Orc

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Common | Large | Neutral evil | Humanoid

Orcs are ugly looking human-like creatures. Their stooped posture, piggish faces and curling tusks protruding from their mouths add to their savage appearance.

Armor Class	Hit Points	Move
14	4 *(1 Hit Dice)*	walk 120 ft
Appearing	2d4	
Habitat	Any	
Negotiation	yes	
Morale DC	8	
Challenge	0.5 (150 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
3	1	2	-2	-1	0

Combat

Has 1 attack. Hit Bonus +1. Damage Fists. 1d8 +3 or by weapon damage

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Treasure

Individual: 2d6 gp

Lair: 1d12×1,000 cp (50%), 1d6×1,000 sp (40%), 1d6 gems (25%), 1d3 jewelry (20%), 2d4 potions (40%)