



## Orc Elemental

Medium humanoid (orc), chaotic evil

**Armor Class** 17 (leather)  
**Hit Points** 102 (12d8 + 48)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	7 (-2)	14 (+2)	11 (+0)

**Saving Throws** Str +7

**Skills** Athletics +10, Intimidation +3

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Orc

**Challenge** 5 (1,800 XP)

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

**Brute.** A melee weapon deals one extra die of its damage when the orc hits with it (included in the attack).

**Massive Swing.** The orc can hit up to 2 Medium targets, or 3 Small or smaller targets within 5 feet of each other with each melee weapon attack. A separate attack roll is made for each target.

**Tough.** The orc adds its Constitution modifier to its armor class

**Path of Elements (1/Day).** If the orc comes starts its turn within 30 feet of an elemental, they can choose to invoke its powers through their tattoos, gaining elemental powers for 1 minute. These powers differ based on the elemental:

- **Fire Elemental.** The orc gains resistance to fire damage. Their weapon attacks deals an additional 1d4 fire damage and creatures that start their turn within 5 feet of the orc, or enter that space for the first time on their turn, take 1d6 fire damage.
- **Air Elemental.** The orc gains a flying speed of 30 feet, is immune to fall damage and doesn't trigger attacks of opportunity.
- **Stone Elemental.** The orc's AC increases by 1. In addition, when attacking with melee weapons the orc rolls 1 additional damage die (of the weapon type).
- **Water Elemental.** The orc gains resistance to acid and poison damage, has advantage on (Strength) Athletics and (Dexterity) Acrobatics checks and cannot be grappled or restrained.

### Actions

**Multiattack.** The orc makes two attacks with its ball & chain.

**Ball & Chain. Melee Weapon Attack:** +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. The initial target of the attack must make a DC 15 (Strength) Athletics check or be grappled.



# Orc Elementalists

These orcs are usually at the side of a shaman, working as their protector. When the shaman summons the might of the elements, that is when the elementalists are at their strongest.

## Born of Cataclysms

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Volcanic eruptions, tempests, thunderstorms, tsunamis are for most terrible tragedies. But for some ancient orcish tribes, they are quite the opposite. Many view a birth under a shooting star as a blessing, these tribes view births under such catastrophes the same way. The children birthed into these tragedies have a strong affinity towards the elements and are able to master their powers.

## Inked Skin

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To embody their connection with nature, they carve intricate tattoos upon their body. These tattoos are unique from orc to orc, and the secret of their creation lies with the tribe. Many have tried to copy their pattern, only to end up with bland and powerless ink covering their skin.

## Cultists of Carnage

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The tribe worships the elemental lords, wishing for their return upon the land. Such a phenomenon would cause the extinction of all life, but they do not care for it, their eyes blinded by adoration. Perhaps their minds are clouded by magic, or perhaps the end of all life is a desirable outcome in their eyes. Encountering an orc clan of elemental worshipers means trouble, as rituals of reincarnation of ancient Evil often follows.

