

THUNDERHORN TRIBE

The Thunderhorn tribe are orcs native to the Spine of the World (Forgotten Realms Setting). I used them several times during my Storm King's Thunder campaigns, during chapter 4 when the players have to traverse the mountains to reach the Eye of the Allfather.

The Thunderhorns are a nomadic tribe of hardened orcs that have taken to domesticating woolly rhinos as their mounts. On the backs of their mounts of choice they ambush and lay waste to any careless adventuring party that dares to traverse the Spine of the World (assuming your party does not just use Zephyros' flying tower to reach the Eye of the Allfather).

During the shattering of the Ordening during the events of Storm King's Thunder they were usurped by a powerful Orc Warlord named "Cold-Eye Manslayer" who lead them further up north than their usual hunting grounds and had them patrol the mountains and attack anyone who trespassed. This was because "Cold-Eye" is actually a Frost Giant named Luttir the Meak, who knows of the location of the Eye of the Allfather and wants to keep anyone from accessing it.

Luttir never believed in the Ordening, as he was born frail and unfit for battle. He became an outcast in Frost Giant society, but in a twist of fate magic manifested in his icy veins. In contrast to his kin, Luttir uses deception and magic to get what he wants. Honor means little to him, as it often was used as justification for the abuse he suffered. When the Ordening was gone, he felt freed and unshackled. In his eyes it was a tool of oppression and he swore to do anything he can to keep the Ordening from being reinstated. He cares little for the suffering of the little folk caused by the giants in disarray. He is convinced that in time the giants will grow accustomed to their new found freedom and the world will heal.

I used Luttir in my game to bring up a counterpoint to the heroes quest. Maybe the Ordening would be better off gone. After all, it enforces many of the worst perceived habits of giantkind. It is unlikely that Luttir would convince any of the heroes of his point of view, since the little folk would suffer the most in the chaos, but maybe the encounter with Luttir could put some perspective into a black-and-white world view that the heroes might have.

Affiliated Creatures

As mentioned before, the thunderhorn tribe rides domesticated woolly-rhinos into battle. Use the basic rhinoceros to represent these rhinos. Deep within their caves that the Thunderhorn tribe calls home, they keep other beasts, either as resources, or as guardians. Cave bears and giant bats are to be expected to be encountered by anyone who dares to invade the tribe's base of operation.

DM Tuz Table Scraps: Thunderhorn Tribe

THUNDERHORN RAIDER

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	9 (-1)	12 (+1)	8 (-1)

Proficiency +2

Skills Animal Handling +5, Athletics +5

Senses darkvision 60 ft. passive Perception 11

Languages Giant, Orc

Challenge 1 (200 XP)

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

Battle Fury. When the thunderhorn raider hits a creature with a melee weapon attack, its melee weapon attacks targeting the same creature have advantage until the beginning of the raider's next turn.

ACTIONS

Multiattack. The thunderhorn raider makes 2 weapon attacks.

Handaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Handaxe (Thrown). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6+3) slashing damage. The thunderhorn raider carries 4 handaxes.

THUNDERHORN HUNTER

Medium humanoid (orc), chaotic evil

Armor Class 15 (leather armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Proficiency +2

Skills Animal Handling +5, Perception +3, Survival +5, Stealth +4

Senses darkvision 60 ft. passive Perception 13

Languages Giant, Orc

Challenge 1 (200 XP)

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

Takedown Strike (1/turn). Once per turn, when the thunderhorn hunter deals damage to a creature that was hit by an attack of one of the hunter's allies since the hunter's last turn, it deals an additional 4 (1d8) damage.

ACTIONS

Multiattack. The thunderhorn hunter makes 2 weapon attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

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

THUNDERHORN WILD SPEAKER

Medium humanoid (orc), chaotic evil

Armor Class 16 (hide armor, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	9 (-1)	14 (+2)	12 (+1)

Proficiency +2

Skills Animal Handling +6, Intimidation +3, Nature +1

Senses darkvision 60 ft. passive Perception 12

Languages Giant, Orc

Challenge 3 (700 XP)

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

Beastial Might. The wild speaker deals an extra 4 (1d8) damage when it hits with a weapon attack (included in the attack).

Spellcasting. The wild speaker is a 6th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The wild speaker has the following cleric spells prepared.

Cantrips (at-will): *Guidance, Resistance, Thaumaturgy*
1st level (4 slots): *Animal Friendship, Bless, Command, Speak with Animals*
2nd level (3 slots): *Barkskin, Spike Growth, Spiritual Weapon (Spear)*
3rd level (2 slots): *Spirit Guardians, Plant Growth, Wind Wall*

ACTIONS

Multiattack. The thunderhorn raider makes 2 weapon attacks.

Handaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Handaxe (Thrown). *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 6 (1d6+3) slashing damage. The thunderhorn raider carries 4 handaxes.

REACTIONS

Dampen Elements (Recharge 4-6). The wild speaker grants resistance against an incoming instance of acid, cold, fire, lightning or thunder damage dealt to an ally within 30 ft. of the wild speaker. To do so, the wild speaker must see the source of the incoming damage.

THUNDERHORN BEASTRIDER

Medium humanoid (orc), chaotic evil

Armor Class 16 (hide armor or shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	9 (-1)	12 (+1)	8 (-1)

Proficiency +2

Skills Animal Handling +5, Athletics +5, Perception +3

Senses darkvision 60 ft. passive Perception 13

Languages Giant, Orc

Challenge 4 (1,100 XP)

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

Beastial Carnage. While mounted, the thunderhorn beastrider deals an additional dice of damage with melee weapon attacks (included in the attack).

Confident Rider. While mounted, the thunderhorn beastrider has advantage on saving throws against being pushed, pulled and being knocked prone.

Thundering Charge (1/turn). If the thunderhorn beastrider's mount moves at least 20 ft. directly towards a creature and the beastrider hits it with a melee weapon attack on the same turn, it deals 11 (2d10) additional damage.

ACTIONS

Multiattack. The thunderhorn beastrider makes 2 weapon attacks.

Battleaxe (One-Handed). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage plus 4 (1d8) damage when mounted.

Battleaxe (Two-Handed). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) slashing damage plus 5 (1d10) damage when mounted.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6+4) piercing damage plus 3 (1d6) damage when mounted and attacking with a melee attack.

“COLD-EYE MANSLAYER”

Huge giant, chaotic neutral

Armor Class 15 (patchwork armor)

Hit Points 114 (12d12 + 36)

Speed 30 ft. (40 ft. when in giant form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	17 (+3)	14 (+2)	12 (+1)	18 (+4)

Proficiency +3

Skills Deception +7, Perception +4, Persuasion +7

Damage Immunities cold

Senses passive Perception 14

Languages Common, Bothii, Orc, Giant

Challenge 8 (3,900 XP)

True Nature. “Cold-Eye Manslayer” is a frost giant in disguise, a medium size humanoid (orc). The glamor that hides his true form is magical in nature and is treated as if it is a 5th level illusion spell. The glamor breaks when dispelled, or “Cold-Eye” is reduced to below 30 hit points or killed. A creature can make a DC 17 Perception or Insight check to see through “Cold-Eyes” disguise.

Subtle Spell (3/day). “Cold-Eye” casts a spell without any somatic or verbal components.

Spellcasting. The “Cold-Eye” is a 6th level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). “Cold-Eye” can cast the following sorcerer spells:

Cantrips (at-will): *Ray of Frost, Friends, Mage Hand*
1st level (4 slots): *Armor of Agathys, Disguise Self, COmprehend Languages, Shield*
2nd level (3 slots): *Darkvision, Hold Person, Invisibility, Suggestion*
3rd level (2 slots): *Counter Spell, Greater Image, Sleet Storm*

ACTIONS

Multiattack. “Cold Eye Manslayer” makes 2 weapon attacks.

Battleaxe (One-Handed). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) slashing damage. This attack’s reach is 10 ft. when “Cold Eye” is in his true form.

Battleaxe (Two-Handed). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (3d10+4) slashing damage. This attack’s reach is 10 ft. when “Cold Eye” is in his true form.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (3d4+4) bludgeoning damage.

Rock (Giant Form Only). *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 26 (4d10+4) bludgeoning damage.

DM Tuz Table Scraps: Thunderhorn Tribe Thunderhorn Hammer

The Thunderhorn Hammer is a magic maul created from the ivory of an ancient mammoth. The head of the maul is hollow and has a mouth piece, allowing it to be used as a mighty horn. The Thunderhorn tribe reveres this weapon as a holy artifact and keep it in their shrine of Gruumsh. Its horn is always sound to call for Gruumsh’s attention, so that their god can witness their ceremonies and sacrifices performed in his honor.

THUNDERHORN HAMMER

Magic maul (uncommon), requires attunement

The thunderhorn hammer is a magic maul that has 1 charge. While holding it, you can use an action to expend 1 charge to blow into the mouth piece and cast thunderwave at 2nd level (spell save DC 12). The thunderhorn hammer regains 1 charge daily at dawn, or when you score a critical hit with an attack made with the hammer against a creature of challenge 1/4 or higher.