

# OROGS

The first thousand years without sun were difficult. Not one orc in twenty survived the initial trek, picked off by the blind horrors of the earth, only for the remainder to be set upon on from all sides by elves and dwarves, thinking they sensed weakness. Those orcs had no weakness left to shed, however, and when their foes had lost their appetite for death the orcs yet remained. Now the great cities of the orog stretch deep, and their designs turn to their ancestral claims upon the surface, and the soft and mewling creatures that infest them.

## OROG LORE

**History DC 10:** Orog are a sort of subterranean orc, thought to be descended from a tribe that fled into the depths of the earth thousands of years ago. While they retain much of the bloodlust of their surface-dwelling kin, it has been tempered by a cold and calculating patience born of centuries in the dark.

**History DC 15:** Orog are renowned throughout the underdark as master craftsmen, smelting metals unknown in the surface world from the exotic ores mined from their deepest enclaves. Armor made by them is shaped so precisely that the noise of its oiled clicking rarely rises above the volume of a whisper, and their weapons are known to shatter those of lesser steel.

## OROG BREACHER TACTICS

Orog attacks usually come in the dead of night, set off by hidden orog breachers tunneling up underneath a creature standing watch and attempting to incapacitate them before they can alert their allies. Once battle is joined, breachers pour out onto the surface, attempting to quickly spread out enough to avoid AoE spells, then first attacking any creatures still asleep or unarmored.

If they meet strong resistance and are reduced below 1/2 hit points, orogs grapple any unconscious foes and drag them into their tunnels, retreating to rest and set another ambush, often later the same night.

## OROG HEADTAKER TACTICS

Orog headtakers dive into the thickest concentration of enemies, hitting as many different foes as they can to set them bleeding. They use their Claim Head ability whenever a creature drops to 0 hit points within their reach, and will often provoke opportunity attacks to reach a target.





## OROG BREACHER

Medium humanoid (orc), chaotic evil

**Armor Class** 18 (Understeel Plate)  
**Hit Points** 68 (8d8 + 32)  
**Speed** 30 ft., climb 30 ft.

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

**Skills** Perception +6, Stealth +5, Survival +2  
**Senses** Darkvision 120 Ft., Passive Perception 10  
**Languages** Orc, Undercommon  
**Challenge** 2 (450 XP)

**Forged in the Deep.** The orog can't be Frightened by a creature without darkvision.

**Patient Lurker.** The orog can make one melee attack as a Bonus Action against a creature it started its turn hidden from.

### Actions

**Multiattack.** The orog makes two attacks with its Shovelaxe, one of which it may replace with a use of its Tunnel Breach.

**Understeel Shovelaxe.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) bludgeoning damage.

On a critical hit, one nonmagical weapon, shield, or spell focus the target is wielding breaks and becomes unusable until repaired.

**Tunnel Breach.** The orog gains a 5 foot burrow speed until the end of its turn, leaving a 5 foot wide tunnel behind it as it moves.

If the orog digs up from beneath a Medium or smaller creature, the creature must succeed on a DC 14 Dexterity saving throw or fall prone in the Orog's tunnel and be Stunned until the end of the orog's next turn, or move to the nearest unoccupied space on a success.

### Reactions

**Savage Demise.** When the orog drops to 0 hit points, it may use its reaction to make one attack before falling unconscious.

## OROG HEADTAKER

Medium humanoid (orc), chaotic evil

**Armor Class** 18 (Understeel Plate)  
**Hit Points** 123 (13d8 + 65)  
**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+4)	14 (+2)	12 (+1)	15 (+2)

**Skills** Athletics +7, Intimidation +5, Stealth +6  
**Senses** Darkvision 120 Ft., Passive Perception 10  
**Languages** Orc, Undercommon  
**Challenge** 7 (2,900 XP)

**Forged in the Deep.** The orog can't be Frightened by a creature without darkvision.

**Patient Lurker.** The orog can make one melee attack as a Bonus Action against a creature it started its turn hidden from.

### Actions

**Multiattack.** The orog makes three attacks with its Serrated Armblade, one of which it may replace with a use of its Tunnel Breach.

**Serrated Armblade.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage and the creature begins to bleed, losing 2 (1d4) hit points at the start of each of its turns.

This effect ends when a creature succeeds on a DC 12 Wisdom (Medicine) check to stanch the wound as an action, or when the bleeding creature receives any magical healing.

**Claim Head.** The orog attempts to saw the head off a living creature with 0 hit points within 5 feet.

The creature must immediately make three death saves. If the creature dies, each of the creature's allies that can see it must succeed on a DC 15 Wisdom saving throw or be Frightened until the end of the orog's next turn.

### Reactions

**Savage Demise.** When the orog drops to 0 hit points, it may use its reaction to make one attack before falling unconscious.

## ART CREDITS

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- Mer-Ek Nightblade by

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