

# Orc Raiding Party

*Large swarm of medium humanoids (orc), Chaotic evil*

Armor Class 13 (hide armor)

Hit Points 90 (12d8+36)

Speed 25 ft.

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STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

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**Skills** intimidation +4, 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** 4 (1100 XP)

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**Aggressive.** As a bonus action, the orc raiding party can move up to their speed toward a hostile creature they can see

**Surround the enemy.** If the orc raiding party has more than 45 points, they get advantage on melee attacks against a single adjacent medium or smaller creature that is not within a 5ft of an ally of that creature.

**Kill one at a time.** The orc raiding party can only take up to 15 damage from an attack that targets a single creature.

**Large.** The orc raiding party is considered a large creature.

## Actions

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**Multiattack.** The orc raiding party can make two 'three axe attacks' if they are above 45 hit points

**Three axe attack.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 28 (3d12 + 9) slashing damage plus

**Storm of Javelins.** +5 to hit, Range 30/120 ft., one target. Hit: 39 (6d6 + 18) piercing damage or 19 (3d6+9) if the raiding party crew is at 45 hit points or below.

Orcs have long raided in packs. Angry and uncoordinated, these six orcs know enough to stay packed together and to leverage numbers against stronger creatures.

Against solitary targets, the orc raiding party will use its "surround the enemy" ability, gain the upper hand, and cut their adversary to pieces.

Heroes who face the raiding party survive longer when they stay in formation and remain within 5ft of an ally.