



ORKO

#### HOVERING

Orko does not take falling damage and may ignore all effects from terrain tiles he moves onto or occupies.

#### MAGICAL MISHAPS 7

Orko may cast Spells as if he had the Magical Defense special power. While Orko is casting a Spell, whenever a special power on an Army Card or glyph refers to the Magical Defense special power, it refers to this special power as well. Before Orko attacks with his normal attack or casts a Spell, you must roll the 20-sided die. If you roll 7 or lower, Orko cannot attack or cast Spells before the start of the next player's turn.

#### DISAPPEARING ACT 7

If Orko is attacked with a normal attack and at least 1 skull is rolled, roll the 20-sided die to disappear. If you roll 7 or higher, Orko takes no damage and may immediately move up to 4 spaces. Orko can only disappear if he ends his disappearing move unengaged. When Orko is moved with Disappearing Act, he will not take any leaving engagement attacks.



3

LIFE

MOVE 4

RANGE 4

ATTACK 3

DEFENSE 2

75

POINTS



TROLLAN

UNIQUE HERO

MAGICIAN

HAPLESS

SMALL 3