**4-to-5e : Orcs and Goblins**

***A D&D 4e to 5e Conversion***

**Introduction**: The monsters in D&D 4th Edition came in a wide variety with unique powers. This  
gave DMs a good variety of monsters of all races especially suited to tactical, miniature-based  
combat. This resource is for DMs who would like 4e-style monsters, but with 5e-appropriate stats  
and abilities. All stats and powers have been adjusted for use in D&D 5th Edition.

A total conversion of 4e MM1 monsters for 5e campaigns

by Joshua Strodtbeck



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Introduction

The monsters of Dungeons &Dragons 4e were designed for group tactical encounters. Thus each monster came in a va­riety of types for different functions on the battlef eld. The monsters in this booklet are total conversions of 4e mon­

sters.

While the general form has been converted, effort has been made to harmonize the monster's behavior, statistics, and characteristics with 5e's design philosophy of keeping com­bat flowing rather than bogging it down with too many sta­tus effects to track. Thus ongoing damage is generally re­placed with *Multiattack* or increased damage, and auras act on the monster's turn.

The 4e philosophy was that monsters come in groups of 4 to 8. Dungeon masters should keep this in mind when using this work; a CR 1 monster is not generally intended for a solo fght against four frst-level characters, but should be grouped with other monsters. And in keeping with the 4e philosophy, the entirety of the monster's abilities are within the stat block. There are no spells or feats to look up.

4e introduced the concept of “minion” monsters, creatures that acted in crowds and died with a single hit. This booklet contains monsters with a single hit die and the “Minion re­silience” ability that protects them from damage on missed attacks and saves. For example, if the wizard casts Fireball at a crowd of minions, those that succeed the Dexterity save will take 0 damage. A high-CR minion creature should not be used as a solo enemy.

The enemies in this work were sourced fromthe orcs and goblins from 4e's *Monster Manual 1*. They range from CR 1/8 t. 4.

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Bugbears

Bugbears are unintelligent, barbaric creatures that, left to their own devices, do little but pillage and destroy. They rarely engage in talk if there is no obvious advantage to do­ing so, and they often decapitate felled foes.

Bugbear Warrior

*Medium humanoid, neutral evil*

Bugbear warriors generally lay ambushes to jump unsus­pecting travelers. They frequently send out their smaller kin to lead their prey into a trap.

**Armor class** 14 (hide armor)

**Hit points** 39 (6d8+12)

**Speed** 30 ft

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 14 (+2) 8 (-1) 12 (+1) 8 (-1)

**Skills** Stealth +4, Intimidate +1

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 11

**Challenge** 1 (200 XP)

***Predatory Eye.*** The bugbear deals an extra 1d8 damage when it has advantage or an ally is within 5 feet of the tar­get.

***Skullthumper (recharge short rest).*** When the bugbear hits with a melee attack, it can use a bonus action to force the target to make a DC 14 Constitution save or be dazed and knocked prone. The target can repeat this save at the end of each of its turns.

Actions

***Morning star.*** *Melee weapon attack*. +6 to hit, reach 5 ft, one target. *Hit:* 8 (1d8 + 4) piercing damage.

Bugbear Strangler

*Medium humanoid, neutral evil*

Bugbear stranglers prefer to stay hidden until combat is fully underway. Then they try to sneak up to a target with little nearby help in order to strangle it to death.

**Armor class** 14 (hide armor)

**Hit points** 45 (7d8+14)

**Speed** 30 It

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 14 (+2) 8 (-1) 12 (+1) 8 (-1)

**Skills** Stealth +4,

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 11

**Challenge** 1 (200 XP)

***Predatory Eye.*** The bugbear deals an extra 1d8 damage when it has advantage or an ally is within 5 ft of the target.

Actions

***Morning star.*** *Melee weapon attack*. +6 to hit, reach 5 ft, one target. *Hit:* 8 (1d8 + 4) piercing damage.

***Strangle (requires advantage)***. The bugbear grapples the target. On a successful attempt, the target takes 1d10+4 bludgeoning damage. The target has disadvantage when trying to escape. As long as the target is grappled, the bug­bear can continue to use its action to apply this damage. Furthermore, it can use its reaction to make a melee or ranged attack (including spell attacks) targeted at it target the grappled enemy instead.

Goblins

Goblins are evil, cruel, treacherous creatures that fght in packs. They die easily and breed more easily still, surviving primarily through theft and raiding. They are cowards who will run from any fght they think they cannot win, and are often enslaved by stronger, more intelligent be­ings. An individual goblin is motivated only by jealousy and greed, never by loyalty.

Goblin Cutter

*Small humanoid, chaotic evil*

Goblin cutters never fght fair. They will attempt to gang up on a single enemy and bring it down as fast as they can, and flee with the going gets tough.

**Armor class** 14 (leather armor)

**Hit points** 3 (1d6)

**Speed** 30 It

STR DEX CON INT WIS CHA

8 (-1) 14 (+2) 10 (+0) 8 (-1) 12 (+1) 8 (-1)

**Skills** Stealth +4,

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 11

**Challenge** 1/8 (25 XP)

***Minion Resilience.*** Never takes damage on a missed attack or successful save.

***Nimble Escape.*** The goblin can take the Disengage or Hide action as a bonus action.

Actions

***Short sword.*** *Melee weapon attack*. +4 to hit, reach 5 ft, one target. *Hit:* 5 (1d6 + 2) piercing damage.

Goblin Blackblade

*Small humanoid, chaotic evil*

Blackblades are cleverer than other goblins, using *sneaky* to allow fresh fghters to trade places with them when they are wounded.

**Armor class** 14 (leather armor)

**Hit points** 7 (2d6)

**Speed** 30 ft

STR DEX CON INT WIS CHA

8 (-1) 14 (+2) 10 (+0) 8 (-1) 12 (+1) 8 (-1)

**Skills** Stealth +5,

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 11

**Challenge** % (50 XP)

***Combat Advantage.*** The goblin blackblade deals an extra 3 (1d6) damage when it has advantage.

***Nimble Escape.*** The goblin can take the Disengage or Hide action as a bonus action.

***Sneaky.*** When Disengaging, the goblin blackblade can swap spaces with an ally within 5 ft without triggering OA.

Actions

***Short sword.*** *Melee weapon attack*. +4 to hit, reach 5 ft, one target. *Hit:* 5 (1d6 + 2) piercing damage.

Sharpshooters use hit-and-run tactics, never sticking around to engage in melee combat unless forced. They frequently lie in wait behind bushes or rocks.

**Armor class** 14 (leather armor)

**Hit points** 14 (4d6)

**Speed** 30 ft

STR DEX CON INT WIS CHA

8 (-1) 16 (+3) 10 (+0) 8 (-1) 12 (+1) 8 (-1)

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 11

**Challenge** 1 (200 XP)

***Sniper.*** If the goblin sharpshooter misses a ranged attack while hiding, it does not reveal its position.

***Combat Advantage.*** The goblin sharpshooter deals an extra 3 (1d6) damage when it has advantage.

***Nimble Escape.*** The goblin can take the Disengage or Hide action as a bonus action.

Actions

***Short sword.*** *Melee weapon attack*. +5 to hit, reach 5 ft, one target. *Hit: 5* (1d6 + 2) piercing damage.

***Hand crossbow.*** *Ranged weapon attack*. +5 to hit, 50/100 ft, one target. *Hit:* 5 (1d6 + 2) piercing damage (carries 5)

Goblin warriors prefer to fght at range, using *great position* to maximize their damage. They tend to flee once they've been seriously wounded, or the battle starts to turn.

**Armor class** 14 (leather armor)

**Hit points** 10 (3d6)

**Speed** 30 ft

STR DEX CON INT WIS CHA

8 (-1) 14 (+2) 10 (+0) 8 (-1) 12 (+1) 8 (-1)

**Skills** Stealth +6,

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 11

**Challenge** У2 (100 XP)

***Mobile Ranged Attack.*** An enemy within 5 feet does not cause the goblin warrior to make ranged attacks with dis­advantage.

***Great Position.*** If the goblin moves at least 20 ft from its starting location, it does an extra 3 (1d6) piercing damage on its ranged attacks.

***Nimble Escape.*** The goblin can take the Disengage or Hide action as a bonus action.

Actions

***Spear.*** *Melee weapon attack*. +4 to hit, reach 5 ft, one target.

*Hit:* 6 (1d8 + 2) piercing damage.

***Javelin.*** *Ranged weapon attack*. +4 to hit, 50/100 ft, one tar­get. *Hit:* 5 (1d6 + 2) piercing damage (carries 5).

Goblin Hexer

*Small humanoid, chaotic evil*

The goblin hexer is a caster that uses CHA as its casting ability and its *hexer rod* as a casting implement. It uses *lead from the rear* to turn nearby allies into meat shields. It opens the battle by casting *vexing cloud* around itself.

**Armor class** 14 (leather robes)

**Hit points** 14 (4d6)

**Speed** 30 ft

STR DEX CON INT WIS CHA

8 (-1) 14 (+2) 10 (+0) 8 (-1) 12 (+1) 16 (+3)

**Saving throws** CHA +5, DEX +4

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 11

**Challenge** 1 (200 XP)

***Incite Bravery.*** When targeted with a melee attack, the gob­lin hexer can use its reaction to make one goblin ally he can see Disengage, move, and make an attack.

***Lead From the Rear.*** When targeted by a ranged attack, the goblin hexer can use its reaction to direct the attack to an ally of its CR or lower that is within 5ft.

***Nimble Escape.*** The goblin can take the Disengage or Hide action as a bonus action.

Actions

***Hexer rod.*** *Melee weapon attack*. +1 to hit, reach 5 ft, one tar­get. *Hit: 2* (1d6 - 1) bludgeoning damage.

***Blinding Hex (VS).*** One target within 50 feet must make a DC 13 Constitution save or take 7 (2d6) damage and become blinded. The save may be repeated at the end of the crea­ture's turn.

***Stinging Hex (VSM, Con, recharge 5-6).*** One target within 50 feet must make a DC 13 Charisma save or have a glyph ap­pear under his feet. If the target moves out of the glyph, it takes 10 (3d6) damage.

***Vexing Cloud (VSM, recharge short rest.)*.** A 10-foot radius cloud of magical fog appears within 50 ft. All enemies in the zone have disadvantage on attack rolls, and the hexer and his allies are invisible to enemies while within it. The hexer must use a bonus action move the cloud up to 25 feet. The fog can be dispersed with strong wind or disap­pears after fve minutes.

The skullcleaver has no regard for its wellbeing and always fghts to the death.

**Armor class** 16 (chainmail)

**Hit points** 20 (4d6+4)

**Speed** 30 ft

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 12 (+1) 8 (-1) 10 (+0) 8 (-1)

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 10

**Challenge** 1 (200 XP)

***Bloodied Rage.*** When the goblin skullcleaver drops below 10 (50%) HP, it loses the ability to use *nimble escape* and does nothing but attack the nearest enemy, charging when possible.

***Charge.*** If the goblin skullcleaver uses the Dash action, he can follow up with a melee attack.

Actions

***Battleaxe.*** *Melee weapon attack*. +5 to hit, reach 5 ft, one tar­get. *Hit: 8* (1d10 + 3) piercing damage.

***Nimble Escape.*** The goblin can take the Disengage or Hide action as a bonus action.

The underboss keeps itself surrounded with allies using *su­perior nimble escape.*

**Armor class** 16 (chainmail)

**Hit points** 49 (9d6+18)

**Speed** 30 ft

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 14 (+2) 8 (1-) 10 (+0) 14 (+2)

**Saving throws** Dex + 4, CHA +4

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 9

**Challenge** 2 (450 XP)

***Survival Instinct.*** When the goblin underboss drops below 25 (50%) HP, attacks against if have disadvantage, and it has advantage on saving throws.

***Superior Nimble Escape.*** The goblin can take the Disengage or Hide action as a bonus action, and when it does so, it can order two other goblins in line of sight to Disengage and move up to fve feet.

Actions

***Multiattack.*** Makes two weapon attacks.

***Short sword.*** *Melee weapon attack*. +6 to hit, reach 5 ft, one target. *Hit: 7* (1d6 + 4) piercing damage. *Miss:* The goblin un­derboss can use a bonus action to order one ally within 5 feet to make an attack.

Hobgoblins

Hobgoblins are the brute warriors of their kind, and they live for battle and enslaving the weak. They are more intel­ligent, more aggressive, and more organized than their goblin and bugbear cousins. They are capable of smithing their own armor and marching in organized battle forma­tions, and should not be taken lightly.

Hobgoblin Grunt

*Medium humanoid, lawful evil*

**Armor class** 16 (leather armor, shield)

**Hit points** 6 (1d8+2) **Speed** 30 ft

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 10 (+0) 12 (+1) 8 (-1)

**Skills** Athletics +5, History +2

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 11

**Challenge** 1 (200 XP)

***Minion resilience.*** The hobgoblin grunt never takes damage on a missed attack or successful save.

***Hobgoblin resilience.*** The hobgoblin has advantage on saves against fear or charm effects.

***Phalanx Soldier.*** *A*ttacks against the hobgoblin grunt have disadvantage when at least one hobgoblin ally is within 5 ft of it.

Actions

***Longsword.*** *Melee weapon attack*. +5 to hit, reach 5 ft, one target. *Hit:* 7 (1d8 + 3) slashing damage.

Hobgoblin Warrior

*Medium humanoid, lawful evil*

**Armor class** 19 (scale armor, shield)

**Hit points** 6 (1d8+2)

**Speed** 30 It

STR DEX CON INT WIS CHA

18 (+4) 14 (+2) 14 (+2) 10 (+0) 14 (+2) 8 (-1)

**Skills** Athletics +6, History +2

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 12

**Challenge** 3 (700 XP)

***Minion resilience.*** The hobgoblin grunt never takes damage on a missed attack or successful save.

***Hobgoblin resilience.*** The hobgoblin has advantage on saves against fear or charm effects.

Actions

***Multiattack.*** The hobgoblin warrior makes two attacks.

***Longsword.*** *Melee weapon attack*. +7 to hit, reach 5 ft, one target. *Hit:* 8 (1d8 + 4) slashing damage.

Hobgoblin Archer

*Medium humanoid, lawful evil*

Hobgoblin archers take up positions in tight lines behind cover. When enemies close in, they do not hesitate to draw swords.

**Armor class** 17 (scale armor)

**Hit points** 26 (4d8+8)

**Speed** 30 It

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 14 (+2) 10 (+0) 12 (+1) 8 (-1)

**Skills** Athletics +6, History +2

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 12

**Challenge** 2 (450 XP)

***Hobgoblin resilience.*** The hobgoblin has advantage on saves against fear or charm effects.

***Firing squad.*** The hobgoblin has advantage on ranged at­tacks while at least one hobgoblin ally is within 5 ft.

Actions

***Short sword.*** *Melee weapon attack*. +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d6 + 3) piercing damage.

***Long bow.*** *Ranged weapon attack*. +5 to hit, reach 5 ft, one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Armor class** 19 (scale armor, shield)

**Hit points** 26 (4d8+8)

**Speed** 30 ft

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 10 (+0) 12 (+1) 8 (-1)

**Skills** Athletics +5, History +2

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 11

**Challenge** 2 (450 XP)

***Hobgoblin resilience.*** The hobgoblin has advantage on saves against fear or charm effects.

***Formation tactics.*** Can move half its speed as bonus action without provoking opportunity attacks provided it ends its movement within 5 ft of another hobgoblin.

***Phalanx Soldier.*** *A*ttacks against the hobgoblin grunt have disadvantage when at least one hobgoblin ally is within 5 ft of it.

Actions

***Flail.*** *Melee weapon attack*. +5 to hit, reach 5 ft, one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Hobgoblin Warcaster

*Medium humanoid, lawful evil*

The hobgoblin warcaster prefers to avoid direct confronta­tion, using its spells to push enemies into a phalanx of soldiers and leave them helpless.

**Armor class** 12 (robes)

**Hit points** 26 (4d8+8)

**Speed** 30 It

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 14 (+2) 16 (+3) 12 (+1) 8 (-1)

**Skills** Athletics +5, History +5, Arcana +5

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 11

**Challenge** 1 (200 XP)

***Hobgoblin resilience.*** The hobgoblin has advantage on saves against fear or charm effects.

Actions

***Quarterstaff.*** *Melee weapon attack*. +2 to hit, reach 5 ft, one target. *Hit:* 4 (1d8) bludgeoning damage.

***Shock staff (recharge 4-6).*** *Melee spell attack*. +5 to hit, reach 5 ft, one target. *Hit:* 11 (2d10) lightning damage, and the tar­get is dazed until the end of the hobgoblin's next turn.

***Force lure (recharge 5-6).*** *Ranged spell attack*. +5 to hit, range 25 ft. Hit: 10 (3d6) force damage, and the target staggers 15 ft in a direction of the hobgoblin's choosing.

***Force pulse (recharge 6).*** All creatures within 25 ft must make a DC 13 Dexterity saving throw or take 13 (3d8) force damage, be pushed 5 ft, and be knocked prone. *Save:* Half damage.

Hobgoblin Commander

*Medium humanoid, lawful evil*

The hobgoblin commander charges into battle, keeping his allies close around him.

**Armor class** 17 (scale armor)

**Hit points** 39 (6d8+12)

**Speed** 30 ft

STR DEX CON INT WIS CHA

|16 (+3) 14 (+2) 14 (+2) 10 (+0) 12 (+1) 12 (+1)

**Skills** Athletics +6, History +3, Intimiation +5

**Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 11

**Challenge** 3 (700 XP)

***Hobgoblin resilience.*** The hobgoblin has advantage on saves against fear or charm effects.

***Phalanx soldier.*** *A*ttacks against the hobgoblin grunt have disadvantage when at least one hobgoblin ally is within 5 ft ol it.

***Lead from the front.*** Whenever the hobgoblin commander hits an enemy with a melee attack, it must succeed on a DC 14 Strength save or grant advantage until the end of the commander's next turn.

Actions

***Multiattack.*** The hobgoblin makes two weapon attacks.

***Pike.*** *Melee weapon attack*. +6 to hit, reach 10 ft, one target. *Hit:* 8 (1d10+3) piercing damage.

***Tactical deployment (recharge 5-6).*** The hobgoblin comman­der orders his allies to an advantageous position. All allies within 25 ft move up to half their speed without provoking OA.

*Medium humanoid, lawful evil*

The fanatical acolyte of Bane fghts for the glory of his evil god. He attracts as many enemies as possible so he can strike them down with his flail.

**Armor class** 20 (plate armor, shield)

**Hit points** 67 (9d8+27)

**Speed** 30 ft

STR DEX CON INT WIS CHA

|18 (+4) 12 (+1) 16 (+3) 10 (+0) 12 (+1) 14 (+2)

**Saving Throws** Constitution +6, Charisma +5

**Skills** Athletics +6, History +3, Intimidation +5, Religion +3 **Languages** Common, Goblin

**Senses** darkvision 60 ft, passive perception 11

**Challenge** 4 (1100 XP)

***Hobgoblin resilience.*** The hobgoblin has advantage on saves against fear or charm effects.

Actions

***Multiattack.*** The Hand of Bane makes two weapon attacks**.**

***Flail.*** *Melee weapon attack*. +7 to hit, reach 5 ft, one target. *Hit:* 8 (1d8+4) bludgeoning damage.

***Flail of Dread.*** On a hit with a weapon attack, the Hand of Bane may use a bonus action to force the target to make a DC 13 Wisdom save, or grant advantage to all attacks until the Hand of Bane dies.

***Flail of Tyranny (recharge 6).*** *Melee weapon attack.* +7 to hit, reach 5 ft, one target. Hit: 13 (2d8+4) bludgeoning damage, and the target is stunned until the end of the the Hand of Bane's next turn.

Orcs

Orcs worship Gruumsh, the one-eyed god of war. They are savage, bloodthirsty marauders who live for combat and never think of retreat or surrender. They often fght along­side ogres or in the service of dark overlords powerful enough to command their obedience. They do not make their own equipment, using only what they can seize from their victims.

Orc Drudge

*Medium humanoid, chaotic evil*

**Armor class** 12 (hide armor)

**Hit points** 6 (1d8+2)

**Speed** 30 ft

STR DEX CON INT WIS CHA

16 (+3) 10 (+0) 14 (+2) 8 (-1) 10 (+0) 9 (-1)

**Skills** Stealth +4,

**Languages** Common, Orc

**Senses** darkvision 60 ft, passive perception 10

**Challenge** У2 (100 XP)

***Minion Resilience.*** Never takes damage on a missed attack or successful save.

***Aggressive.*** Can use a bonus action to move up to its speed toward an enemy it can see.

Actions

***Club.*** *Melee weapon attack*. +5 to hit, reach 5 ft, one target.

*Hit:* 6 (1d6 + 3) bludgeoning damage.

Orc Warrior

*Medium humanoid, chaotic evil*

**Armor class** 15 (leather armor + shield)

**Hit points** 6 (1d8+2)

**Speed** 30 ft

STR DEX CON INT WIS CHA

18 (+4) 12 (+1) 14 (+2) 8 (-1) 10 (+0) 9 (-1)

**Skills** Stealth +4,

**Languages** Common, Orc

**Senses** darkvision 60 ft, passive perception 10

**Challenge** 1 (200 XP)

***Minion Resilience.*** Never takes damage on a missed attack or successful save.

***Aggressive.*** Can use a bonus action to move up to its speed toward an enemy it can see.

Actions

***Battleaxe.*** *Melee weapon attack*. +7 to hit, reach 5 ft, one tar­get. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Orc Raider

*Medium humanoid, chaotic evil*

**Armor class** 14 (leather armor)

**Hit points** 26 (4d8+8)

**Speed** 30 It

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 14 (+2) 8 (-1) 10 (+0) 9 (-1)

**Saving throws** STR +5, CON +4

**Skills** Survival +2, Intimidate +1

**Languages** Common, Orc

**Senses** darkvision 60 ft, passive perception 10

**Challenge** 1 (200 XP)

***Charger.*** Moves an extra 10 ft when using the Dash action and can make a melee attack as a bonus action.

***Warrior's surge.*** Can use a bonus action to regain 8 (1d10+3) hit points once per short rest.

Actions

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

***Handaxe.*** *Melee or ranged weapon attack*. +5 to hit, reach 5 ft/ranged 20/60, one target. *Hit:* 6 (1d6 + 3) slashing dam­age. Carries 4.

Orc Berserker

*Medium humanoid, chaotic evil*

**Armor class** 14 (leather armor)

**Hit points** 37 (5d8+15)

**Speed** 30 ft

STR DEX CON INT WIS CHA

18 (+4) 12 (+2) 16 (+3) 8 (-1) 10 (+0) 9 (-1)

**Saving throws** STR +6, CON +5

**Skills** Survival +2, Intimidate +1

**Languages** Common, Orc

**Senses** darkvision 60 ft, passive perception 10

**Challenge** 1 (200 XP)

***Aggressive.*** Can use a bonus action to move up to its speed toward an enemy it can see.

***Warrior's surge.*** Can use a bonus action to regain 9 (1d10+4) hit points once per short rest.

Actions

***Greataxe.*** *Melee weapon attack*. +6 to hit, reach 5 ft, one tar­get. *Hit:* 9 (1d12 + 4) slashing damage.

Orc Eye of Gruumsh

*Medium humanoid, chaotic evil*

**Armor class** 15 (leather armor & fur cloak)

**Hit points** 39 (6d8+12)

**Speed** 30 It

STR DEX CON INT WIS CHA

16 (+3) 12 (+2) 14 (+2) 8 (-1) 10 (+0) 16 (+3)

**Saving throws** CHA +6, CON +5

**Skills** Survival +3, Intimidate +6, Religion +2

**Languages** Common, Orc

**Senses** darkvision 60 ft, passive perception 10

**Challenge** 2 (450 XP)

***Aggressive.*** Can use a bonus action to move up to its speed toward an enemy it can see.

***Warrior's surge.*** Can use a bonus action to regain 10 (1d10+5) hit points once per short rest.

***Death strike.*** When an orc within 50 ft falls to 0hp, the Eye of Gruumsh gives it the strength to make a single weapon attack.

***Eye of Wrath***. The Eye of Gruumsh can use a bonus action to make a single enemy within 25 ft that it can see make a DC 14 Wisdom saving throw. On a failure, the target has fear of the Eye until the end of its next turn.

Actions

***Pike.*** *Melee weapon attack*. +6 to hit, reach 10 ft, one target. *Hit:* 9 (1d10 + 3) slashing damage.

***Swift arm of destruction (recharge 5-6)***. One orc within 25 ft that can hear the Eye of Gruumsh makes a single melee at­tack and regains 13 (3d8) HP on a hit. *Miss*: Half healing.

***Chaos hammer (recharge short rest)***. The Eye of Gruumsh hurls an orb of energy to a spot within 50 ft. Every creature in a 5 ft-radius sphere must make a DC 14 Dexterity save or take 10 (3d6) force damage and be knocked prone.

Orc Bloodrager

*Medium humanoid, chaotic evil*

**Armor class** 15 (leather armor)

**Hit points** 105 (14d8+42)

**Speed** 30 ft

STR DEX CON INT WIS CHA

18 (+4) 15 (+2) 16 (+3) 8 (-1) 10 (+0) 10 (0)

**Saving throws** STR +7, CON +6

**Skills** Survival +2, Intimidate +3

**Languages** Common, Orc

**Senses** darkvision 60 ft, passive perception 10

**Challenge** 4 (1100 XP)

***Aggressive.*** Can use a bonus action to move up to its speed toward an enemy it can see.

***Warrior's surge.*** Can use a bonus action to regain 19 (1d10+14) hit points once per short rest.

***Wounded retaliation***. When hit by a melee attack, the orc can use its reaction to make a single melee attack. If it hits, it regains hit points equal to the damage dealt.

Actions

***Multiattack.*** The orc bloodrager makes two attacks.

***Greataxe.*** *Melee weapon attack*. +7 to hit, reach 5 ft, one tar­get. *Hit:* 10 (1d12 + 4) slashing damage.

**Armor class** 16 (chainmail)

**Hit points** 120 (16d8+48)

**Speed** 30 ft

STR DEX CON INT WIS CHA

18 (+4) 16 (+3) 16 (+3) 8 (-1) 10 (+0) 14 (+2)

**Saving throws** STR +7, CON +6

**Skills** Survival +2, Intimidate +5

**Languages** Common, Orc

**Senses** darkvision 60 ft, passive perception 10

**Challenge** 4 (1100 XP)

***Aggressive.*** Can use a bonus action to move up to its speed toward an enemy it can see.

***Warrior's surge.*** Can use a bonus action to regain 21 (1d10+16) hit points once per short rest.

***Inspire ferocity (recharge 5-6)***. Can use a bonus action to command an ally within 50 ft to make a melee attack.

Actions

***Multiattack.*** The orc chieftan makes three attacks.

***Greataxe.*** *Melee weapon attack*. +7 to hit, reach 5 ft, one tar­get. *Hit:* 10 (1d12 + 4) slashing damage.