. Star-Crossed lasts for one round.

VENOM	2	SP 8	—	10	NO	YES
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Characters hit suffer the Corrosion continuous effect.

VOODOO DOLL	2	8	—	—	NO	YES
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Choose one of target living enemy's aspects on his damage spiral. That aspects suffers the effects of being crippled for one round.

WINGS OF AIR	2	SELF	—	—	NO	YES
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Place the spellcaster anywhere completely within 5" of her current location. Wings of Air can be cast only once per turn.

ABILITIES:

Acrobatics - The character can advance through other characters if she has enough movement to move completely past their bases. The character also gains +3 on her Jumping skill rolls.

Anatomical Precision - When this character hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points instead of the damage rolled.

Combat Caster - When this character makes a magic attack roll, she gains an additional die. Discard the lowest die of each roll.

Cull Soul - This character gains one soul token for each living character destroyed in her command range. She can have a maximum of 4 souls and can spend souls to boost attack or damage rolls.

Fearless - The character is utterly fearless and automatically passes Willpower rolls to resist Terror.

Nocturnal Sight - This character treats darkness and dim light as bright light.


Parry - While armed with a hand weapon, the character cannot be targeted by free strikes.

Prowl - The character gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Will Weaver - This character is a will weaver. This character can spend soul tokens to remove fatigue points at one soul token per fatigue point removed. This character knows Influence and Venom, plus two of the following: Curse of Shadows, Parasite, Star-Crossed, Voodoo Doll, and Wings of Air.

KALISTI, WARWITCH LEADER

PHYSIQUE	PHY	5
SPEED	SPD	7
STRENGTH	STR	4
AGILITY	AGL	5
PROWESS	PRW	6
POISE	POI	4
INTELLECT	INT	6
ARCANE	ARC	5
PERCEPTION	PER	4

	WARWITCH SWORD
MAT	POW P+S
8	3 7

Abilities: This is a magical weapon.
On a critical hit with this weapon, the target hit by this weapon suffers -3 DEF and when it advances it cannot move except to change facing. This effect expires after one round.

INITIATIVE	INIT	17
DEFENSE	DEF	16
ARMOR	ARM	10
	(Warwitch Armor +5)	
WILLPOWER	WILL	11



COMMAND RANGE:	8
BASE SIZE:	SMALL
EQUIPMENT:	Soul cage, warwitch armor, warwitch sword

SKILLS:

NAME	STAT	+ RANK	TOTAL
Command	SOC	2	*
Detection	PER	3	7
Hand Weapon	PRW	2	8
Jumping	PHY	2	7
Lore (arcane)	INT	3	9
Sneak	AGL	2	7

SPELLS:

NAME	COST	RNG	AOE	POW	UP	OFF
BLEED	2	8	—	10	NO	YES
When this spell damages a living character, the spellcaster regains d3 vitality points.						
INFLUENCE	1	10	—	—	NO	YES
The spellcaster makes a contested Willpower roll against target living enemy hit by this spell. If the spellcaster loses, nothing happens. If the spellcaster wins, his player takes control of the character hit. The character immediately makes one normal melee attack, then Influence expires.						
PARASITE	3	8	—	—	YES	YES
Target character suffers -3 ARM, and the spellcaster gains +1 ARM.						
STAR-CROSSED	3	SELF	CTRL	—	NO	NO
While in the spellcaster's control area, enemies gain an additional die on attack rolls. Discard the highest die of each roll. Star-Crossed lasts for one round.						
VENOM	2	SP 8	—	10	NO	YES
Characters hit suffer the Corrosion continuous effect.						
WINGS OF AIR	2	SELF	—	—	NO	YES
Place the spellcaster anywhere completely within 5" of his current location. Wings of Air can be cast only once per turn.						

ABILITIES:

Acrobatics – This character can advance through other characters if she has enough movement to move completely past their bases. This character also gains +3 on his Jumping skill rolls.

Anatomical Precision – When this character hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points instead of the damage rolled.

Combat Caster – When this character makes a magic attack roll, she gains an additional die. Discard the lowest die of each roll.

Cull Soul – This character gains one soul token for each living character destroyed in her command range. She can have a maximum of 4 souls and can spend souls to boost attack or damage rolls.

Dodger – When this character is missed by an enemy attack, she can immediately advance up to 2" after the attack is resolved unless she was missed while advancing. She cannot be targeted by free strikes during this movement.

Fearless – The character is utterly fearless and automatically passes Willpower rolls to resist Terror.

Nocturnal Sight – This character treats darkness and dim light as bright light.

Parry – While armed with a hand weapon, this character cannot be targeted by free strikes.

Precision Strike – When this character hits with a melee attack, she chooses the branch of the target's life spiral or the column of the target's damage grid that is hit, if applicable.

Prowl – This character gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Soul Terror – This character gains Terror [16] when she has unspent soul tokens.

Will Weaver – This character is a will weaver. This character can spend soul tokens to remove fatigue points at one soul token per fatigue point removed.

ORGOTH WARRIOR ORGOTH LIEUTENANT

SKILLS:

NAME	STAT	RANK	TOTAL
Detection	PER	2	5
Great Weapon	PRW	2	7
Shield	PRW	1	6
Unarmed Combat	PRW	1	6

PHYSIQUE	PHY	6
SPEED	SPD	6
STRENGTH	STR	6
AGILITY	AGL	4
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	4
ARCANE	ARC	—
PERCEPTION	PER	3



ORGOTH BLADE

MAT	POW	P+S
7	6	12

Abilities: This weapon has reach.



SHIELD

MAT	POW	P+S
6	0	6

Abilities: This character gains +1 ARM against attacks originating in his front arc.

INITIATIVE	INIT	14
DEFENSE	DEF	12
	(Orgoth Armor -1)	
ARMOR	ARM	14
	(Orgoth Armor +8)	
WILLPOWER	WILL	10

VITALITY: 14

COMMAND RANGE: 4

BASE SIZE: SMALL

EQUIPMENT:

Orgoth armor, Orgoth blade, shield

ABILITIES:

Fearless – The character is utterly fearless and automatically passes Willpower rolls to resist Terror.

Gang – When making a melee attack that targets an enemy in melee range of another friendly character, this character gains +1 to melee attack and melee damage rolls. When making a melee attack that targets an enemy in melee range of another friendly character who also has this ability, these bonuses increase to +2.

Load Bearing – Reduce the SPD and DEF penalties from the armor the character wears each by 1 (included).

Relentless Advance – When a friendly character within this character's command range is damaged by an enemy attack, this character gains +2 SPD for one round.

SKILLS:

NAME	STAT	RANK	TOTAL
Command	SOC	2	•
Great Weapon	PRW	3	8
Detection	PER	2	6
Unarmed Combat	PRW	2	7

PHYSIQUE	PHY	7
SPEED	SPD	6
STRENGTH	STR	6
AGILITY	AGL	4
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	4
ARCANE	ARC	—
PERCEPTION	PER	4

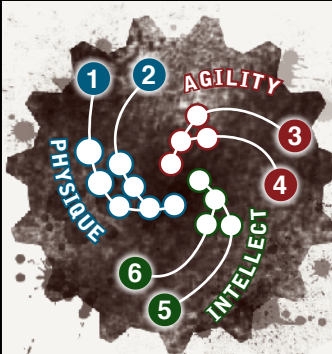


ORGOTH BLACKSWORD

MAT	POW	P+S
8	6	12

Abilities: This weapon is a magical weapon and has reach. A non-Orgoth living character who wields this weapon suffers the effects of wielding a fellblade (see *Kings, Nations, and Gods* p. 184)

INITIATIVE	INIT	15
DEFENSE	DEF	12
	(Orgoth Plate -2)	
ARMOR	ARM	16
	(Orgoth Plate +9)	
WILLPOWER	WILL	11



COMMAND RANGE: 6

BASE SIZE: SMALL

EQUIPMENT:

Orgoth armor, Orgoth blacksword

ABILITIES:

Broad Stroke – When this character makes his first Great Weapon melee attack during his turn each round, he can spend 1 feat point to make a thresher attack. A character making a thresher attack makes one melee attack against each character in his LOS and in his melee range.

Fearless – The character is utterly fearless and automatically passes Willpower rolls to resist Terror.

Feat Points – This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. He can only have up to 1 feat point at a time.

Load Bearing – Reduce the SPD and DEF penalties from the armor the character wears each by 1 (included).

Mighty – This character gains an additional die on melee damage rolls.

Sacred Ward – This character cannot be targeted by enemy spells.

CAPTAIN RYARK VI EXCRUCIATOR

SKILLS:

NAME	STAT	RANK	TOTAL
Command	SOC	2	*
Great Weapon	PRW	3	8
Shield	PRW	2	7
Unarmed Combat	PRW	2	7

PHYSIQUE	PHY	7
SPEED	SPD	6
STRENGTH	STR	6
AGILITY	AGL	5
PROWESS	PRW	5
POISE	POI	4
INTELLECT	INT	5
ARCANE	ARC	—
PERCEPTION	PER	4



ORGOTH BLACKSWORD		
MAT	POW	P+S
8	6	12

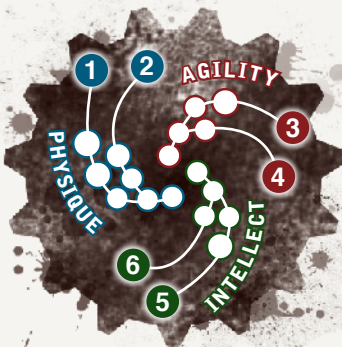
Abilities: This weapon is a magical weapon and has reach. A non-Orgoth living character who wields this weapon suffers the effects of wielding a fellblade (see *Kings, Nations, and Gods* p. 184)



COMBAT SHIELD		
MAT	POW	P+S
7	3	9

Abilities: This character gains +2 ARM against attacks originating in his front arc.

INITIATIVE	INIT	15
DEFENSE	DEF	13 (Orgoth Armor -2)
ARMOR	ARM	16 (Orgoth Armor +9)
WILLPOWER	WILL	12



COMMAND RANGE: 7

BASE SIZE: SMALL

EQUIPMENT:

Combat shield, Orgoth blacksword

ABILITIES:

Back from the Dead – When this character is destroyed, after one round he regains all vitality, becomes an undead character, and gains the Cull Soul ability (see “Orgoth Warwitch”).

Broad Stroke – When this character makes his first Great Weapon melee attack during his turn each round, he can spend 1 feat point to make a thresher attack. A character making a thresher attack makes one melee attack against each character in his LOS and in his melee range.

Cleave – When this character incapacitates one or more enemies with a melee attack made with a great weapon during his turn, the character can make one additional melee attack immediately after the attack is resolved. A character can gain only one additional attack from Cleave each turn.

Fearless – The character is utterly fearless and automatically passes Willpower rolls to resist Terror.

Fearsome Howl – Once during each of his turns, the character can spend a quick action to unleash a terrifying howl. That turn he gains Terror [18].

Feat Points – This character starts each encounter with 2 feat points. He is allocated 1 feat point at the start of each of his turns. He can only have up to 2 feat points at a time.

Leader – Other friendly characters within this character’s command range gain +1 to attack and damage rolls.

Load Bearing – Reduce the SPD and DEF penalties from the armor the character wears each by 1 (included).

Mighty – This character gains an additional die on melee damage rolls.

Sacred Ward – This character cannot be targeted by enemy spells.

SKILLS:

NAME	STAT	RANK	TOTAL
Deception	SOC	2	*
Detection	PER	2	7
Hand Weapon	PRW	2	7
Interrogation	INT	3	8
Medicine	INT	3	8
Sneak	AGL	2	6

PHYSIQUE	PHY	5
SPEED	SPD	6
STRENGTH	STR	4
AGILITY	AGL	4
PROWESS	PRW	5
POISE	POI	3
INTELLECT	INT	5
ARCANE	ARC	—
PERCEPTION	PER	5

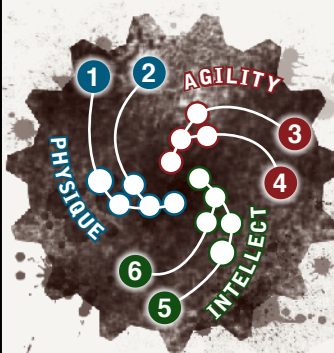


TORTURE INSTRUMENT		
MAT	POW	P+S
7	3	7

Abilities: This is a magical weapon.

A living character damaged by this weapon suffers a -1 penalty to his attack and damage rolls for one round.

INITIATIVE	INIT	16
DEFENSE	DEF	13 (Armor -2)
ARMOR	ARM	11 (Armor +6)
WILLPOWER	WILL	10



COMMAND RANGE: 5

BASE SIZE: SMALL

EQUIPMENT:

Infantry armor, torture instruments

ABILITIES:

Anatomical Precision – When this character hits a living target with a melee attack but the damage roll fails to exceed the target’s ARM, the target suffers d3 damage points instead of the damage rolled.

Backstab – This character gains an additional die on his back strike damage rolls.

Language – This character speaks Orgoth and one of the following languages: Caspian, Khardic, Rynn, Thurian, or Tordoran.

Torture – This character can torture a helpless subject within his power. For every hour this character spends torturing a subject, the subject loses 1 PHY. If the subject is reduced to 0 PHY, he dies. The subject regains +1 PHY for each complete day he is not tortured.