



Orc Grunt

The backbone of the Iron Skull's forces, the grunts are ferocious and brave orcs that follow the path of butchery and slaughter. To them, the clan's glory is above anything else, even their own lives.

Personal honour is measured by how much an individual contributes to the clan. It doesn't matter if you're the strongest, fastest or cleverest. If you didn't use it to slay enemies or carry out an epic feat for the Iron Skull, you're nobody.

The grunts know they carry the lesser punch of the clan, but they are the primary force; the one that holds everything else together. These orcs hail from the dreaded island of Skria, a land infested with colossal monsters and extreme weather conditions that few other races, even other orcs, could survive.

Under the leadership of Gromok, the orcs have expanded from the island to other corners of the world, laying siege to numerous kingdoms and wiping out entire peoples. The grunts have played a pivotal role in the conquests, charging into larger forces and facing lethal magic and dangers.

Grunts shun heavy armor, relying on their tough skin to protect them from blows that would kill lesser people and orcs. And if that isn't enough, they are certain that their war god will shield them or carry them to the Fields of War, a sacred place where all the Iron Skull that have perished in battle drink and feast waiting for the final battle between gods, when they will join their living comrades and partake in the glory.

Under Gromok, the grunts have been given more respect and rights. No commander can kill a grunt at pleasure, not without answering to The War Tyrant himself who has won the loyalty of the rank and file through prowess in battle and reforms within the Iron Skull.

Grunt

Medium Humanoid, Chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 15 (2d8+6)

Speed 30 ft.

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

Skills Intimidation +2, Persuasion +4, Religion +2

Senses Darkvision 60ft., Passive Perception 11

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action, the orc can move its speed towards 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 5ft., or range 0/120 ft., one target: Hit: 6 (1d6 + 3) piercing damage.





Golric

For centuries, the goliath had lived in the island's tallest peaks, battling giants and dragons, but nothing prepared them for the orcs' onslaught.

The conflict lasted a hundred years, with the goliath skillfully using the mountain terrain to their advantage and using feigned tactics against the more numerous orcs.

Eventually, the goliath were defeated, with those that remained joining the clan, taking up the orc way of life and intermarrying. The result was the dreaded golric, a mixture of orc and goliath that encompasses the best of both in battle.

The golric are fighting machines that storm into combat, smashing the skulls of any foes foolish enough to stand up to them.

Their goliath heritage makes them less bloodthirsty than the other orcs, preferring to use the surrounding terrain in combat and not relying on brute strength alone. They are competitive and driven to outmatch other forces in the Iron Skull Orcs, making sure that others see they are not merely an addition to the clan, but a vital part of it.



Golric

Large Humanoid, Lawful evil

Armor Class 15 (Natural Armor)

Hit Points 55 (9d8+25)

Speed 30 ft.

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

Skills Athletics +6, Intimidation +5, Survival +4

Damage Resistances Cold

Senses Passive Perception 14

Languages Common, Orc

Challenge 3 (700 XP)

Agressive. As a bonus action, the golric can move up to its speed towards a hostile that it can see.

Powerful Build. The golric counts as one size larger when determining its carrying capacity, and the weight it can push, drag, or lift.

ACTIONS

Multiattack. The golric makes two attacks with its greathammer or hurls two javelins.

Greathammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 12 (1d10 + 4) bludgeoning Damage.

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

REACTIONS

Stone's Endurance (Recharges after a Short or Long Rest). When the golric takes damage, it reduces the damage taken by 9 (1d12 +3).



Skull Collectors

Few that face a Skull Collector survive the encounter. Known as “on-na-mushas” amongst some of their kind, the collectors are as deadly as their male counterparts.

They favour speed, and stealth over strength, and precision over sheer brute force. All incursions or spying missions fall on the collectors, who, blessed with some spellcasting abilities, are superior at penetrating objectives without leaving a trace or witnesses.

The collectors began as a force entrusted with protecting relics of Morrak, the clan’s war deity, forbidding any orcs except the shamans entering the Sacred Tent. They soon took over covert missions and intelligence gathering since they were more adept in stealth.

With leaner bodies and muscles, the female orcs that make up the skull collectors are strong and ferocious as the other warriors of the Iron Skull. Proving their worth with every new battle and ready to break the jaw of any orc that dares to underestimate or mock them.

In battle, before the order to attack is even given, or the horns are blown, the skull collectors have already infiltrated the enemy camp and are ready to unleash acts of sabotage and draw first blood, thus creating chaos in the enemy’s plan.

To become a skull collector, a candidate must train for ten years, two of which are spent guarding the relics. After the time has passed, the candidate is sent on an exceedingly difficult mission; one where chances of survival are slim. If the candidate is successful and survives, she is immediately recognised as a skull collector.

It is estimated that only three out of ten candidates make it to skull collectors, making them one of the most elite forces in the Iron Skull and possibly the entire continent.

The collectors’ contributions to the Iron Skull cannot be underestimated, their actions have led to quicker victories and lower fatalities within the orcs.

Skull Collectors

Medium Humanoid, Chaotic evil

Armor Class 17 (Half Plate)

Hit Points 45 (9d8+7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	13 (+1)	13 (+1)	12 (+1)

Saving Throws Con +3, Int +3, Wis +3

Skills Intimidation +2, Stealth +4

Senses Passive Perception 11

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action, the death maiden can move up to its speed towards a hostile that it can see.

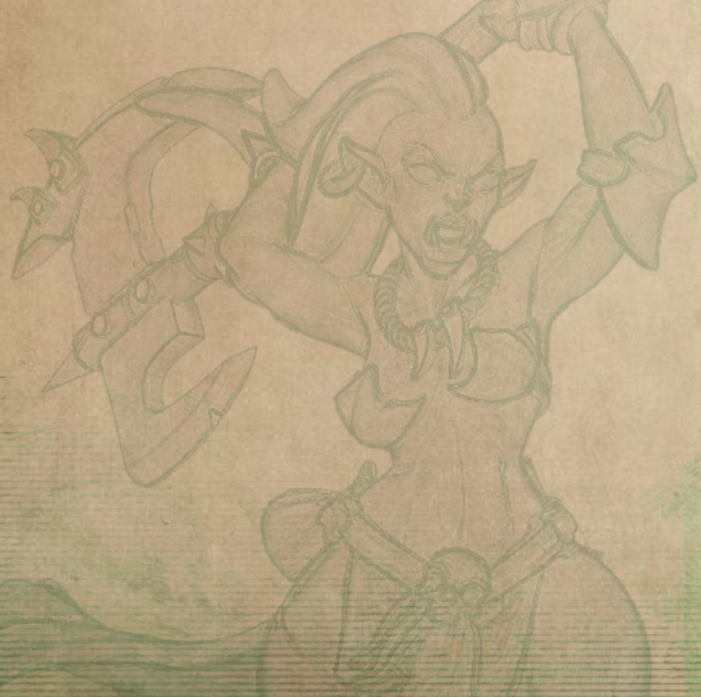
Innate Spellcasting. The death maiden’s innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: mage hand
3/day each: *jump*, *misty step*, *non detection* (self only)

ACTIONS

Multiattack. The orc makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage plus 7 (2d6) poison damage.





Feroxhog Riders

The island of Skria has a species of ferocious hogs called feroxhogs. These creatures are as large as bulls and fierce as tigers. Arrows and missiles bounce off their thick skin and they are fearless.

The feroxhogs have long dark manes, similar to lions, and four long tusks that can puncture the sturdiest plating or even walls.

Taming the beasts is an arduous affair and many orcs have died during the process, but once it is achieved, the feroxboar becomes an integral part of the orcs' forces. These beasts can outrun horses and charge with the might of a battering ram.

The riders are known for their riding skills and their affinity with their mounts, who become loyal to the rider until death. The greatest issue the riders have with the hogs is that, after a charge, the creatures will maul the fallen foes, disemboweling with their tusks and devouring their innards, almost abandoning the fight and ignoring the ongoing conflict.

Most experienced riders don't suffer this problem, the hogs and them having bonded to such an extent that they move and fight under a single mind; fast and vicious killing machines from the island of Skria.

Feroxhog Riders

Medium Humanoid, Chaotic evil

Armor Class 12 (Chain Mail)
Hit Points 36 (5d8+14)
Speed 30 ft.

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

Saving Throws Con +4, Wis +2

Skills Animal Handling +3, Intimidation +5, Survival +2

Senses Darkvision 60ft., Passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orc can move up to its speed towards a hostile hat it can see.

ACTIONS

Multiattack. The rider makes two melee attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target; Hit: 9 (1d8 + 4) slashing damage.

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

Feroxhog

Large beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 30 (4d10+3)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Senses Passive Perception 8

Languages -

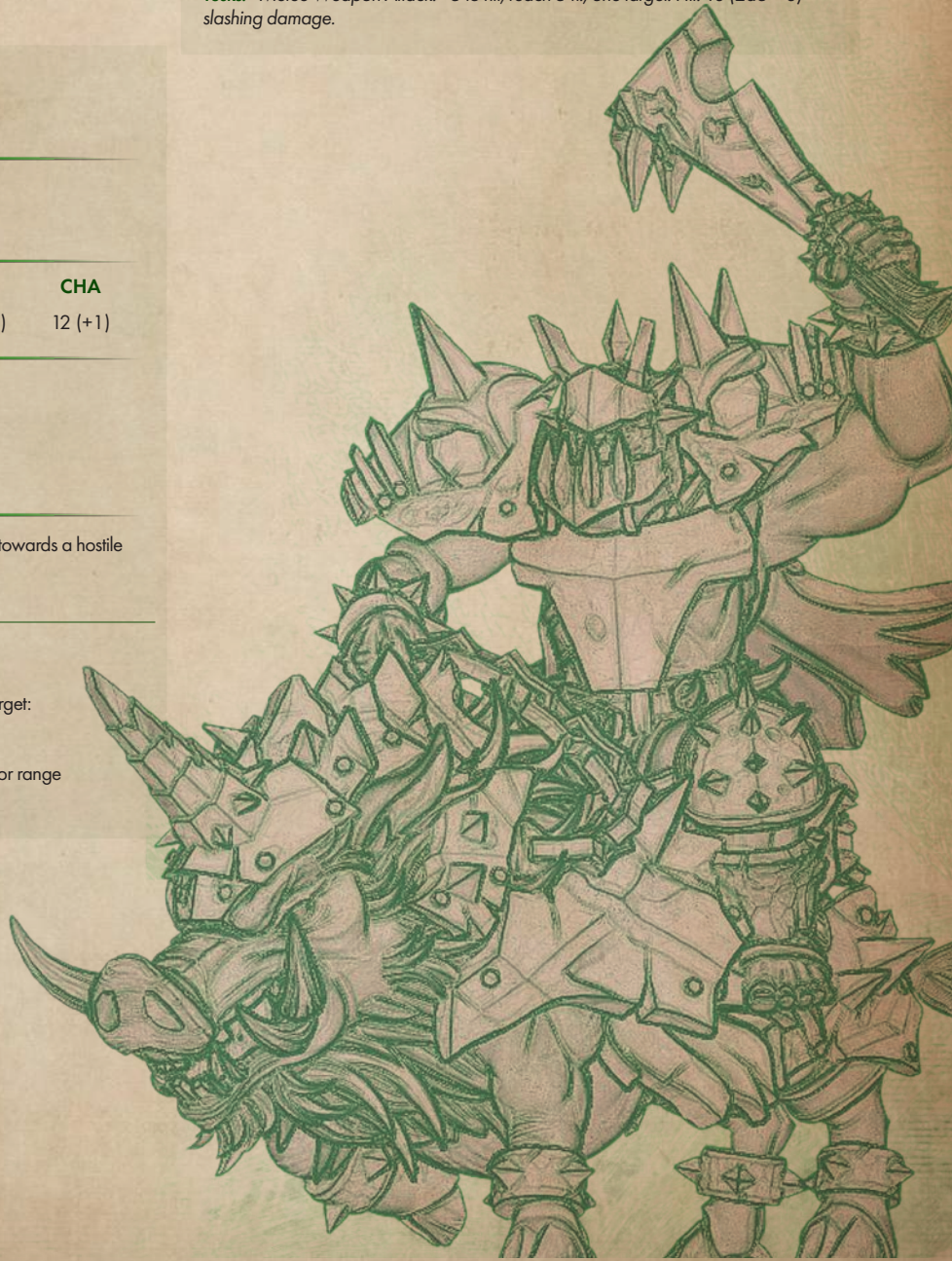
Challenge 2 (450 XP)

Charge. If the hog moves at least 20 feet straight towards a creature and then hits it with a tusk attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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

ACTIONS

Tusks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.





Troll Drover

Insane and suicidal are some monikers used to describe the orcs that swap the axe for a deadlier weapon ... a troll.

Decades ago, the Iron Skull discovered a den of trolls inside the caves of a great mountain. After an exceptionally gruesome battle, the orcs realized they could not slay the trolls because of their formidable healing ability. Using magical chain tethers crafted by their shamans, the orcs employed the trolls as mounts into battle, each one led by a drover.

Each drover is in charge of one troll, whom he has to watch over the entire time. If it escapes or kills any other orc, the drover, and his kin are flayed alive. During a battle, the drovers will be in the front line, slugging away at the enemy and receiving the first volleys of arrows, allowing the rest of the orcs to close in for melee combat. They do this because the troll will heal most wounds done to it.

The lives of drovers never know rest, for even outside the battlefield, they have to be alert, for the trolls might kill them at any given opportunity. A considerable number of them have died in this manner, making them the object of ridicule amongst many of the orcs.

Troll Drover

Large Giant, Chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 80 (8d10+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	7 (-2)	9 (-1)	7 (-2)

Saving Throws Str +4, Con +4, Wis +2

Skills Perception +1

Senses Darkvision 60ft., Passive Perception 14

Languages Common, Giant

Challenge 5 (1800 XP)

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

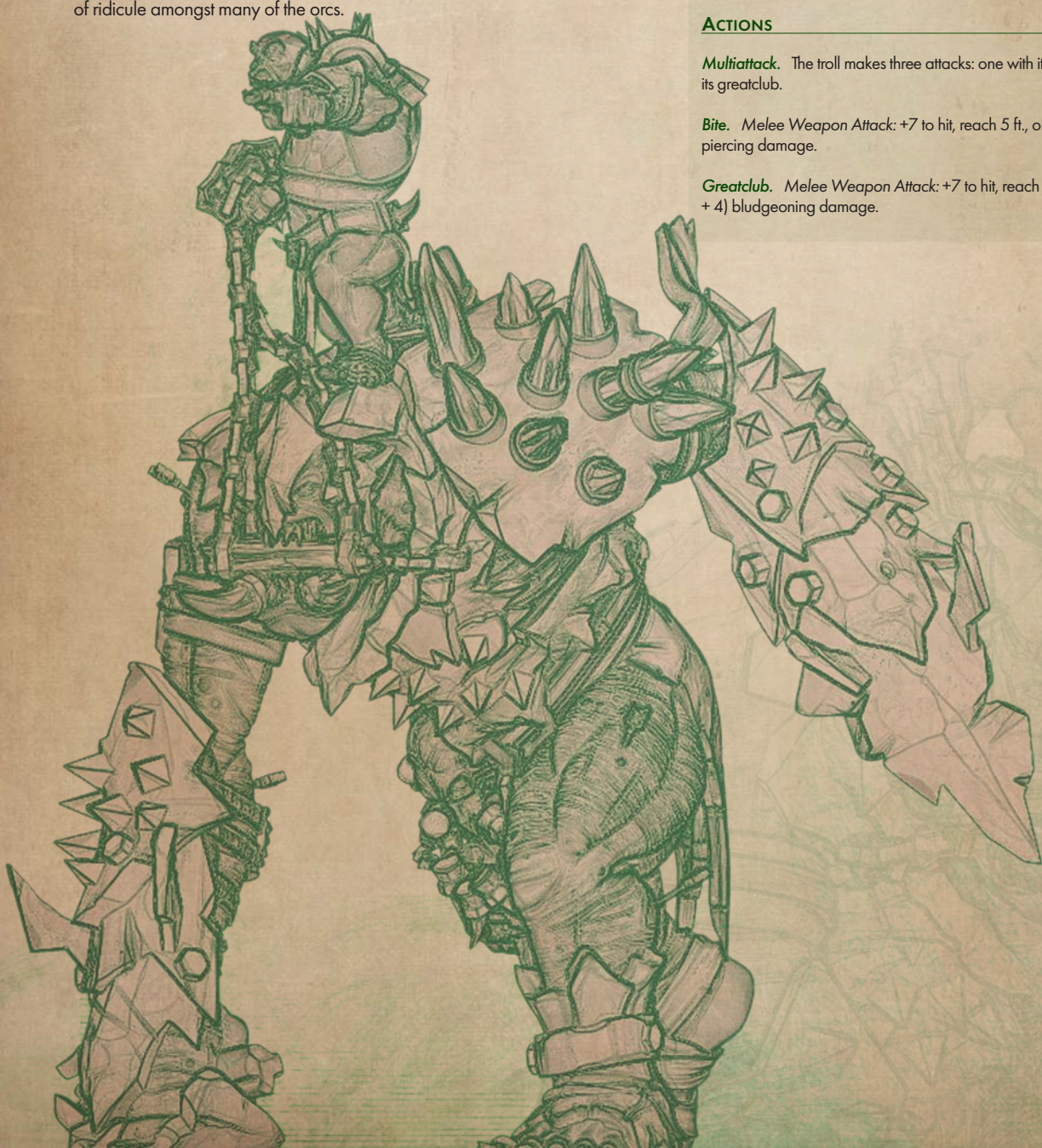
Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its greatclub.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 15 (3d8 + 4) bludgeoning damage.





Grakha Uzkor, Battalion Leader

Amongst the fiercest of these orcs is the legendary Grakha Uzkor, the leader of the Bone Crunchers, the bloodiest of all the Iron Skull Orcs.

Known to munch and collect the bones of the fallen (friend or foe) alike, the crunchers descend on their enemies with a suicidal ferocity that shocks some of their peers.

Grakha was a prisoner of a rival orc clan, made to work from sundown to sunrise, and fed bones and water. He developed a taste for bones only matched by his hatred towards his captors. When the Iron Skull attacked the rival orc clan, Grakha immediately joined the fight and slew the rival leader by ripping out his throat with his own fangs.

Gromok accepted Grakha into the Iron Skulls and gave him his own force, which is now considered the fiercest in the clan.

Grakha wears his hair long and in a braid, swearing to only cut it off when he meets his equal in battle.

Because of his background, Grakha does not take captives. He either slays them or lets them escape, causing friction with other commanders in the clan. Gromok does not intervene, since Grakha never meddles with the other forces' actions.

In battle, Grakha uses an intimidating great flail or great axe and a massive bone shield that can withstand most attacks. He prefers to lead by example and never has a strategy, depending exclusively on his fighting skills and ferocity, which seems to be limitless.

Grakha Uzkor

Medium Humanoid, Chaotic evil

Armor Class 15 (Platoon Armor)

Hit Points 127 (20d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Str+9, Con +6

Skills Athletics +9, Intimidation +5, Perception +6

Senses Darkvision 60ft., Passive Perception 16

Languages Common, Orc

Challenge 10 (5900 XP)

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

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

ACTIONS

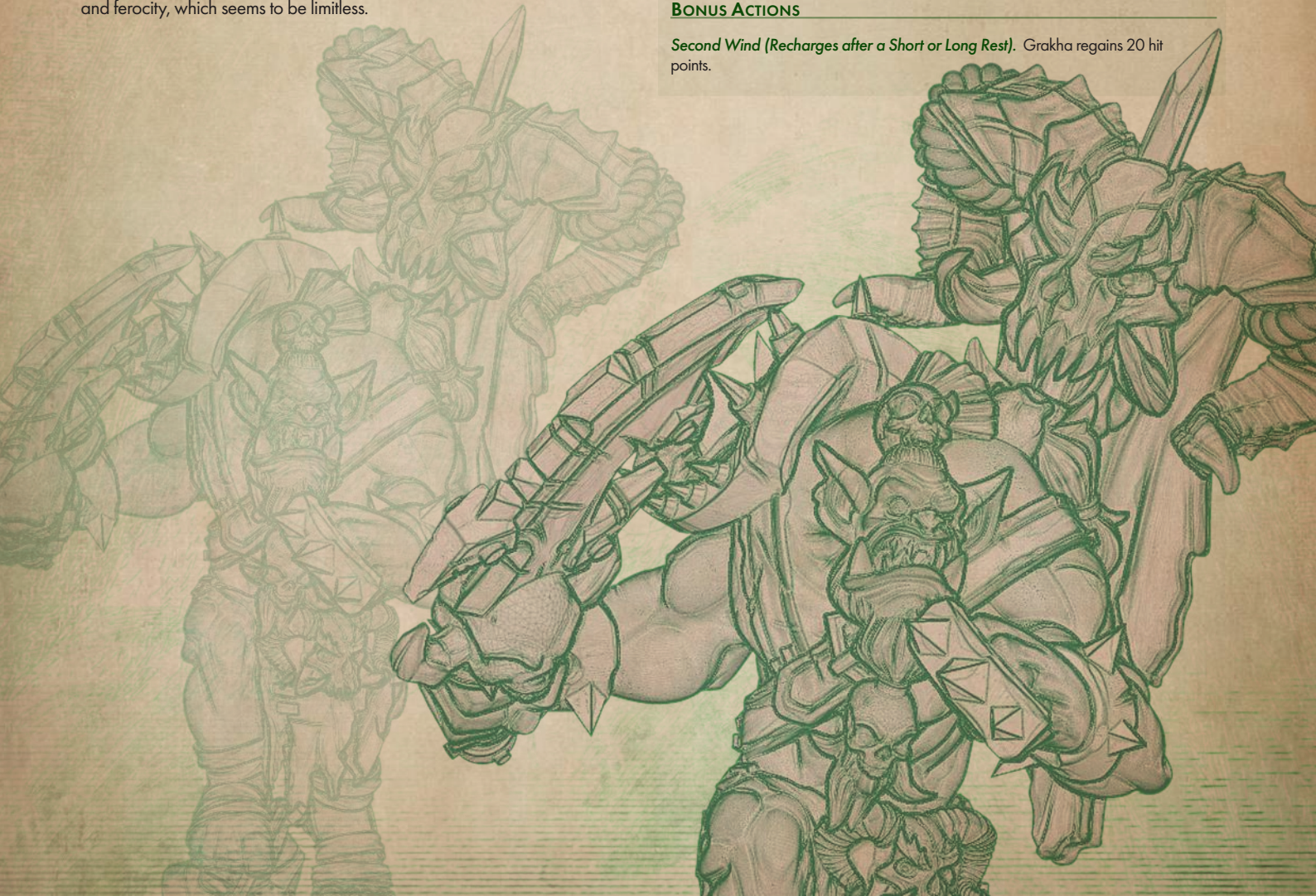
Multiattack. Grakha Uzkor makes three Greataxe attacks.

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (1d12 + 4 plus 1d8) slashing Damage.

Battle Cry (1/Day). Each creature of Grakha's choice that is within 30 of it, can hear it, and not already affected by Battlecry gain advantage on attack rolls until the start of Grakha's next turn. Grakha can make one attack as a bonus action.

BONUS ACTIONS

Second Wind (Recharges after a Short or Long Rest). Grakha regains 20 hit points.





Blood Shaman

Recognizable because of the numerous skulls they carry on themselves, the Blood Shamans are the spellcasters and spiritual leaders of the Iron Skull orcs.

Morrak, their deity, speaks to the shamans through the skulls, whose interior they reinforce with a coat of iron to increase resistance and to channel the mysterious invisible forces that power their magic.

"The Shamans have distinct shadows," is a proverb amongst the Iron Skull. These orcs believe that even before they are born, Morrak has selected the shamans to follow the ways of magic and mysticism.

Their bodies have lighter tones and are born almost blind, a mark that makes them unfit for physical combat, but suitable for the mysterious arcane arts.

Known to work as a collective, the shamans are a tightly knit group who sit around in a circle to talk and share tales or debate about the nature of magic and Morrak. Unlike other units of the Iron Skull, the Blood Shamans do not fight amongst themselves, believing Morrak selected each of them, hence a part of his general will.

Gromok, the Iron Skull commander, both fears and respects the shamans. On the one hand, he wishes that the rest of the orcs could set aside their rivalries or petty notions of honour and work harmoniously, just like their spellcasters.

On the other hand, Gromok fears that a challenge to his authority could arise from the Blood Shamans, the only group with the discipline and foresight to successfully carry out a coup. Hence, the leader keeps a constant watch on the shamans and consults with them daily, giving them the respect they deserve as the custodians of tradition.

In combat, the shamans act as support units to Iron Skull. Behind each unit, there will be a trio of Blood Shamans, chanting and casting spells to remove fear and grant wards against enemy magic.

Why a trio? The motive is unknown to everyone except the shamans, who put an immense value into the number three.

Blood Shaman

Medium Humanoid, Lawful evil

Armor Class 14 (Hide Armor)

Hit Points 71 (13d8+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	12 (+1)	17 (+3)	16 (+3)

Saving Throws Con +4, Wis +6

Skills Arcana +4, Insight +6, Nature +4, Religion +2

Senses Darkvision 60ft., Passive Perception 16

Languages Common, Orc

Challenge 5 (1800 XP)

Morrak's Blessing. The shaman has advantage on saving throws against being charmed, and magic can't put it to sleep.

Spellcasting. The shaman is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The shaman has the following druid spells prepared:

Cantrips (at will): *poison spray, shillelagh, thorn whip*

1st level (4 slots): *cure wounds, entangle, ray of sickness*

2nd level (3 slots): *pass without trace, ray of enfeeblement, spike growth*

3rd level (3 slots): *animate dead, dispel magic, plant growth*

4th level (2 slots): *blight, giant insect*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Fungal Rot. *Melee Spell Attack:* +6 to hit, reach 5ft., one target. Hit: 9 (2d8) necrotic damage and the target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Feed on Pain. *When a creature within 30 feet of the shaman drops to 5 hit points, the shaman gains 6 (1d12) temporary hit points.*





Gromok, “The War Tyrant”

The Iron Skull Orcs' commander is a legend amongst the orcs and other peoples of the land. He has styled himself a “War Tyrant” and has embarked on a quest of unprecedented conquest. The deadliest of opponents; he has never been defeated in single combat, but his real strength is that he's the best strategist orc kind has ever known.

Gromok, “The War Tyrant”

Medium Humanoid, Lawful evil

Armor Class 18 (Tyrant Armor)
Hit Points 110 (13d10+40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Str +9, Dex +7, Con +8
Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8
Senses Passive Perception 15
Languages Common, Orc, Elvish
Challenge 12 (8400 XP)

Indomitable (3/Day). Gromok can reroll a saving throw it fails. It must use the new roll.

Survivor. The war tyrant regains 10 hit points at the start of its turn if it has fewer than half its hit points but at least 1 hit point.

ACTIONS

Multiattack. Gromok makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

LEGENDARY ACTIONS

Gromok can take 3 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gromok regains spent legendary actions at the start of its turn.

Command Ally. Gromok targets one ally it can see within 30 feet of it. If the target can see or hear Gromok, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Weapon Attack. Gromok makes one Greatsword attack.

Frighten Foe (Cost 2 Actions). Gromok targets one creature it can see within 30 feet of it. If the target can see or hear it, the target must succeed on a DC 15 Wisdom saving throw or be frightened of Gromok until Gromok's next turn.

Gromok's Dragon Steed

Large dragon, unaligned

Armor Class 18 (Natural Armor)
Hit Points 110 (13d10+40)
Speed 40 ft., Fly 80ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5
Skills Perception +6, Stealth +5
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 16
Languages -
Challenge 7 (2900 XP)

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing Damage plus 4 (1d8) acid damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

