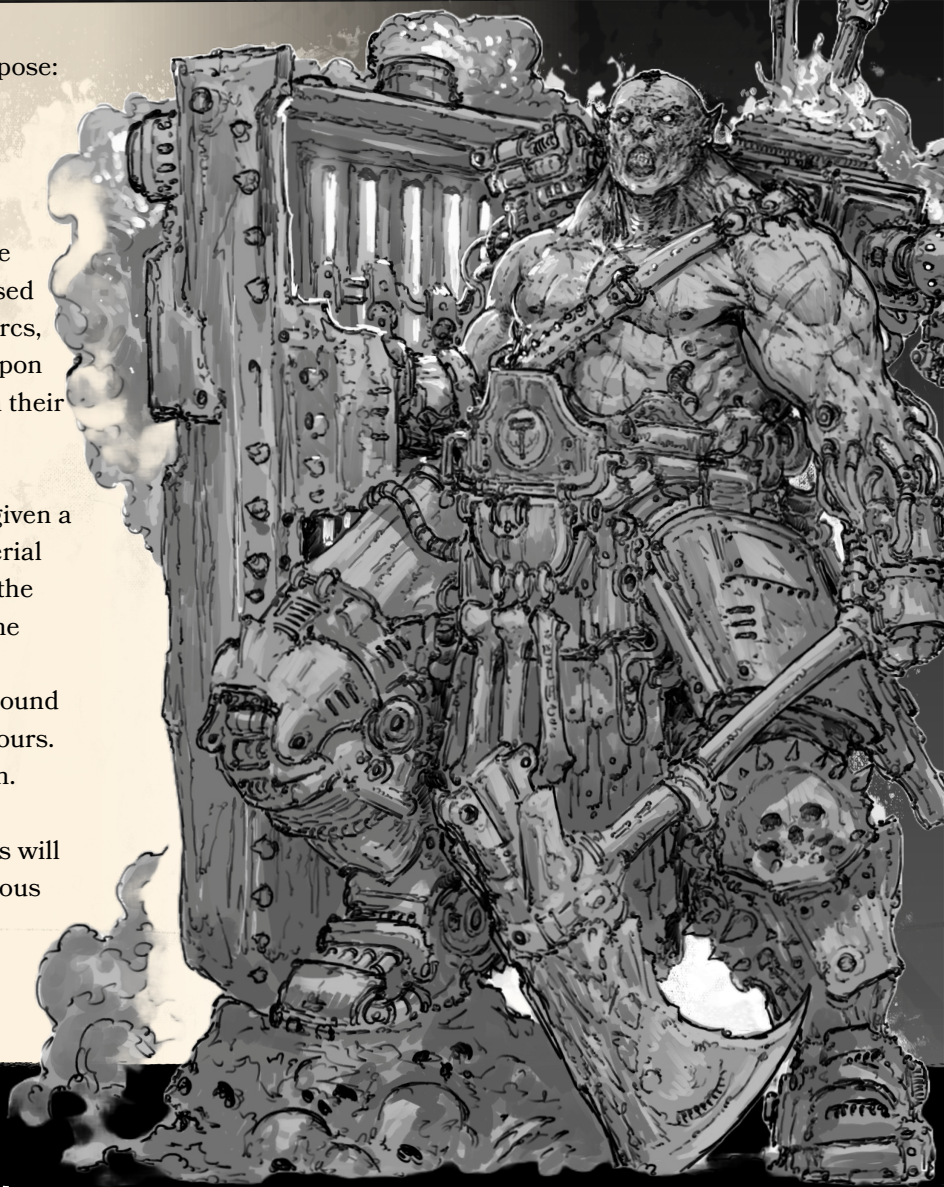


Forge Guards are selected from their broods for one purpose: to protect their Forge Lord in battle. They are uniquely equipped with massive repulsor shields which are both protection and weaponry in one. The power core of the repulsor shield provides an anti-grav effect; reducing its weight, and repelling projectiles. The energy that the core produces is pressurized and contained, and can be released through the front of the shield in a wave of fire. Like all orcs, the Forge Guards have little training. Instead, they rely upon the genetic memory that is imprinted upon them through their weaponry.

When an orc is selected for the guard position, they are given a powerful forge weapon that bonds to them. Genetic material from the previous owner of the weapon is transferred to the new owner. Utilizing a symbiotic virus, it binds itself to the new host. This virus codes thousands of new proteins, spreading from cell to cell, rebuilding the orc from the ground up. The process, while agonizing, is over in a matter of hours. The new orc is stronger, and faster than its previous form. Most significantly, vast new neural pathways are formed, rebuilding and mimicking those of the previous host. This will leave the warrior with some of the memories of the previous hosts, along with the instincts and knowledge of an experienced warrior.



ORC FORGEWARD

MEDIUM HUMANOID, LAWFUL NEUTRAL

Armour Class 16 (Repulsor Shield)

Hit Points 90 (12d8+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	10 (+0)	8 (-1)

Saving Throws STR +7, CON +5

Skills Athletics +7

Senses darkvision 60 ft., Passive Perception 10

Languages Common, Orc

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Repulsor Shield. The Forgeguard wields a massive repulsor shield that provides both protection and weaponry. The shield grants a +2 bonus to AC. Additionally, the power core of the repulsor shield has an anti-gravity effect, reducing its weight, and can repel projectiles. Once per short rest, the Forgeguard can release the pressurized energy through the front of the shield in a 15-foot cone. All creatures in that area must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much on a successful one.

Genetic Memory. When selected for the guard position, the Forgeguard undergoes a genetic transformation through a symbiotic virus. This process grants the Forgeguard memories, instincts, and knowledge from the previous wielder of its forge weapon. The Forgeguard gains advantage on Intelligence-based skill checks related to the memories of its predecessors.

ACTIONS

Multiattack. The Forgeguard makes two melee attacks: one with its forge weapon and one with its repulsor shield.

Forge Weapon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) slashing damage.

Repulsor Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away and knocked prone.