

Orc Fire Stick

Medium humanoid (orc), Chaotic evil

Armor Class 14 (hide armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Skills perception +2

Senses darkvision 60 ft., passive perception 14

Languages Common, Orc

Challenge 1/2 (100 XP)

Actions

Fire Stick. Ranged Weapon Attack: +5 to hit, range 40/120 ft., one target. Hit: 9 (1d12 + 3) piercing damage.

Bayonet. Melee weapon attack: +3 to hit, reach 5ft., one target. Hit: 3 (1d4+1)

Orc Fire Stick Squad

Large swarm of medium humanoids (orc), Chaotic evil

Armor Class 14 (hide armor)

Hit Points 66 (12d8+12)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	8 (-1)	11 (+0)	10 (+0)

Skills perception +4

Damage Vulnerabilities area attacks

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive perception 14

Languages Common, Orc

Challenge 3 (700 XP)

Disciplined. The orc fire stick squads are well drilled with their weapons. They add double their proficiency bonus when attacking with fire sticks (already included below).

Kill one at a time. The orc fire stick squad can only take up to 11 damage from an attack that targets a single creature.

Large. The orc fire stick squad is considered a large creature.

Actions

Multiattack. The fire stick squad can make two 'fire stick rank fire' attacks if they are above 33 hit points

Fire Stick Rank Fire. Ranged Weapon Attack: +7 to hit, range 40/120 ft., one target. Hit: 28 (3d12 + 9) piercing damage.

Bayonet. Melee weapon attack: +3 to hit, reach 5ft., one target. Hit: 10 (3d4+3)