

ORC WAR CHIEF

Medium humanoid (orc), chaotic evil

- **Armor Class** 16 (chain mail)
- **Hit Points** 93 (11d8 + 44)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

- **Saving Throws** Str +6, Con +6, Wis +2
- **Skills** Intimidation +5
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common, Orc
- **Challenge** 4 (1,100 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

- **Multiattack.** The orc makes two attacks with its greataxe or its spear.
- **Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (1d12 + 4 + 1d8) slashing damage.
- **Spear (Melee; One-Handed).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (1d6 + 4 + 1d8) piercing damage.
- **Spear (Melee; Two-Handed).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* (2d8 + 4) piercing damage.
- **Spear (Ranged; One-Handed).** *Ranged Weapon Attack:* +6 to hit, reach 20/60 ft., one target. *Hit:* (1d6 + 4 + 1d8) piercing damage.
- **Battle Cry (1/Day).** Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.