

EPIC THREATS GOBLINOIDS AND ORCS

AS MANY FIFTH EDITION CAMPAIGNS reach the upper levels of the game, Game Masters are finding the lack of high challenge rating monsters fails to provide a variety of encounters. While bounded accuracy allows hordes of lower challenge rating monsters in mobs to create a threat to high-level player characters, more high-CR monsters are needed to give your legendary encounters variety. *Epic Threats* provides creatures to challenge rating 11 or higher. This article introduces new goblinoids and orcs.

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Bugbear savages have spent their brutish lives clawing their way to the top. When a bugbear is lost and isolated in the wilderness for years, its survival depends on achieving a new level of ferocity.

Bugbear Savage

XP 20,000 (CR 18)

Chaotic evil Medium humanoid (goblinoid)

Initiative: +4

DEFENSE

AC: 20 (Unarmored Defense)

hp: 247 (26d8 + 130)

Saving Throws: Con +11, Dex +10, Cha +5

Damage Resistances: bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities: charmed, frightened, paralyzed, poisoned, stunned, and being put to sleep

OFFENSE

Speed: 40 ft.

Multiattack: The bugbear makes two attacks and can use Primal Scream.

Melee Weapon Attack—Greataxe: +13 to hit, reach 5 ft., one target. Hit: 20 (2d12 + 7) slashing damage.

Melee or Ranged Weapon Attack—Javelin: +13 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 14 (2d6 + 7) piercing damage in melee or 10 (1d6 + 7) piercing damage at range.

Primal Scream: All hostile creatures within 60 feet of the bugbear must succeed on a DC 20 Wisdom saving throw or be frightened of the bugbear until the end of its next turn. If a creature succeeds on its saving throw, this ability has no effect on that creature for 24 hours.

Retaliation: When the bugbear takes damage from a creature that is within 5 feet of it, it can make a melee weapon attack against that creature as a reaction.



STATISTICS

Str 24 (+7) **Dex** 18 (+4) **Con** 22 (+6)

Int 11 (+0) **Wis** 16 (+3) **Cha** 11 (+0)

Languages: Common, Goblin

Skills: Athletics +13, Intimidation +6, Stealth +10, Survival +9

Senses: darkvision 60 ft., passive Perception 13

TRAITS

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

Reckless: At the start of its turn, the bugbear may gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Superior 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 14 (4d6) damage from the attack.

Unarmored Defense: The bugbear can add its Constitution modifier to its Armor Class while not wearing any armor.

RECOMMENDED MAGIC ITEMS

The bugbear may be equipped with one or more of the following magic items at the GM's discretion: +2 greataxe, bronze griffon figurine of wondrous power, ring of protection, and two potions of supreme healing.

Goblin creepers are depraved champions blessed by their tribe's dark god. Infused with necrotic magic, these ritualistic killers protect their clan by silently eliminating their enemies' leaders.

Goblin Creeper

XP 15,000 (CR 16)

Neutral evil Small humanoid (goblinoid)

Initiative: +6

DEFENSE

AC: 21 (studded leather and shield)

hp: 143 (22d6 + 66)

Saving Throws: Dex +12, Con +8, Wis +7

Damage Resistances: poison; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunity: necrotic

OFFENSE

Speed: 30 ft.

Multiattack: The goblin makes two attacks.

Melee or Ranged Weapon Attack—Shadow Blade:

+12 to hit, reach 5 ft. or range 30/90 ft., one target. Hit: 14 (1d12 + 7) slashing damage and 7 (1d12) necrotic damage.

STATISTICS

Str 12 (+1) **Dex** 24 (+7) **Con** 16 (+3)

Int 15 (+2) **Wis** 14 (+2), **Cha** 20 (+5)

Languages: Common, Goblin

Skills: Insight +7, Stealth +12

Senses: darkvision 60 ft., passive Perception 12

TRAITS

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

Magic Resistance: The goblin has advantage on saving throws against spells and other magical effects.



Shadow Blade: The goblin can create a sword of shadows. The blade is summoned in the same action in which it is used to attack. If thrown, the blade reforms in the goblin's hand after the attack is resolved.

Sneak Attack: The goblin deals an extra 28 (8d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the roll. A sneak attack may only be made once per turn.

Spellcasting: The goblin's innate spellcasting ability is Charisma (spell save DC 18). The goblin may cast the following spells, requiring no material components:

At-will: *darkness*, *invisibility*

3/day each: *blindness/deafness*, *silence*

1/day each: *blight*, *contagion*, *create undead*, *finger of death*

RECOMMENDED MAGIC ITEMS

The goblin may be equipped with one or more of the following magic items at the GM's discretion: *cloak of elvenkind*, *ring of evasion*, and two *potions of superior healing*.

Hobgoblin monarchs command legions of deadly goblinoid warriors. These tyrants are generals of the highest caliber, and each has earned its crown with innumerable kills in countless battles.

Hobgoblin Monarch

XP 11,400 (CR 14)

Lawful evil Medium humanoid (goblinoid)

Initiative: +3

DEFENSE

AC: 20 (plate, shield)

hp: 218 (23d8 + 115)

Saving Throws: Int +8, Wis +8, Cha +9

Condition Immunities: charmed, frightened

Parry: The hobgoblin adds 6 to its AC against one melee attack that would hit it as a reaction. To do so, the hobgoblin must see the attacker and be wielding a melee weapon or shield.

OFFENSE

Speed: 30 ft.

Multiattack: The hobgoblin makes four attacks, only one of which may be a shield bash.

Melee Weapon Attack—Longsword: +11 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage.

Melee Weapon Attack—Spiked Shield Bash: +11 to hit, reach 5 feet., one creature. Hit: 9 (1d6 + 6) piercing damage. If the target is Large or smaller, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Melee or Ranged Weapon Attack—Javelin: +11 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (1d6 + 6) piercing damage.

Imperial Battle Cry (Recharges after a Short or Long Rest): As an action, the hobgoblin monarch rallies its soldiers with a chant of imperial glory. Friendly creatures within 30 feet who can see or hear the monarch gain a +5 bonus to attack rolls or saving throws for the duration. A creature can only benefit from one Imperial Battle Cry at a time. This effect ends if the hobgoblin can no longer give commands.



Unquestionable Command (Recharges after a Long Rest): As an action, the hobgoblin issues an imperious command to up to ten friendly creatures within 30 feet. These creatures may make a melee or ranged attack with advantage as a reaction. Goblinoids who hit with this attack always score a critical hit..

STATISTICS

Str 22 (+6)	Dex 16 (+3)	Con 20 (+5)
Int 17 (+3)	Wis 16 (+3)	Cha 18 (+4)

Languages: Common, Goblin

Skills: Athletics +10, Insight +8

Senses: darkvision 60 ft., passive Perception 13

TRAITS

Superior Martial Advantage: Once per turn, the hobgoblin can deal an extra 28 (8d6) 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.

Superior Heavy Armor Master: While wearing heavy armor the hobgoblin reduces any bludgeoning, piercing, or slashing damage taken from nonmagical weapons by 5.

RECOMMENDED MAGIC ITEMS

The hobgoblin may be equipped with one or more of the following magic items at the GM's discretion: +1 longsword, +2 plate armor, ring of jumping, and two potions of superior healing.

Orc godspeakers are mighty shamans touched by the gods of war. Their devotion in prayer and battle has been rewarded with divine gifts and spells of death and sorrow.

Orc Godspeaker

XP 11,400 (CR 14)

Chaotic evil Medium humanoid (orc)

Initiative: +2

DEFENSE

AC: 19 (half plate, shield)

hp: 190 (20d8 + 100)

Saving Throws: Wis +9, Cha +7

OFFENSE

Speed: 30 ft.

Multiattack: The orc makes two melee attacks.

Melee or Ranged Weapon Attack—Spear: +11 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 17 (1d6 + 6 plus 1d12) piercing damage.

STATISTICS

Str 22 (+6) **Dex** 14 (+2) **Con** 20 (+5)

Int 12 (+1) **Wis** 20 (+5) **Cha** 16 (+3)

Languages: Common, Orc

Skills: Intimidation +8, Religion +6

Senses: darkvision 60 ft., passive Perception 11

TRAITS

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

Blessing of the War God: The orc and its allies within 30 feet that can see the orc score critical hits with melee weapon attacks on a roll of 19 or 20.

Fury of the War God: The orc deals an extra 7 (1d12) damage when it hits with a weapon attack (already included in the attack).



Magic Resistance: The orc has advantage on saving throws against spells and other magical effects.

Spellcasting: The orc is an 18th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The orc has the following cleric spells prepared:

Cantrips (at-will): guidance, sacred flame, *thaumaturgy*

1st-level (4 slots): *bane*, *command*, *cure wounds*, *inflict wounds*

2nd-level (3 slots): *hold person*, *spiritual weapon*, *zone of truth*

3rd-level (3 slots): *animate dead*, *bestow curse*, *dispel magic*

4th-level (3 slots): *control water*, *locate creature*, *stone shape*

5th-level (3 slots): *contagion*, *flame strike*, *insect plague*, *mass cure wounds*

6th-level (2 slots): *blade barrier*, *true seeing*

7th-level (2 slots): *divine word*, *fire storm*

8th-level (1 slot): *earthquake*

9th-level (1 slot): *gate*

RECOMMENDED MAGIC ITEMS

The orc may be equipped with one or more of the following magic items at the GM's discretion: +1 *spear*, +2 *half-plate armor*, *cloak of resistance*, and two *potions of greater healing*.

Orog devastators are engines of unrelenting destruction, possessing bloodlust unheard of even among orcs. It is said the ritual used to create a devastator is a secret closely kept by a cabal of immortal shamans, but even the best-kept secret cannot remain hidden forever. Though orc tribes only turns to the ritual in times of desperation, there are those who long to abuse this ancient power.

Orog Devastator

XP 24,500 (CR 20)

Chaotic evil Medium humanoid (orc)

Initiative: +5

DEFENSE

AC: 21 (natural armor)

hp: 315 (30d8 + 180)

Saving Throws: Int +8, Wis +8, Cha +9

Damage Immunities: bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities: charmed, frightened, paralyzed, petrified, poisoned, stunned

OFFENSE

Speed: 50 ft.

Multiattack: The orog makes five attacks and can use its Frightful Presence.

Melee Weapon Attack—Greataxe: +14 to hit, reach 5 ft., one target. *Hit:* 21 (2d12 + 8) slashing damage and 9 (2d8) fire damage.

Melee or Ranged Weapon Attack—Javelin: +14 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 18 (1d6 + 8 plus 1d12) piercing damage and 9 (2d8) fire damage.

Frightful Presence: Each creature of the orog's choice that is aware of the orog and within 120 feet must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of its turn, ending the effect on itself on a success. If a creature succeeds on its saving throw, this ability has no effect on that creature for 24 hours.

Retaliation: When the orog takes damage from a creature that is within 5 feet of it, it can make a melee weapon attack against that creature as a reaction.



STATISTICS

Str 26 (+8) **Dex** 20 (+5) **Con** 24 (+6)

Int 15 (+2) **Wis** 14 (+2) **Cha** 16 (+3)

Languages: Common, Orc

Skills: Intimidation +8, Religion +6

Senses: darkvision, passive Perception 11

TRAITS

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

Fury of the War God: The orog deals an extra 7 (1d12) damage when it hits with a weapon attack (included in the orog's attack).

Limited Magic Immunity: Unless the orog wishes to be affected, it is immune to spells of 6th level or lower. The orog has advantage on saving throws against all other spells and magical effects.

Regeneration: The orog regains 15 hit points at the start of its turn.

Unrelenting Destruction: Whenever an attack, spell, or effect reduces the orog to 0 hit points, it may make a Constitution saving throw. The DC is equal to the damage inflicted. On a success, the orog instead takes no damage. On a failure, it is reduced to 0 hit points as usual.

Unholy Fire: The orog's weapon attacks are magical and deal an extra 9 (2d8) fire damage (already included in the orog's attacks).

RECOMMENDED MAGIC ITEMS

The orog devastator may be equipped with one or more of the following magic items at the GM's discretion: *berserker axe* (greataxe), *brooch of shielding*, 10 *javelins of lightning*, one *potion of growth*, and a *ring of evasion*.