

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 Animal Handling +3, Athletics +6, Intimidation +4, Nature +2, 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 2 (450 XP)

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

Brutal Attack. At the start of its turn, Thwak can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Double Strike. Thwak makes two attacks.

Elemental Sense. Thwak senses fire within 120 feet of it 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 it is in an Insatiable Fury, it can choose to succeed instead.

Pickpocket. Thwak has advantage on sleight of hand ability checks and can add WIS modifier to the roll

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

Savage Critical. When Thwak scores a critical hit with a melee weapon attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ACTIONS

Elemental Burst (Recharge 5–6). Thwak uses a magic action to exhale fire in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 13 (3d8) 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.

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

BONUS ACTIONS

Insatiable Fury (3 uses, Recharges after a Short or Long Rest). Thwak uses a bonus action to become furious. It becomes resistant to all non-magical damage. It 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, the orc can move up to its speed toward a hostile creature that it can see.

REACTIONS

Elemental Shield. Once per round Thwak can wreath a target who is being attacked in an elemental shield of fire. Target becomes resistant to fire damage and all non-magical attacks until the end of its next turn. Creatures that attack the target will take 1d12 fire damage for each attack.