

Appendix

New magic weapons and enemies for the adventure, and for your use elsewhere.

Magic Items

Dream Catcher

Wondrous Item, Rare (requires attunement by a spellcaster)

This item is a yellow hued crystalline shard, the center appears to be cracking from the inside out.

This crystal can be used as a spell focus for any spellcasting class. When you lose concentration on a spell you may spend your reaction to regain a spell slot that is one level lower than the spell you lost concentration on and store it in the dream catcher. This spell slot can only be used to cast a spell requiring concentration.

Dream Stealer

Wondrous Item (rod), Rare (requires attunement by a spellcaster)

This cast iron rod appears to be flecked with some kind of a red mineral.

This rod can be used as a spell focus for any spellcasting class. While attuned to this rod, *counterspell* and *dispel magic* are class spells for all your spellcasting classes and count as always being prepared if you can cast spells of 3rd level or higher. Whenever you use *counterspell* or *dispel magic* to stop or end a spell, the dream stealer stores that spell if you are capable of casting spells of that level. The dream stealer can only store one spell at a time and it dissipates at dawn (or another time of your GMs choosing) and until it dissipates you may cast that spell at the level it was.

Friend of the Hart

Armor (shield), Rare

This +2 shield is emblazoned with the golden antlers of a hart over a white field (argent, a pair of antlers or).

The back of this shield bears a ritual that anyone can perform using the shield as the focus. The ritual casts *phantom steed*, except it summons six spectral harts instead of a single horse. The harts remain summoned for up to 24 hours instead of just one. Anyone with a ritual book can copy the ritual regardless of their class, when performed this way the spell lasts the normal amount of time and summons just one steed, but it is still a spectral hart instead of a horse.

Hartseeker

Weapon (shortbow), Rare

This +1 shortbow is made from the white antlers of a supposedly golden stag.

This weapons bonus becomes a +3 when used against fiends and the undead. Additionally, when a silver tipped arrow is fired from this bow and strikes a fiend or undead creature it deals an additional 2d6 damage and all the damage (including the normal arrow damage) is force damage.

Helping Hand

Wondrous Item (belt), Uncommon (Requires Attunement)

This belt has a riveted on patch with a runic symbol on it.

When the command word is spoken a long spectral arm and hand emerge from the rune and obeys your mental commands. The hand can hold up to 10 lbs and cannot go more than 5 feet from you. The command word also dismisses the hand, and there is no limit to how long it can be used. In combat the helping hand gives you an additional object interaction if the hand is empty.

Port Wine

Wondrous Item, Common

This green glass bottle has a wicker basket woven around its spherical bottom.

Whenever you finish a long rest this bottle will be full of wine if you are within 50 miles of an ocean. Ironically the wine is a white wine.

Powerline

Weapon (whip), Uncommon

This whip is braided and woven from strips of leather that are black, blue, and yellow.

This whip has seven charges, as a bonus action you can spend 1 charge to make the whip deal 2d6 lightning damage instead of its normal damage until the beginning of your next turn. A creature dealt lightning damage by this weapon loses its reaction. Additionally if a creature is wearing metal armor (or is made mostly out of metal) your attacks have advantage if the powerline is dealing lightning damage. A creature dropped to 0 HP by powerline is automatically stabilized.

Spirit of Vengeance

Weapon (any weapon), Special

This weapon is possessed by a spirit that desperately wants revenge on the one who wronged it. The first time the possessed weapon is picked up the one who picked it up feels the weapons burning need for revenge, while the weapon might not know where the object of its vengeance is, the person holding the weapon will recognize them when they see them. While holding the spirit of vengeance you can cast *hunter's mark* but only targeting the object of the spirit's revenge. If you can kill that creature and land the blow with the spirit of revenge then the spirit departs and you and your allies all gain a **charm of heroism** (see DMG Chapter 7).

Curse. If you fail to find and kill the creature within 24 hours of the weapon first being picked up since the spirit possesses it, the spirit becomes angry. The weapon then changes and becomes permanently fused with the spirit, it then functions with the properties of a *sword of vengeance* (even if the weapon isn't a sword) and it will automatically attune to the holder, forcing another weapon or item to unattune if necessary.

Enemies

Ashbourne Assassin

Medium undead (any race), any non-good alignment

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	16 (+3)	11 (+0)	10 (+0)

Saving Throws Dex +7, Int +7

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances fire, poison

Senses passive Perception 14

Languages Thieves' cant plus any two languages

Challenge 9 (5,000 XP)

Assassinate. During its first turn, the ashbourne assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the ashbourne assassin scores against a surprised creature is a critical hit.

Evasion. If the ashbourne assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the ashbourne assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The ashbourne assassin deals an extra 13 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the ashbourne assassin that isn't incapacitated and the ashbourne assassin doesn't have disadvantage on the attack roll.

Spellcasting. The ashbourne assassin is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The ashbourne assassin has the following 3 spells prepared:

Cantrips (at will): *fire bolt*, *prestidigitation*

1st level (2 slot): *burning hands*

Actions

Multiattack. The ashbourne assassin makes two scimitar attacks.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage and be poisoned for one hour on a failed save, or half as much damage on a successful one. A creature poisoned this way has vulnerability to fire damage.

Fire Bolt. Ranged Spell Attack: +7 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Bloodguards

Not all intelligent undead that have the qualities of lichdom are spellcasters that have taken to the path of immortality, some of them are elite soldiers loyal to powerful necromancers. While some aspects of a bloodguard are similar to that of a lich, namely the ability to come back after being defeated, they are nowhere near as powerful as a true lich. Bloodguards are made through a ritual in which a willing participant slays a humanoid sacrifice and then consumes some of the sacrifice and their bloodbond's blood to serve as a bloodguard to their bloodbond for eternity. The secrets for performing such a ritual would assuredly only come from the darkest of arcane tomes or from some evil source such as Vecna or Orcus themselves. Bloodguards will be able to regenerate after dropping to 0 hit points after several days if their body is not destroyed and their bloodbond is still alive, alive being a relative term as liches, vampires, and other undead can and do have bloodguards.

Bloodguard Captain

Medium undead (bloodguard), usually lawful or neutral evil

Armor Class 19 (splint, shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	8 (-1)

Skills Perception +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life.

Challenge 3 (700 XP)

Bloodbond. While the bloodguard captain's bloodbond is still active, the bloodguard has advantage on saving throws versus turning undead. If the bloodbond is dead then the bloodguard has disadvantage instead. Additionally the bloodguard has disadvantage on Wisdom (insight) checks opposing their bloodbond and cannot successfully save against a spell cast by their bloodbond if the bloodbond wishes them to fail.

Life Transference (4 charges). Whenever the bloodguard captain hits a target with a melee attack they can spend charges equal to their wisdom modifier, for each charge spent this way they deal an additional 4 (1d8) necrotic damage and gain hit points equal to the necrotic damage dealt. The bloodguard captain's bloodbond can use their reaction to gain the hit points instead if they are within 60 feet and can see the bloodguard.

Actions

Multiattack. The bloodguard captain makes two melee attacks.

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

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Undead Leadership (1/Short or Long Rest). For 1 minute, the bloodguard captain can utter a special command or warning whenever an undead 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 bloodguard captain. A creature can benefit from only one Leadership die at a time. This effect ends if the bloodguard captain is incapacitated.

Enemies

Bloodguard Halberdier

Medium undead (bloodguard), usually lawful or neutral evil

Armor Class 17 (splint)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	8 (-1)

Skills Perception +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life.

Challenge 3 (700 XP)

Bloodbound. While the bloodguard halberdier's bloodbond is still active, the bloodguard has advantage on saving throws versus turning undead. If the bloodbond is dead then the bloodguard has disadvantage instead. Additionally the bloodguard has disadvantage on Wisdom (insight) checks opposing their bloodbond and cannot successfully save against a spell cast by their bloodbond if the bloodbond wishes them to fail.

Life Transference (4 charges). Whenever the bloodguard halberdier hits a target with a melee attack they can spend charges equal to their wisdom modifier, for each charge spent this way they deal an additional 4 (1d8) necrotic damage and gain hit points equal to the necrotic damage dealt. The bloodguard halberdier's bloodbond can use their reaction to gain the hit points instead if they are within 60 feet and can see the bloodguard.

Actions

Multiattack. The bloodguard halberdier makes two melee attacks.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Reactions

Hold the Line. The bloodguard halberdier can make an attack of opportunity against a target they can see that enters a threatened square. This attack deals piercing damage.

Bloodguard Knight

Medium undead (bloodguard), usually lawful or neutral evil

Armor Class 19 (splint, shield)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	8 (-1)

Skills Perception +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life.

Challenge 3 (700 XP)

Bloodbound. While the bloodguard knight's bloodbond is still active, the bloodguard has advantage on saving throws versus turning undead. If the bloodbond is dead then the bloodguard has disadvantage instead. Additionally the bloodguard has disadvantage on Wisdom (insight) checks opposing their bloodbond and cannot successfully save against a spell cast by their bloodbond if the bloodbond wishes them to fail.

Life Transference (4 charges). Whenever the bloodguard knight hits a target with a melee attack they can spend charges equal to their wisdom modifier, for each charge spent this way they deal an additional

4 (1d8) necrotic damage and gain hit points equal to the necrotic damage dealt. The bloodguard knight's bloodbond can use their reaction to gain the hit points instead if they are within 60 feet and can see the bloodguard.

Born in the Saddle. The bloodguard knight has advantage on saving throws or skill contests to stay mounted.

Harasser. The bloodguard knight doesn't provoke attacks of opportunity while mounted.

Mounted Combatant. While mounted, the bloodguard knight has advantage on melee attacks against any creature smaller than its mount.

XP Adjustment. While mounted the bloodguard knight's CR is 4 (1,100 XP), the mount itself will add XP separately. (usually a **warhorse** or **warhorse skeleton**)

Actions

Multiattack. The bloodguard knight makes two melee attacks.

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

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

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Reactions

Mounted Defense. While mounted, the bloodguard knight can use its reaction to impose disadvantage against a melee attack on its mount.

Bloodguard Shield-Breaker

Medium undead (bloodguard), usually lawful or neutral evil

Armor Class 17 (splint)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	8 (-1)

Skills Perception +4

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life.

Challenge 3 (700 XP)

Bloodbound. While the bloodguard shield-breaker's bloodbond is still active, the bloodguard has advantage on saving throws versus turning undead. If the bloodbond is dead then the bloodguard has disadvantage instead. Additionally the bloodguard has disadvantage on Wisdom (insight) checks opposing their bloodbond and cannot successfully save against a spell cast by their bloodbond if the bloodbond wishes them to fail.

Life Transference (4 charges). Whenever the bloodguard shield-breaker hits a target with a melee attack they can spend charges equal to their wisdom modifier, for each charge spent this way they deal an additional 4 (1d8) necrotic damage and gain hit points equal to the necrotic damage dealt. The bloodguard shield-breaker's bloodbond can use their reaction to gain the hit points instead if they are within 60 feet and can see the bloodguard.

Shield-Breaker. A target cannot gain the AC benefit from a non-magical shield or from wooden cover when the bloodguard shield-breaker makes a melee attack with a bludgeoning weapon.

Actions

Multiattack. The bloodguard shield-breaker makes two melee attacks.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Enemies

Corpse Cleaner

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	14 (+2)	1 (-5)	12 (+1)	5 (-3)

Saving Throws Con +5

Skills Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities blinded, deafened, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Keen Smell. The corpse cleaner has advantage on Wisdom (Perception) checks that rely on smell.

Mindless Drive. The corpse cleaner doesn't prioritize targets, it always moves to the nearest corpse or creature. It doesn't have empathy or emotion and doesn't act out of revenge, only instinct.

Regeneration. The corpse cleaner regains 5 hit points at the start of its turn if it produced at least one skeleton with its envelop action.

Spider Climb. The corpse cleaner can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The corpse cleaner makes two attacks with its pseudopods. And it can expel glue in the same action as envelop.

Envelop. The corpse cleaner attempts to move into a space occupied by a corpse or creature the same size as it or smaller. If the target is not a corpse, that creature must succeed at a DC 15 Strength or Dexterity saving throw or be enveloped. Grappled creatures have disadvantage on this saving throw, and corpses and restrained creatures do not get to make a save. An enveloped creature is blinded and restrained, it has total cover against attacks and other effects outside the corpse cleaner, and it takes 21 (6d6) acid damage at the start of each of the corpse cleaner's turns.

If the corpse cleaner takes 10 damage or more on a single turn from a creature or creatures inside it, the corpse cleaner must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all enveloped creatures, which fall prone in a space within 10 feet in front of the corpse cleaner. If the corpse cleaner dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

At the end of the turn after a corpse is enveloped or the turn after an enveloped creature dies, the appropriate skeleton emerges prone in the space behind the corpse cleaner, the corpse cleaner doesn't control them and they do whatever a skeleton would do, except the skeletons created this way are magically compelled not to harm the corpse cleaner. Their initiative count is 0.

Expel Glue (Recharge 5-6). *Ranged Weapon Attack:* +1 to hit, range 30/60 ft., one creature. *Hit:* The target is grappled by a glue like adhesive. At the start of that creatures next turn they must succeed at a DC 13 Strength saving throw or also be restrained. If they are restrained by this then at the start of their next turn they must succeed at a DC 13 Strength saving throw or be encased in the glue (treat as being petrified). As an action, the grappled target can make a DC 13 Strength check, bursting the sticky glue on a success. if they are restrained, then as an action, the target can make a DC 18 Strength check, bursting the hardening glue on a success. Once a target is petrified the hardened glue can only be attacked and destroyed to free the character (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage. If a target is hit by one pseudopod it is grappled (escape DC 16). If a target is hit by both it is grappled and restrained (escape DC 16).

Journeyman Necromancer

Medium humanoid (any race), usually non-good

Armor Class 12 (15 with *mage armor*)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (-0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. The journeyman necromancer is a 10th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The journeyman necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *animate dead*, *counterspell*, *fireball*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

Actions

Chill Touch. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 9 (2d8) necrotic damage.

Shocking Grasp. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage.

Enemies

Neo-Lich Knight

Medium undead, usually evil

Armor Class 18 (chain mail, shield)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

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

Saving Throws Con +6, Int +8, Wis +4

Skills Arcana +8, Athletics +12

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 60 ft., passive Perception 10

Languages any three languages.

Challenge 11 (7,200 XP)

Legendary Resistance (3/day). If the neo-lich knight fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed neo-lich knight gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Action Surge (1/short or long rest). On its turn the neo-lich knight can take an additional action. Before or after the additional action it may teleport up to 30 feet to an unoccupied space it can see.

Battlemagic. The neo-lich knight may cast spells with somatic components even while holding weapons or a shield in their hands, and when the neo-lich knight uses its action to cast a cantrip, it may make a weapon attack as a bonus action.

Bonded Weapon. The neo-lich knight's bonded weapons are its longsword and spear. It cannot be disarmed if it is wielding its bonded weapon. As a bonus action, they can magically teleport a bonded weapon into its hand.

Turn Resistance. The neo-lich knight has advantage on saving throws against any effect that turns undead.

Spellcasting. The neo-lich knight is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The neo-lich knight has the following 13 spells prepared:

Cantrips (at will): *fire bolt*, *frostbite*, *green flame blade*, *prestidigitation*

1st level (4 slots): *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *gust of wind*, *scorching ray*, *shadow blade*

3rd level (3 slots): *animate dead*, *counterspell*, *fireball*

Actions

Multiattack. The neo-lich knight makes two melee attacks or casts one cantrip and makes a weapon attack.

Green Flame Blade. Melee Spell Attack: This cantrip is in addition to one of the following melee attacks. *Hit:* 9 (2d8) fire damage. Additionally if there is another enemy within 5 ft. of the target, they take 13 (2d8 + 4) fire damage if the initial attack hits.

Shadow Blade. Melee or Ranged Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d8 + 4) psychic damage or 17 (3d8 + 4) psychic damage if a 3rd level spell slot was used to cast it. This attack has advantage if made in dim light or darkness

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Spear. Melee Weapon Attack: +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

Legendary Actions

The Neo-Lich Knight can take 3 legendary actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Neo-Lich Knight regains spent legendary actions at the start of its turn.

Cantrip. The neo-lich knight casts a cantrip.

Melee Attack. The neo-lich knight makes a melee attack.

Teleport (2 actions). The neo-lich knight magically teleports up to 120 feet to an unoccupied space it can see.

Ogre Taskmaster

Large giant, chaotic evil

Armor Class 14 (scale mail)

Hit Points 102 (12d10 + 36)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	11 (+0)	7 (-2)	7 (-2)

Saving Throws Str +7, Con +6

Skills Athletics +7, Intimidation +4

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant, Orc

Challenge 5 (1,800 XP)

Actions

Multiattack. The ogre taskmaster makes two attacks. Or it makes three melee attacks with its whip if all three attacks are against separate creatures.

Whip. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Orc Minion of Iuz

Medium humanoid (orc), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

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

Saving Throws Str +5

Skills Athletics +5, Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Orc

Challenge 2 (450 XP)

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

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

Actions

Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

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.