

Thwak

Large Orc (Berzerker/Barbarian), Aetheric

Armor Class 16 (natural armor)
Hit Points 75 (12d12 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Str +6, Con +4
Skills Athletics +6, Intimidation +4, Sleight of Hand +2
Damage Vulnerabilities cold
Damage Resistances fire, radiant
Senses darkvision 60 ft., passive Perception 11
Languages Common, Deep Speech, Giant, Goblin, Orc, Undercommon
Challenge 3 (700 XP)

Battle Survey. Thwak can deal an extra 4 (1d8) damage to a creature he hits with a weapon attack if that creature is within 5 ft. of an ally.

Double Strike. Thwak makes two attacks.

Elemental Sense. Thwak senses fire within 120 feet at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Furious Invulnerability (Recharges after a Short or Long Rest). If Thwak fails a saving throw while he is in an Insatiable Fury, he can choose to succeed instead.

Relentless (Recharges after a Short or Long Rest). If Thwak takes damage that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

Defensive Stance. Thwak has advantage on all perception checks to detect slight-of-hand attempts by other characters and can add his WIS modifier to the roll.

Actions

Elemental Burst (Recharge 5–6). Thwak uses a magic action to exhale fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one. On a failed save the creature is engulfed in flame and takes 4 (1d8) fire damage at the end of each turn until they use an action to extinguish the flames. Flammable items within the cone will ignite and burn until a creature uses an action to extinguish the flames.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Fire Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and 6 (1d6 + 3) fire damage.

Bonus Actions

Insatiable Fury (3 uses, Recharges after a Short or Long Rest). Thwak uses a bonus action to become furious. He becomes resistant to all non-magical damage. He can maintain this fury by using a bonus action or by causing/taking damage.

Speed Dash (3 uses, Recharges after a Short or Long Rest). As a bonus action, Thwak can move up to his speed toward a hostile creature that it can see.

Reactions

Elemental Shield. Once per round Thwak uses a reaction to wreath a target who has taken a hit in an elemental shield of fire. Target becomes resistant to fire damage and all non-magical attacks until the end of Thwak's next turn. Creatures that attack the target will take 1d8 fire damage for each attack.