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ENHANCED

GOBLINOIDS, GNOLLS, KOBOLDS & ORCS



Expanded rules for Goblinoids Gnolls, Kobolds & Orcs
in 5th edition D&D

ENHANCED

GOBLINOIDS, GNOLLS, KOBOLDS & ORCS



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INTRODUCTION

There's classic fantasy foes, and then there's goblins, gnolls, kobolds and orcs – these are the bread and butter of any classic Dungeons & Dragons-game. Hell, at this point you can barely call yourself an adventurer if you haven't struck down at least a handful of these monstrous humanoid.

Since goblins, gnolls, kobolds and orcs are low-level foes, it's initially not too much of an issue that they don't come with a lot of action options. Not being overly complicated is a feature when put in the hands of newer DMs and players. However, if you're just starting up your third or fourth 5E campaign, you may be looking at the goblin's statblock and thinking: 'ungh, so we're back to this then, huh?'. There just isn't a whole lot of options when it comes to these murderous peeps, and not much in the way of tactical depth either.

In this document, we aim to solve this problem, as we take a close look at bugbears, hobgoblins, goblins, gnolls, kobolds and orcs, giving them all additional actions in combat. The point isn't to make these monsters more powerful – although versatility is rarely a weakness – but to make them more dynamic, flavorful and tactically challenging for both the DM and the players. All changes are **colorized** and spells are conveniently described directly in each creature's statblock for ease-of-use at the table.

Enjoy!

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BUGBEARS

These brutish goblinoids are the meanest goblinoids the *Monster Manual* has to offer. A bugbear is certainly dangerous at lower levels, with Brute- and Surprise Attack-features making them particularly well-suited for devastating ambushes. As far as actual actions goes, however, the bugbears only gets to choose between the morningstar and the javelin. To give them a bit more depth, we've added the Thump- and Roar of Hruggek-features to both bugbears, while the bugbear chief also gains the Whisper of Grankhul-feature.

BUGBEAR

The Thump-feature presents a simple trade for the bugbear: a die of damage for a chance to stun the enemy. It won't always be the best choice, but sometimes it's exactly what's needed. Meanwhile, Roar of Hruggek comes in handy when the bugbear can't reach a target itself, is weakened or disarmed, or a more powerful striker is in range of the target.

BUGBEAR CHIEF

In addition to the bugbear's features, the Whisper of Grankhul-feature (styled on the cantrip *vicious mockery*) allows the bugbear chief to target an adversary's Wisdom saving throw, dealing psychic damage and debuffing them – sometimes a worthwhile strategy.

BUGBEAR

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (Hide Armor, Shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

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

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 11 (2d8 + 2) piercing damage.

Thump. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 6 (1d8 + 2) bludgeoning damage and the target must succeed on a DC 12 Constitution saving throw or be stunned until the start of the bugbear's next turn.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Roar of Hruggek (1/day). One creature of the bugbear's choice within 30 ft. that can hear it and is not already affected by Roar of Hruggek gains advantage on the next weapon attack it makes before the start of the bugbear's next turn. If the attack hits, it deals an additional die of the weapon's damage.

BUGBEAR CHIEF

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (Chain Shirt, Shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

Skills Intimidation +2, Stealth +6, Survival +3

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Goblin

Challenge 3 (700 XP)

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

Heart of Hruggek. The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Multiattack. The bugbear makes two melee attacks. It can use *Roar of Hruggek* or *Whisper of Grankhul* in place of one of these attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 12 (2d8 + 3) piercing damage.

Thump. *Melee Weapon Attack:* +t to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or be stunned until the start of the bugbear's next turn.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

Roar of Hruggek. One creature of the bugbear's choice within 30 ft. that can hear it and is not already affected by Roar of Hruggek gains advantage on the next weapon attack it makes before the start of the bugbear's next turn. If the attack hits, it deals an additional die of the weapon's damage.

Whisper of Grankhul. One creature of the bugbear's choice within 30 ft. that can hear it must make a DC 12 Wisdom saving throw. On a failure, the target takes 5 (2d4) psychic damage and has disadvantage on the next attack roll it makes before the start of the bugbear's next turn.



GOBLINS

Goblins – quintessential low-level foes, these skirmishers are apt at ambushes and hit-and-run tactics. To give them a bit more to do in combat, we've supplied the goblins with a few extra features: Smoke Bomb, Sneezing Bomb, Latch on and Madness of Maglubiyet.

GOBLIN

By climbing unto a bigger target, the goblin can use Latch On to gain advantage on its attacks and potentially slow the target down (depending on how you rule encumbrance). Simultaneously, Smoke Bomb creates areas of darkness that can allow the goblin to find a new hiding place or cover its escape from the battle.

GOBLIN BOSS

Also in possession of an alchemical attack, the powerful Sneezing Bomb gives the goblin boss a potent way to immobilize several foes momentarily. In addition, the cowardly goblin boss can choose to forego its secondary (disadvantaged) attack to instead direct an underling to put itself in harm way and strike at the enemy. This will often be a superior choice – for the goblin boss, at least, if not for the unfortunate goblins following its orders.

GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 15 (Leather Armor, Shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft. *Hit:* 5 (1d6 + 2) piercing damage.

Latch On. The goblin attempts to climb onto a Medium or larger creature within 5 ft. of it. The target must make a DC 12 Dexterity (Acrobatics) check. On a failure, the goblin successfully moves into the target creature's space and clings to its body. While in the target's space, the goblin moves with the target and has advantage on attack rolls against it. The target can dislodge the goblin as an action by succeeding on a DC 12 Strength (Athletics) check. Immediately after successfully latching on to a creature, the goblin can make one scimitar attack against that creature as a bonus action.

Smoke Bomb (1/day). The goblin hurls a smoke bomb up to 20 feet away. The bomb explodes on impact, creating a cloud of black smoke that fills a 10-foot-radius sphere. The area within the cloud is heavily obscured. A strong wind disperses the cloud, which otherwise remains until the end of the goblin's next turn.

GOBLIN BOSS

Small humanoid (goblinoid), neutral evil

Armor Class 17 (Chain Shirt, Shield)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +6

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage. The goblin can use Madness of Maglubiyet in place of one of these attacks.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 5 (1d6 + 2) piercing damage.

Madness of Maglubiyet. The goblin directs another goblin it can see within 30 ft. and that can hear it to sacrifice itself for the glory of Maglubiyet. The target goblin can immediately use its reaction to move up to its speed and make a melee weapon attack with advantage against a target creature within its reach. Hit or miss, the target of the goblin's attack can then use its reaction to make an opportunity attack against the goblin.

Sneezing Bomb (1/day). The goblin hurls a sneezing bomb up to 20 feet away. The bomb explodes on impact, creating a cloud of sneezing dust that fills a 10-foot-radius sphere. A strong wind disperses the cloud, which otherwise remains until the end of the goblin's next turn. A creature that enters the area for the first time on a turn or starts its turn there must succeed on a DC 12 Constitution saving throw or become incapacitated for 1 minute as it sneezes uncontrollably. At the end of its turns, a creature can repeat the saving throw, ending the effect on it on a success.

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.



HOBGOBLINS

The red-skinned hobgoblins are the most tactically competent of the goblinoids, something which is emphasized by their Martial Advantage-feature. Unfortunately, this tactical superiority doesn't materialize itself as a wide array of combat options – only the captain and warlord gain the Leadership-feature, and only the warlord is afforded an attack option with the Shield Bash-feature. To give the hobgoblins more tactical depth, we've enhanced their primary melee attack, and added Defensive Posturing, Harrying Striker, Sweeping Strike and Lead the Charge to their statblocks.

ENHANCED MELEE ATTACK

All hobgoblins gain the option to forego one die of the damage granted by Martial Advantage to instead attempt to grapple or shove a target. This gives Martial Advantage quite a bit more flexibility and several new uses in combat.

HOBGOBLIN

Defensive Posturing allows the hobgoblin to favor defense over offense, making its own attack at disadvantage to gain a temporary bonus to AC.

HOBGOBLIN

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands. *If the attack would deal extra damage because of Martial Advantage, the hobgoblin can choose to forego one die of damage to instead attempt to grapple or shove the target as a bonus action.*

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft. *Hit:* 5 (1d8 + 1) piercing damage.

Defensive Posturing. The hobgoblin makes a melee weapon attack with disadvantage. Until the start of the hobgoblin's next turn, it gains a +2 bonus to its AC. The hobgoblin can use this feature only if it doesn't already have disadvantage on its attack.

HOBGOBLIN CAPTAIN

With Sweeping Strike, the hobgoblin captain gets a way to use its greatsword as an AoE-attack, dealing damage to all foes around it. A good option when surrounded by enemies or against heavily armored combatants. The captain also gains Harrying Striker, a feature that enables it to bide its time and wait for its opponent to make its move, before making a swift attack, potentially disrupting its foe.

HOBGOBLIN WARLORD

Hobgoblin warlords are trained in swift and effective charges, and can use Lead the Charge to quickly cover ground between itself and a foe to deliver a single, advantageous attack. A good option at the start of combat or as a means to quickly close with a dangerous ranged foe.

HOBGOBLIN CAPTAIN

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	13 (+1)

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 9 (2d6 + 2) piercing damage. *If the attack would deal extra damage because of Martial Advantage, the hobgoblin can choose to forego one die of damage to instead attempt to grapple or shove the target as a bonus action.*

Sweeping Strike. The hobgoblin swings its massive greatsword in huge arcs around it. Each creature within 10 feet of the hobgoblin must make a DC 12 Dexterity saving throw, taking 10 (3d6) slashing damage on a failure, or half as much on a success.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 5 (1d6 + 2) piercing damage.

Leadership (1/rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Harrying Striker. The hobgoblin stands ready to harass enemy combatants. Until the start of its next turn, when a creature within the hobgoblin's reach makes an attack or casts a spell, the hobgoblin can use its reaction to make a melee attack with advantage against that creature. If the hobgoblin's attack hits, the target loses its attack, or the spell it was casting has no effect and is wasted.

HOBGOBLIN WARLORD

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (half plate)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	11 (+0)	15 (+2)

Saving Throws INT +5, WIS +3, CHA +5

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

ACTIONS

Multiattack. The hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands. If the attack would deal extra damage because of Martial Advantage, the hobgoblin can choose to forego one die of damage to instead attempt to grapple or shove the target as a bonus action.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 6 (1d6 + 3) piercing damage.

Leadership (1/rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.

Lead the Charge. The hobgoblin moves up to its speed towards a target, ignoring difficult terrain. This movement doesn't provoke opportunity attacks. If the hobgoblin moves at least 10 feet in a straight line before ending up within reach of a target, it can then make one melee weapon attack against that target with advantage.



GNOLLS

Gnolls are savage and ferocious attackers, hellbent on destruction and slaughter. Spawned of the demon lord yeenoghu, these hyenalike humanoids are renowned for their ferocity and the glee they take in killing. To make the gnolls a bit more two-dimensional, we've given them a few extra features.

GNOLL

The common gnoll gets Ferocious Pounce, which is basically a knockdown that gives the gnoll a bite attack if it succeeds. The Savage-feature enables the gnoll to bite at each creature within its reach, making it a viable option when surrounded by two or more enemies.

GNOLL PACK LORD

The pack lord gets Feast, which is a bite attack that can grant it temporary hit points, as well as Hamstring, which is a glaive attack that can hobble an enemy – a nice way to pin down annoying rogues or spellcasters.

GNOLL FANG OF YEENOGHU

Like the gnoll, the demonic gnoll fang of Yeenoghu gets the Savage-feature, and also Yipping of Yeenoghu, an action that has the demon-possessed gnoll fang emitting a maddening and demoralizing yipping., which deals psychic damage and weakens enemies.

GNOLL PACK LORD

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (Chain Shirt)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Senses Darkvision 60 ft., Passive Perception 10

Languages Gnoll

Challenge 2 (450 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage.

Feast. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage and the gnoll gains 10 (3d4 + 3) temporary hit points.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 8 (1d10 + 3) slashing damage.

Hamstring. *Melee Weapon Attack:* +5 to hit, reach 10 ft. *Hit:* 8 (1d10 + 3) slashing damage and the target must succeed on a DC 13 Constitution saving throw or its move speed is halved until it regains at least 1 hit point.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft. *Hit:* 6 (1d8 + 2) piercing damage.

Incite Rampage (Recharge 5-6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (Hide Armor, Shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft. *Hit:* 5 (1d8 + 1) piercing damage.

Ferocious Pounce. A creature within 5 feet must make a DC 12 Strength saving throw. On a failure, it is knocked prone and the gnoll can make one bite attack against it as a bonus action.

Savage. The gnoll makes a bite attack against each creature within 5 feet of it.

GNOLL FANG OF YEENOGHU

Medium fiend (gnoll), chaotic evil

Armor Class 14 (Hide Armor)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Saving Throws CON +4, WIS +2, CHA +3

Senses Darkvision 60 ft., Passive Perception 10

Languages Abyssal, Gnoll

Challenge 4 (1,100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 7 (1d8 + 3) slashing damage.

Savage. The gnoll makes a bite attack against each creature within 5 feet of it.

Yipping of Yeenoghu (1/day). Each creature of the gnoll's choice within 30 ft. of the gnoll that can hear it must make a DC 12 Wisdom saving throw. On a failure, a creature takes 10 (3d6) psychic damage and has disadvantage on the next attack roll it makes before the start of the gnoll's next turn.

KOBOLDS

Least fearsome of the monstrous humanoids, the puny kobold has low hit points, AC and damage output. They do, however, have pack tactics, which can make them quite deadly adversaries, if they are numerous enough. Still, with only sling, dagger and rock, the kobold isn't a very versatile opponent. Since kobolds are often styled as crafty creatures who, their low intelligence notwithstanding, often use alternative weaponry, we have outfitted them with extra equipment to give them more options in combat.

KOBOLD

The regular kobold gets two additional pieces of equipment: Alchemist's Fire and Itchy Dust. With Alchemist's Fire, the kobold can deal persistent fire damage to a target, albeit initially slightly less than it's ordinary's attacks. Itchy Dust highlights the kobold's flawed strategy, as it always hits itself with the dust when it releases it into the air – potentially putting not only its enemies, but also itself, at a disadvantage.

WINGED KOBOLD

The winged kobold gets two pieces of equipment that work well with its ability to fly: a net and a pouch of ball bearings. The net can restrain a single foe, keeping it either in or out of combat, while ball bearings are used to shape the battlefield, separate enemies, or block off retreat (or pursuit, more likely!)

KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 4 (1d4 + 2) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Alchemist's Fire (1/day). *Ranged Weapon Attack:* +4 to hit, range 20 ft. *Hit:* The target takes 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames

Itchy Dust (1/day). The kobold empties a pouch of itchy dust into the air. Each creature within 5 ft. of the kobold (including itself) must succeed on a DC 10 Constitution saving throw, or have disadvantage on ability checks and attack rolls for 1 minute. An affected creature can repeat this saving throw at the end of its turn, ending the effect on itself on a success.

WINGED KOBOLD

Small humanoid (kobold), lawful evil

Armor Class 13

Hit Points 7 (3d6 - 3)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses Darkvision 60 ft., Passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage.

Dropped Rock. *Ranged Weapon Attack:* +5 to hit, one target directly below the kobold. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Net. *Ranged Weapon Attack:* +5 to hit, one Large or smaller creature directly below the kobold. *Hit:* The target is restrained. A restrained creature can use its action to make a DC 10 Strength check, freeing itself or another creature within reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

Ball Bearings (1/day). The kobold releases 1,000 ball bearings into a 10-foot-square area directly below it. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.



ORCS

Most hated enemy of elves and dwarves both, orcs are classic foes for any low-level adventuring party. Brutal and aggressive, orcs make up for what they lack in intelligence with sheer physical power. Their statblocks are similarly simple, however, favoring mostly physical attacks. To give the orcs a bit more flexibility, we've given them Headbutt, Intimidation, Eye of Wrath, Sweeping Strike and Warrior's Surge.

ORC

The common orc grunt gains two features: Headbutt and Intimidation. The first allows the orc a chance to blind a foe with a brutal headbutt, at the cost of dealing only about half as much damage as a regular greataxe-attack. Intimidation provides the orc with a means to intimidate a single foe as it roars ferociously and brandishes its bloody weapon. Both have their uses when weakening the opponent is more valuable than attacking head on.

OROG

In earlier editions, orogs were underground cousins of the orcs. To highlight this, and further differentiate the orog from the common orc, the orog suffers the Sunlight Sensitivity-feature (a clear weakness), but gains Relentless Endurance – and, of course, also headbutt and intimidation.

ORC

Medium humanoid (orc), chaotic evil

Armor Class 13 (Hide Armor)

Hit Points 15 (2d8 + 6)

Speed 30 ft.

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

Skills Intimidation +2

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

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

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 9 (1d12 + 3) slashing damage.

Headbutt. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or be blinded until the end of the orc's next turn.

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

Intimidation. The orc attempts to intimidate a target creature within 30 ft. of it that can hear and see it. The target must succeed on a DC 10 Wisdom saving throw or be frightened of the orc for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the orc's intimidation for the next 24 hours.

ORC EYE OF GRUUMSH

The orcish shamans come equipped with a variety of spells, only a few of which are likely to be used in combat: *bless*, *command* and *spiritual weapon*. For ease-of-use, these have been detailed in the orc's statblock. Additionally, the orc eye of Gruumsh gains the Eye of Wrath-feature, that allows them to deal psychic damage to a creature and make it a focus for the attacks of other orcs in the vicinity for a brief moment.

ORC WAR CHIEF

Like the common orc and orog, the orc war chief also gains Intimidation. In addition, it also gains Warrior's Surge, a feature that enables it to heal itself while still making a single weapon attack with advantage, as well as Sweeping Strike, a neat way to deal damage to multiple foes at once. Between these new features and Battle Cry, the orc war chief becomes a much more dynamic opponent.

OROG

Medium humanoid (orc), chaotic evil

Armor Class 18 (Plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

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

Skills Intimidation +5, Survival +2

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

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

Relentless Endurance (1/day). When reduced to 0 hit points but not killed outright, the orog drops to 1 hit point instead.

Sunlight Sensitivity. While in sunlight, the orog has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The orog makes two melee attacks. The orog can use Intimidation in place of one of these attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 10 (1d12 + 4) slashing damage.

Headbutt. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 6 (1d4 + 4) bludgeoning damage and the target must succeed on a DC 14 Constitution saving throw or be blinded until the end of the orog's next turn.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft. *Hit:* 7 (1d6 + 4) piercing damage.

Intimidation. The orog attempts to intimidate a target creature within 30 ft. of it that can hear and see it. The target must succeed on a DC 11 Wisdom saving throw or be frightened of the orc for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the orc's intimidation for the next 24 hours.

ORC EYE OF GRUMSH

Medium humanoid (orc), chaotic evil

Armor Class 16 (Ring Mail, Shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	12 (+1)

Skills Intimidation +3, Religion +1

Senses Darkvision 60 ft., Passive Perception 11

Languages Common, Orc

Challenge 2 (450 XP)

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

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

Spellcasting. The orc is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The orc has the following cleric spells prepared:

- Cantrips (at-will): *guidance*, *resistance*, *thaumaturgy*
- 1st level (4 slots): *bless*, *command*
- 2nd level (2 slots): *augury*, *spiritual weapon* (spear)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 11 (1d6 + 3 plus 1d8) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack.

Eye of Wrath. The orc turns its wrathful eye of Gruumsh against a creature within 30 feet of it that can see it. The target must succeed on a DC 11 Wisdom saving throw, or take 7 (2d6) psychic damage and all attacks against it have advantage until the start of the orc's next turn. On a success, a target is immune to the orc's Eye of Wrath for the next 24 hours.

Bless (see spellcasting). The orc blesses up to three creatures of its choice within 30 ft. Whenever a target makes an attack roll or a saving throw for 1 minute or until the orc loses its concentration, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

Command (see spellcasting). The orc speaks a one-word command such as approach, drop, flee, grovel or halt to a creature it can see within 60 ft. The target must succeed on a DC 11 Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand the orc's language, or if the command is directly harmful to it.

Spiritual Weapon (see spellcasting). The orc creates a floating, spectral spear within range that lasts for 1 minute or until it casts this spell again. When it casts the spell, the orc can make a melee spell attack (+3 to hit; 1d8 + 1 force damage) against a creature within 5 feet of the weapon. As a bonus action on its turn, the orc can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of the weapon.

ORC WAR CHIEF

Medium humanoid (orc), chaotic evil

Armor Class 16 (Chain Mail)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	11 (+0)	11 (+0)	16 (+3)

Saving Throws STR +6, CON +6, WIS +2

Skills Intimidation +5

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Orc

Challenge 4 (1,100 XP)

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

Gruumsh's Fury. The orc deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

ACTIONS

Multiattack. The orc makes two weapon attacks. The orc can use Intimidation or Warrior's Surge in place of one of these attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 14 (1d12 + 4 plus 1d8) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft. *Hit:* 12 (1d6 + 4 plus 1d8) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Battle Cry (1/day). Each creature of the war chief's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the start of the war chief's next turn. The war chief can then make one attack as a bonus action.

Intimidation. The orc attempts to intimidate a target creature within 30 ft. of it that can hear and see it. The target must succeed on a DC 13 Wisdom saving throw or be frightened of the orc for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the orc's intimidation for the next 24 hours.

Sweeping Strike. The orc swings its massive greataxe in huge arcs around it. Each creature within 10 feet of the orc must make a DC 14 Dexterity saving throw, taking 17 (5d6) slashing damage on a failure, or half as much on a success.

Warrior's Surge (3/day). The war chief regains 16 (1d10 + 11) hit points.



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