

A FIFTH EDITION SUPPLEMENT

MORE MONSTERS 1

MORE ORCS

10 NEW Orcs for Fifth Edition



DMDAVE

ORC CAMP

The orc camp is a crude structure made from sharpened wooden logs, leather hides, and large bones. Other than a few areas covered with furs, the floors are made from mud. The walls are 15 feet high. It sits atop a large hill, granting the orcs a clear view of the surrounding terrain for 3 miles.

In addition to the keyed encounters detailed below, two archers man the parapets, while orc raiding parties scour the forests and hills beyond the camp's view.

1 - FRONT GATES

The front gate to the fortress is barred from within. A successful DC 25 Strength check is required to break the gate open. The gate has AC 15, 75 hp (damage threshold 15), and immunity to poison and psychic damage.

2 - BARBICAN

Two **orc warriors** guard the fort's entryway.

3 - GUARD TOWERS

These guard towers are 25 feet high. There are two **orc archers** positioned atop each tower at all times.

4 - CAMPFIRE

The **orc boss** sits around the campfire, joined by six **orc warriors**, two **orc berserkers**, and two **orc worg riders**. If the fort comes under attack, all of these orcs quickly slip into battle positions.

5 - TENTS

Each of these tents are large enough to hold four orcs. There is usually at least one **orc warrior** sleeping inside. Beyond mundane gear typical for an orc, each one possesses 3d6 sp and 1d4 random trinkets.

6 - BOSS TENT

The **orc boss** sleeps and gathers in this large, comfortable tent. It contains a locked chest that holds 1d4 x 100 gp. There is also a 25% chance that the tent includes 1 common magic item.

7 - SMITH

An **orc executioner** serves as the camp's smith, creating weapons for the other orcs.

8 - WORG GROUNDS

Three rowdy **worgs** sleep here in the dirt. They're joined by a single **orc worg rider**.



NEW ORCS

Orc warriors use the traditional orc stat block from the Fifth Edition systems reference document. The remainder of the orcs mentioned in this document are detailed below. Each description offers tips for tactics.

ORC ARCHER

Orc archers are orcs trained for range combat. Despite their aggressive nature, they work best when positioned 60 feet or more behind the other orcs.

ORC ARCHER

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Trained Archer. The orc adds +2 to attack rolls made with ranged weapons (included in the attack).

Actions

Multiattack. The orc makes two attacks with its handaxes or two attacks with its shortbow.

Handaxe. *Melee or Ranged Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



ORC BERSERKER

When it comes to aggression, orc berserkers make orc warriors look like stoic monks. These stronger, tougher orcs should operate on the front lines.

ORC BERSERKER

Medium humanoid (orc), chaotic evil

Armor Class 15
Hit Points 42 (5d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	7 (-2)	11 (+0)	10 (+0)

Saving Throws Str +6, Con +6
Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1 (200 XP) **Proficiency Bonus** +2

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Reckless. At the start of its turn, the orc can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Protection. While not wearing armor, the berserker adds its Constitution modifier to its AC (included above). It can still gain the benefits of a shield.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

ORC BLOOD DRINKER

Blood drinkers are elite berserkers. Their mere presence is enough to terrify most non-orcs. They work both as controllers and frontline warriors.

ORC BLOOD DRINKER

Medium humanoid (orc), chaotic evil

Armor Class 16
Hit Points 104 (11d8 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	7 (-2)	12 (+1)	13 (+1)

Saving Throws Str +8, Con +8, Wis +4
Skills Intimidation +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Reckless. At the start of its turn, the orc can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Protection. While not wearing armor, the berserker adds its Constitution modifier to its AC (included above). It can still gain the benefits of a shield.

Actions

Multiattack. The orc can use its Frightful Presence. It then makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Frightful Presence. Each creature of the orc's choice that is within 60 feet of the orc and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the orc's Frightful Presence for the next 24 hours.

ORC BOSS

Bosses are tougher orc warriors with leadership qualities. They work best surrounded by other orcs whose abilities they can boost.

ORC BOSS

Medium humanoid (orc), chaotic evil

Armor Class 14 (chain shirt)
Hit Points 68 (8d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	9 (-1)	13 (+1)	12 (+1)

Saving Throws Str +6, Con +6, Wis +3
Skills Intimidation +3, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 3 (700 XP) **Proficiency Bonus** +2

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Aura of Confidence. All creatures of the orc boss' choice within 30 feet of it have advantage on saving throws against being frightened.

Actions

Multiattack. The orc boss can use its Command. It then makes two attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. **Hit:** 7 (1d6 + 4) piercing damage.

Command. The orc boss targets one orc other than itself that it can see within 30 feet of it that can hear the orc boss. The orc can use its reaction to make one melee weapon attack against a target that it can see.



ORC EXECUTIONER

Executioners incorporate heavy armor, greatswords, and longbows into their arsenal. They fight best at the front, where their toughness can tie up enemy combatants. However, their ability with a longbow is nothing to scoff at.

ORC EXECUTIONER

Medium humanoid (orc), chaotic evil

Armor Class 16 (half plate)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	9 (-1)	12 (+1)	10 (+0)

Saving Throws Str +6, Con +5, Wis +3
Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 3 (700 XP) **Proficiency Bonus** +2

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Brave. The orc has advantage on saving throws against being frightened.

Relentless (Recharges after a Short or Long Rest). If the orc takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The orc makes two attacks with its greatsword, or two attacks with its longbow.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

ORC FIREBLOOD

Firebloods are orcs that, through secret rituals, gained a mastery over fire and now have magic at their disposal. They generally remain behind the martial forces and decimate enemy combatants with *eldritch blasts* or *scorching rays*.

ORC FIREBLOOD

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	16 (+3)

Saving Throws Wis +3, Cha +5
Skills Arcana +1, Intimidation +5
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 3 (700 XP) **Proficiency Bonus** +2

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Spellcasting. The orc is a 5th-level spellcaster. Charisma is its spellcasting ability (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *prestidigitation*
1st-3rd level (2 3rd-level slots): *blindness/deafness*, *burning hands*, *command*, *counterspell*, *fear*, *scorching ray*

Actions

Multiattack. The orc makes two attacks with its quarterstaff, or fires two *eldritch blast* bolts.

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage if wielded with two hands.

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, range 300 ft., one creature. *Hit:* 8 (1d10 + 3) force damage. On a hit, the orc can push the target up to 10 feet away from itself in a straight line.





ORC HUNTER

Hunters rely on stealth and cunning to thwart their foes. These orcs are built for skirmish and surprise attacks.

ORC HUNTER

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	7 (-2)	12 (+1)	10 (+0)

Skills Intimidation +2, Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 1 (200 XP) **Proficiency Bonus** +2

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Study Opponent. As a bonus action, the hunter studies a target that it can see within 30 feet of it. The target must make a DC 11 Charisma (Deception) check. If the check fails, the orc has advantage on the next attack roll it makes against that target so long as the orc makes the attack before the end of its current turn.

Actions

Spear. *Melee or Ranged Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

INFESTED ORC

Infested orcs are sickly orcs plagued with poisonous pustules. Their ability to poison targets with a touch helps them control enemies on the battlefield. Place them on the front lines.

INFESTED ORC

Medium humanoid (orc), chaotic evil

Armor Class 9
Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

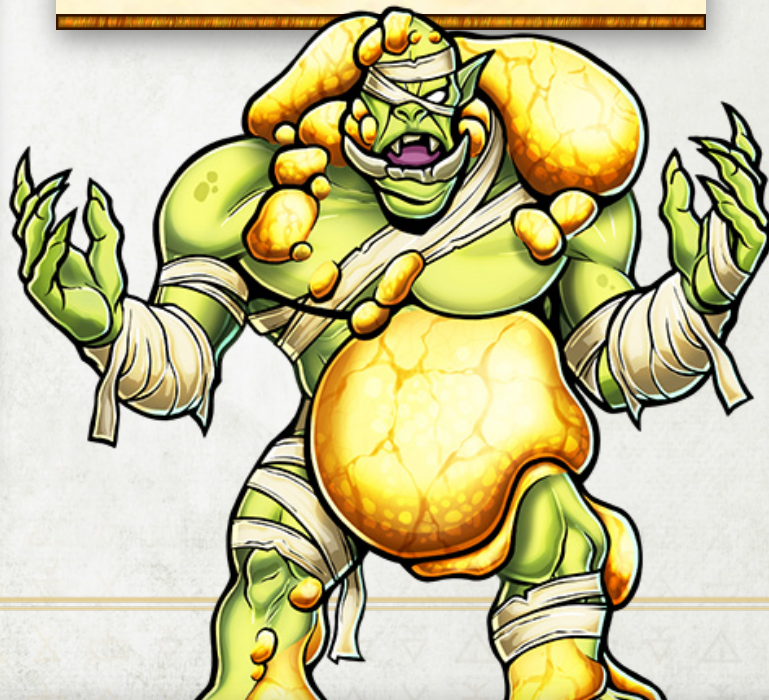
Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Blisters. A creature that touches the orc or hits it with a melee weapon attack must make a DC 13 Constitution saving throw. On a failed saving throw, the target becomes poisoned for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

Actions

Multiaction. The orc makes two slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. The target must make a DC 13 Constitution saving throw or become poisoned for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.



ORC WARLORD

Orc warlords combine the best qualities of orc bosses and orc executioners. They possess good saving throw modifiers, legendary resistance, and legendary actions, which makes them capable solo fighters.

ORC WARLORD

Medium humanoid (orc), chaotic evil

Armor Class 18 (half plate, shield)
Hit Points 170 (20d8 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Str +9, Con +8, Wis +6
Skills Intimidation +5, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Common, Orc
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Brave. The orc has advantage on saving throws against being frightened.

Legendary Resistance (1/Day). If the orc fails a saving throw, it can choose to succeed instead.



Relentless (Recharges after a Short or Long Rest). If the orc takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The orc makes three attacks with its longsword, or three attacks with its longbow. It can replace one of its longsword attacks with a shield bash attack.

Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Shield Bash. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage. The target must succeed on a DC 17 Strength saving throw or fall prone.

Longbow. Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Legendary Actions

The orc warlord can take 3 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. The orc warlord regains spent legendary actions at the start of its turn.

Attack. The orc makes one attack with its longsword or its longbow.

Shake it Off (Costs 2 Actions). The orc regains 20 hit points.

Move (Costs 2 Actions). The orc moves up to its full movement speed without provoking attacks of opportunity.

ORC WORG RIDER

Worg riders are orcs who specialize in mounted combat. Like hunters, they employ hit-and-run tactics.

ORC WORG RIDER

Medium humanoid (orc), chaotic evil

Armor Class 16 (chain shirt, shield)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc, Worg

Challenge 1 (200 XP)

Proficiency Bonus +2

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Mounted Combatant. The orc only needs to spend 5 feet of its movement to mount or dismount a creature. Additionally, the orc has advantage on melee attack rolls against unmounted creatures that are smaller than its mount.

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Reactions

Mounted Charge. If the orc is mounted and its mount moves at least 10 feet straight toward a target and then hits it with a melee attack on the same turn, the orc makes one spear attack against the same target. If the orc's attack hits and the target is a creature, the target must succeed on a DC 13 Strength saving throw or be knocked prone.

CREDITS

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