

D&D DENIZENS: ORCS

AN OVERKILL OF ORCS

Introduction: The *Monster Manual* lists four options for orcs: the standard orc (CR 1/2), the war chief (CR 4), the eye of Gruumsh (CR 2), and the orog (CR 2). This document provides a range of other orcs to flesh out any tribe or warband, ranging from CR 1/2 to CR 3.

An assortment of orcs for any campaign

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“Looks like meat’s back on the menu, boys!”

— Ugluk

Orcs!

The orcs can be used to flesh out almost any tribe or warband in your campaign and to keep players on their toes.

Ogrillon Behemoth

Large humanoid (orc), chaotic evil

Armor Class 16 (chain mail)

Hit Points 66 (7d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	10 (+0)	11 (+0)	10 (+0)

Skills Intimidation +4

Senses darkvision 60 ft.; passive Perception 10

Language Common, Orc

Challenge 3 (700 xp)

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

Actions

Maul. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack.* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Like other ogrillons, the **behemoth** is an ogre half-breed, but its other half is orog, not orc. Hugely muscular and unexpectedly cunning, a behemoth chafes at servitude and is much more likely to be found as a lieutenant or a leader in its own right.

Orc Brute

Medium humanoid (orc), chaotic evil

Armor Class 12 (hide)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft.; passive Perception 10

Language Common, Orc

Challenge 1 (200 xp)

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

Gruumsh’s Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attacks).

Actions

Maul. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 3 plus 1d8) bludgeoning damage.

The **orc brute** is precisely what it sounds like: big, mean, stupid, and vicious. Don’t get in its way.

Orc Campaigner

Medium humanoid (orc), chaotic evil

Armor Class 17 (splint)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Skills History +1, Intimidation +2

Senses darkvision 60 ft.; passive Perception 11

Language Common, Orc

Challenge 2 (450 xp)

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



Skills Intimidation +3

Senses darkvision 60 ft.; passive Perception 10

Language Common, Orc

Challenge 3 (700 xp)

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

Berserk. Every time the orc fury reduces a creature to 0 hit points, it must make a DC 8 Wisdom saving throw. If it fails, then on its next turn it moves toward the nearest creature it can see (unless it is already within reach of one), treating all creatures on the battlefield as hostile. It then attacks a randomly determined creature within its reach.

Brute. A melee weapon deals one extra die of its damage when the orc fury hits with it (included in the attacks).

Reckless. At the start of its turn, the orc fury 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.

Actions

Multiattack. The orc campaigner makes two melee attacks.

Greataxe. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack.* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

A scarred, grizzled veteran of many battles in many places, the **orc campaigner** has seen it all. Or at least that's what he'd have you believe. And aside from the bloodletting, he didn't like any of it.

Orc Fury

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	11 (+0)	9 (-1)

Actions

Greataxe. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack.* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Nobody likes to see an **orc fury** coming at them in combat, not even another orc who's on the same side. Once they start swinging, furies have a hard time stopping, no matter who gets in the way.

Orc Sniffer

Medium humanoid (orc), chaotic evil

Armor Class 14 (studded leather)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	9 (-1)	13 (+1)	10 (+0)



Sniffers are usually small and wiry, more akin to a big goblin or hobgoblin in stature. They are no less vicious or bloodthirsty than other orcs, though, and they are very fond of the flesh of other sapient creatures. They pride themselves on being good trackers.

Orc Soldier

Medium humanoid (orc), chaotic evil

Armor Class 16 (chain mail)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

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

Skills Athletics +5, Intimidation +2

Senses darkvision 60 ft.; passive Perception 10

Language Common, Orc

Challenge 1 (200 xp)

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

Actions

Greataxe. *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack.* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Orc soldiers are big and strong, even for orcs. Accomplished in combat and with several battles under their belts, they are a force to be feared, particularly in great numbers.

Skills Intimidation +2, Perception +5, Survival +5

Senses blindsense 30 ft., darkvision 60 ft., passive Perception 15

Language Common, Orc

Challenge 1/2 (100 xp)

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

Keen Smell. The orc sniffer has advantage on Wisdom (Perception) checks that rely on smell and on Wisdom (Survival) checks to track a creature by smell.

Actions

Battleaxe. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used in two hands.

Shortbow. *Ranged Weapon Attack.* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.