**ORCS AND THEIR CAMPS, TRIBES, WARCHIEFS AND ETC.**

Orcs have no write speech. Their language is orc and common.

TRIBES:

Black elephants:

Leader: Otyugh the black hook

This cruel yet professional tribe is currently superior to all others in the “country”. Their advantage is brute force and simple magic used in the right place at the right time. Despite their focus on war this tribe is quite good at agriculture and smelting, due to their magic.

Trexas axes:

Leader: Trexa the red tail

This honorable but one sided tribe is currently at it’s weakest in the country. They are at total disadvantage because of their “battle only” strategy. They are terrible at agriculture and weak at smelting. Their warriors are the strongest in the country, yet no warrior can fight without a weapon.

Brig’s blades:

Leader: Brig the wise.

This tribe is best at defense, their traps are supreme and their tactics on a battlefield are tricky. It is really hard to siege their lairs due to immense amount of traps and hidden paths. They are not that good at offence; their warriors are mostly reliant on their tactic not their brute force. This is the only neutral to the rest of the world orc tribe in the country due to theirs leader great political skills.

**Black elephants:**

Cities under control: Kilov, Gobesk, Dirg, Perida, Olyn

Leader: Otyugh(Gobesk)

Warlords(Gobesk) and their warchiefs:

Urgan the red eye, cr 4 blood shaman

Shat the eyelid(веко), cr 3 axe-shield fighter, Kilov

Shamob the eyelash(ресница), cr 3 beast hunter, Perida

Zguk the white tusk, cr 4 orc axe fighter

Mothh the tooth, cr 3 orc bow fighter, Olyn

Vrogak the stomp, cr 4 ocr-ogre club barbarian

Trilug the finger, cr 3 troll heal-warlock, Dirg

Vrarg the nail, cr 3 ogre eldrich warlock, Dirg

Encounters**:**

Scouts:

2-3 orcs, 1 ranged(if there are 3 units) and 2 melee

<https://roll20.net/compendium/dnd5e/Monsters:Orc/#content> – melee

ranged: practically same, but instead of greataxe , long bow 1d8 + 3, +5 to hit

Usual squad:

5 orcs; 3 melee, 2 ranged

Reinforced shaman squad:

5 orcs; 3 melee and 2 shamans

Warlock:

Str Dex Con Int Wis Cha

10 12(+1) 14(+2) 10 16(+3) 10

Actions:

Dagger - +3 to hit, 1d4 + 2 dmg

Bloodlust - +2/+2 to hit and dmg until shamans next turn

Eldrich pull – 1d8 and pull character 10ft

**Trexas axes:**

Cities under control: Korod, Mirad, Ronig

Leader: Trexa(Ronig) the red tail

Warlords and Warchiefs:

Ranzab the wrathfull, cr 6 orc barbarian, Korod

Bhumok the lance, cr 6 orc fighter, Mirad

Encounters:

Scouts: 2 melee <https://roll20.net/compendium/dnd5e/Monsters:Orc/#content>

But +2 to ALL stats including AC, attack dmg and etc

Usual squad:

5 orc , 2 range and 3 melee, see stats higher but all stats +2

3 ogre, 2 melee and 1 range

<https://roll20.net/compendium/dnd5e/Ogre#content>

**Brigs blades:**

Cities: Koga, Chev, Dragtar, Drogar, Trinogo

Leader: Brig the wise

Warlords and Warchiefs:

Mag the courageous, orc cr 4 barbarian

Bhumok the sneaky, orc cr 4 rogue

Agvak the kind, orc cr 4 heal shaman

Encounters:

Same as black elephants but -1 to all stats, but all encounters have traps(one for each unit), if there were no surprise attack from PC’s side

Shamans have different skills:

Cantrip: freezing ray

Healing wave(2 per combat) - 1d6 + 2 heal

Haste(2 per combat) - extra attack

Difficult terrain(1 per combat) – 20x20 difficult terrain(can be formed in any shape but

the S is fixed)