



# THE TUSKCRACKER THREAT

An orc wereboar cult to vex players



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## THE TUSKCRACKER THREAT

From swamps a far lives the Tuskcracker clan. Their ways do not differ from many orc clans, aside from there being a distinct hierarchy. There are the true Tuskcrackers, robust and impressive looking orcs, they form the warriors caste led by Bolar Tuskcracker. The rest of the tribe are the hunter-gathers, craftspeople, and others each vying to impress the Tuskcrackers with their work so they may be inducted into their proper ranks.

Of note, the Tuskcrackers do not require blood relations to ascend into their clan. They seek orc, half-orc, and ogrillon alike to join, believing that a true orc empire is viable by the hands of their clan. It is unclear what the extent of this foreboding empire is, but the Tuskcrackers are covetous of ancient orc relics, seeking objects and ruin alike.

What outsiders do not know is that the Tuskcrackers are in fact wereboars. To be inducted into the warrior class is to receive their blood and ergo the “blessing” of Bolar Tuskcracker. Reports of the Tuskcrackers being immune to blows from swords, spears, and arrows are not exaggerated. Even magic seems to be all but ineffective at wounding them.

While brute force of tusk and arms is apt, it is not enough for Chieftain Bolar. He seeks to garner the attention nalfeshnee from the Abyss in order to be judged worthy of further ascension. Bolar knows that simple conquest will not do this alone. Thus he seeks to gain access to devil blood, whether taken directly from the source or of a more diluted manner such as that from a tiefling.

Presented below is an orc wereboar warrior, utilizing all the strengths of an orc enhanced by lycanthropy so as to create a more than formidable warrior. The dire wereboar is a special case where a half-ogre/half-orc is cursed with lycanthropy becoming a brutal presence on any battlefield. Finally is the orc wereboar grappler, one that has fully embraced their curse, no longer want for weapons. Note that due to their specific ritualistic spreading of the curse of lycanthropy, the Tuskcrackers are much hardier versus magic weapons, but extremely susceptible to silvered.



## ORC WEREBOAR WARRIOR

Medium humanoid (orc, shapeshifter), chaotic evil

**Armor Class** 14 (animal hides & natural armor) in humanoid or hybrid form, 12 (natural armor) in boar form.

**Hit Points** 90 (12d8+30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+1)	10 (+0)

**Skills** Intimidation +3, Perception +3

**Damage Resistances** bludgeoning, piercing, and slashing damage from magical weapons that aren't silvered and all other forms of damage that aren't silvered or radiant

**Damage Immunities** bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

**Damage Vulnerabilities** silvered weapons and moonbeam

**Senses** passive Perception 13

**Languages** Common, Orc

**Challenge** 6 (2,300 XP)

**Shapechanger.** The orc wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Charge (Boar or Hybrid Form Only).** If the orc wereboar moves at least 15 feet straight toward a target and then hits with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed at a DC 14 Strength saving throw or be knocked prone.

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

**Relentless (Recharges after a Short or Long Rest).** If the orc wereboar takes 15 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** The orc wereboar makes three attacks, only one of which can be with its tusks.

**Greataxe.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+3) slashing damage.

**Tusks (Boar or Hybrid Form Only).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage. If the target is a humanoid, it must succeed at a DC 14 Constitution saving throw or be cursed with lycanthropy. Orcs and half-orcs have disadvantage on this saving throw.

## DIRE WEREBOAR OGRILLON

Large giant (orc, shapeshifter), chaotic evil

Armor Class 11  
Hit Points 152 (16d10+64)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	6 (-2)	9 (-1)	10 (+0)

Skills Intimidation +8

**Damage Resistances** bludgeoning, piercing, and slashing damage from magical weapons that aren't silvered and all other forms of damage that aren't silvered or radiant

**Damage Immunities** bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

**Damage Vulnerabilities** silvered weapons and *moonbeam*

**Senses** passive Perception 9

**Languages** Common, Orc

**Challenge** 12 (8,400 XP)

**Shapechanger.** The dire wereboar can use its action to polymorph into a boar-giant hybrid or into a giant boar, back into its true form, which is a half-ogre. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Charge (Giant Boar or Hybrid Form Only).** If the dire wereboar moves at least 15 feet straight toward a target and then hits with its tusks on the same turn, the target takes an extra 11 (3d6) slashing damage. If the target is a creature, it must succeed a DC 17 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest).** If the dire wereboar takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### ACTIONS

**Multiattack (Giant or Hybrid Form Only).** The dire wereboar makes three attacks, only one of which can be with its tusks.

**Greatclub.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+5) bludgeoning damage.

**Tusks (Giant Boar or Hybrid Form Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (3d6+3) slashing damage. If the target is a humanoid, it must succeed a DC 16 Constitution saving throw or be cursed with lycanthropy. Orcs and half-orcs have disadvantage on this saving throw.

## ORC WEREBOAR GRAPPLER

Medium humanoid (orc, shapeshifter), chaotic evil

Armor Class 15 (natural armor) in humanoid or hybrid form, 14 (natural armor) in boar form.  
Hit Points 119 (14d8+56)  
Speed 30 ft.

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

**Saving Throws** Strength +7, Con +7

**Skills** Athletics +7, Intimidation +3

**Damage Resistances** bludgeoning, piercing, and slashing damage from magical weapons that aren't silvered and all other forms of damage that aren't silvered or radiant

**Damage Immunities** bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

**Damage Vulnerabilities** silvered weapons and *moonbeam*

**Senses** passive Perception 10

**Languages** Common, Orc

**Challenge** 8 (3,900 XP)

**Shapechanger.** The orc wereboar can use its action to polymorph into a boar-humanoid hybrid or into a boar, back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Charge (Boar or Hybrid Form Only).** If the orc wereboar moves at least 15 feet straight toward a target and then hits with its tusks on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed a DC 15 Strength saving throw or be knocked prone.

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

**Relentless (Recharges after a Short or Long Rest).** If the orc wereboar takes 16 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** The orc wereboar makes three attacks or two attacks and Brace Up.

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

**Wrestling.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* target is grappled or knocked prone.

**Tusks (Boar or Hybrid Form Only).** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage. If the target is a humanoid, it must succeed a DC 15 Constitution saving throw or be cursed with lycanthropy. Orcs and half-orcs have disadvantage on this saving throw.

**Brace Up.** Gain 1d8+7 temporary hit points.

### REACTIONS

**Quick Pin.** As an opportunity attack, the orc wereboar can make two Wrestling attacks.

