



BADLAND ORCS

MARCH RELEASE

**STATBLOCKS FOR 5E
CAMPAIGNS**

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Credits

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Written and designed by Miłosz Gawęcki

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Badland Orcs

The deep canyons with dangerously serrated edges and the surrounding barren fields make Mazgar an inhospitable place to live. Inhabited by a menagerie of deadly monstrosities and wild animals, the region is believed to be void of any intelligent life. Stories as old as the Felorian Myths tell of magnificent dragons that once had lairs in the jagged walls of the Mazgar Canyons. These ancient beasts are all gone now according to popular belief, but they are most certainly not forgotten. Unbeknownst to many, an enduring tribe of orcs, calling themselves Scaleclaws, inhabits the canyons. The tribe reveres the dragons and believes they are not gone many years ago, when the first orcs came to Mazgar, they found a giant stone-like egg. To this day, it is the tribe's best-kept secret. All details regarding the egg's location and condition are kept purposely vague for the majority of the orcs. Many claim it has already hatched and the tribe's elders are raising their own dragon.

War and Honor. Warfare and combat are strong elements of the Scaleclaws' culture. All orcs are raised to become warriors and many learn to swing a weapon before they can properly speak. It does not mean they are simple brutes, as humans and other races tend to believe. On the contrary, combat is highly regarded among the orcs who in fact oppose mindless bloodshed and brutality. The Scaleclaw orcs are proud people for whom honor is one of the greatest values.



Scaleclaw Grunt

Becoming a grunt in the Scaleclaw army is one of the great honors a young orc can achieve. They are soldiers who dedicate their lives to the protection of the tribe. Several groups of grunts station in various outposts across the Mazgar Canyons and beyond, making sure no threat can slip past them. These warriors hunt dangerous monsters, fight roaming brigands, and are ready to face everything the hostile world can throw at them.



Scaleclaw Grunt

Medium humanoid (orc), true neutral

Armor Class 15 (scale mail armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	11 (+0)

Skills Athletics +5, Intimidation +2

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 1 (200 XP)

Relentless Endurance (1/Day). When reduced to 0 hit points, the grunt drops to 1 hit point instead.

Actions

Multiattack. The grunt makes two melee attacks.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Bonus Actions

Aggressive. The grunt can move up to its speed toward a hostile creature it can see.

Scaleclaw Fury. If the grunt hits with two melee attacks on its turn, it can make a third melee attack. This attack deals an extra 3 damage.

Reactions

Aggressive Defense. If a creature within 5 feet of the grunt hits it with a weapon attack, the grunt can make a melee attack against the attacker.

Scaleclaw Deadeye

Some grunts with a smaller physique undergo rigorous training to find a more suitable role. They become the tribe's scouts and ambushers, faster and more agile than other warriors. Equipped with arrows enchanted by the Scaleclaw shamans, these orcs are relentless skirmishers who can outrun most foes and defeat them from a safe distance by literally raining down fire from the skies.

Looking for Signs. Each outpost is manned by at least one deadeye to assist grunts in patrol duties. Many more of these scouts, however, roam the fringes of Mazgar with a single task—to find signs, or remains, of ancient dragons. Once located, Deadeyes must ensure the safety of the remains until an elemental guardian, called a stone watcher, is bound to that place. Anyone or anything that might want to claim the draconic secrets for themselves becomes a target.



Scaleclaw Deadeye

Medium humanoid (orc), true neutral

Armor Class 16 (studded leather armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	13 (+1)	15 (+2)	12 (+1)

Skills Athletics +4, Perception +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Orc

Challenge 4 (1,100 XP)

Elemental Arrows. The deadeye has a quiver of enchanted arrows. Once per turn when it makes a longbow attack, it can use one of the options below:

- **Fire Arrow (2/Day).** On a hit, the target takes an extra 3 (1d6) fire damage. It takes another 3 (1d6) fire damage at the start of its next turn.

- **Ice Arrow (2/Day).** On a hit, the target takes an extra 3 (1d6) cold damage. Its movement speed is halved until the start of the deadeye's next turn.

- **Stone Arrow (2/Day).** On a hit, the target and all creatures within 5 feet of it take 5 (2d4) bludgeoning damage.

- **Wind Arrow (2/Day).** On a hit, the target becomes restrained until the end of its next turn as a sudden uplift suspends it a few feet above the ground.

Relentless Endurance (1/Day). When reduced to 0 hit points, the grunt drops to 1 hit point instead.

Actions

Multiattack. The deadeye makes two longbow attacks.

Longbow. *Ranged Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Reactions

Defensive Tumble. After a melee attack misses the deadeye, the deadeye can move up to 10 feet in any direction without provoking opportunity attacks.

Eyes of Target. When a creature moves in the deadeye's weapon range, the deadeye can make a ranged attack against the creature.

Scaleclaw Warlord

Brilliant and stronger than most other orcs, the warlords prove themselves in countless battles showing unwavering ferocity and skill. They are unmatched in combat, which gives them the hard-earned respect of the Scaleclaws. Warlords act as generals, mentors, and community leaders on a daily basis, however, the tribe's elders and shamans maintain the seat of power. Only during a time of war, the best amongst the warlords are chosen to form a council that makes decisions for the tribe.

Feared and Respected. These respected warriors often travel to neighboring lands and act as diplomats of the tribe. They strike fear in the hearts of common people, and if everything else fails, they can impose their will on others through sheer intimidation—which does not happen as often as humans claim. The warlords gain the respect of other famous warriors and fighters and some of them earn the privilege of temporarily joining courts or councils of such factions as Regal Elves and Kairn Mesa Warlords.



Scaleclaw Warlord

Medium humanoid (orc), true neutral

Armor Class 15 (unarmored defense)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Str +7

Skills Athletics +7, Intimidation +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 6 (2,300 XP)

Reckless. At the start of its turn, the warlord can 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.

Relentless Endurance (1/Day). When reduced to 0 hit points, the grunt drops to 1 hit point instead.

Stoneclaw Blessing. The warlord's weapon attacks deal an additional die of damage (already included in the attacks).

Actions

Multiattack. The warlord makes two melee attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage or 15 (1d10 + 4) slashing damage if used with both hands.

Spinning Slash. The warlord spins and attacks up to three creatures within 5 feet of it. Make a battleaxe attack against each target.

Bonus Actions

Aggressive. The warlord can move up to its speed toward a hostile creature it can see.

Rampage (2/Day). The warlord enters a rampaging rage and gains the following effects:

- The warlord has advantage on Strength checks and saving throws.
- The warlord gains a +3 bonus to the damage rolls when using a melee weapon.
- The warlord gains resistance to bludgeoning, piercing, and slashing damage.

The rampage lasts for 1 minute or until the warlord drops to 0 hit points.

Scaleclaw Fury. If the warlord hits with two melee attacks on its turn, it can make a third melee attack. This attack deals an extra 4 damage.

Bonus Actions

Aggressive Defense. If a creature within 5 feet of the warlord hits it with a weapon attack, the warlord can make a melee attack against the attacker.

Scaleclaw Punisher

Medium humanoid (orc), true neutral

Armor Class 18 (plate armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Str +7, Con +7, Wis +4

Skills Athletics +7, Intimidation +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 8 (3,900 XP)

Punishment Over Death. If damage reduces the punisher to 0 hit points, it can die only at the end of its next turn. If the punisher deals damage to its prey during that turn, the punisher regains 1 hit point instead.

Punish (1/Turn). When the punisher hits a creature designated as prey by its Obliterate bonus action with a weapon attack, the attack deals an additional 7 (2d6) damage.

Unbent Dedication. If the prey is within 60 feet of the punisher and the punisher can see or hear it, the punisher is immune to the charmed and frightened conditions.

Actions

Multiattack. The punisher makes three melee attacks.

Spiked Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage plus 7 (3d4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 7 (3d4) piercing damage at the start of its next turn on a failed save, or half as much damage on a successful one.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. A creature of the punisher's choice within 5 feet of the target must succeed on a DC 15 Dexterity saving throw or take the same damage.

Incinerate (Recharge 6). The punisher releases a wave of fire in a 15-foot-cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Aggressive. The punisher can move up to its speed toward a hostile creature it can see.

Obliterate (2/Day). The punisher designates one creature that it can see within 30 feet as its prey. The punisher can have only one prey at a time.

Scaleclaw Fire (1/Day). The punisher ignites his weapons. Until the end of its next turn, all its weapon attacks deal an additional 9 (2d8) fire damage.

Bonus Actions

Aggressive Defense. If a creature within 5 feet of the warlord hits it with a weapon attack, the warlord can make a melee attack against the attacker.

Scaleclaw Punisher

An orc who falls in combat and is later brought back to life by a shaman becomes a Punisher. They are almost unstoppable killing machines clad in iron armor. They know no fear or remorse. Their sole purpose of existence is to inflict pain and punish the enemies of the Scaleclaws.

Punishment Beyond Reason. People who encounter a Punisher often wonder whether the orc inside the armor is dead or alive. Many pick the easy answer, seeing such a ferocious warrior ridden of all emotions and feelings as the result of dark magic. In truth, the Punishers are living beings who sacrifice their personality and emotions to strengthen their dedication during a shamanistic ritual.



Stone Watcher

Known as the Egg Guard, stone watchers are elemental spirits bound by the Scaleclaw shamans to protect the dragon egg and the most sacred sites in the Mazgar Canyons. The shamans wake them using ancient residual magic still lingering in the deepest and most unwelcoming ravines. The elementals' connection to the land is tremendously strong and the shamans believe this magic is somehow connected to the dragons. Maybe the elementals were initially created by the giant wyrms or maybe the elementals revere them as gods. One thing is certain, the stone watchers perform their duties without fail and seem to grow stronger the longer they are bound to the Mazgar Canyons



Stone Watcher

Huge elemental, true neutral

Armor Class 18 (natural armor)

Hit Points 115 (11d12 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	7 (-2)	11 (+0)	7 (-2)

Saving Throws Str +9, Con +8

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; cold, lightning

Senses darkvision 60 ft., passive Perception 11

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Languages understand the language of its summoner but can't speak

Challenge 9 (5,000 XP)

False Appearance. While the watcher remains motionless, it is indistinguishable from an inanimate rock formation.

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

Regeneration. The watcher regains 10 hit points at the start of its turns as long as it touches a natural surface. If the watcher takes necrotic damage, this trait doesn't function at the start of the watcher's next turn. The watcher dies only if it starts its turn with 0 hit points and doesn't regenerate.

Siege Monster. The watcher deals double damage to objects and structures.

Actions

Multiattack. The watcher makes three slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

Extended Push. The watcher extends its arm up to 45 feet. The first creature on its path must succeed on a DC 17 Dexterity saving throw or be pushed by the arm up to the maximum distance. If the watcher pushes the creature into terrain or a structure, the creature takes 28 (8d6) bludgeoning damage and becomes stunned until the end of its next turn.

Reaction

Grappling Roots. When the watcher is hit with a melee weapon attack, it can attempt to grab the weapon. The attacker must succeed on a DC 17 Strength or Dexterity saving throw (the attacker's choice) or lose its weapon as the watcher grabs it in its swirling roots. The attacker, or another creature, must use its action to make a DC 17 Strength or Dexterity check to release the weapon.

Trak'sahr

Trak'sahr always aimed to be self-sufficient and independent. He graduated from the Procurian Academy of Magic Arts with the highest marks and honorary titles reserved for the best few students. In the following years, he became known in the Northbound province for trapping and destroying the minions of the Great Ursa Empire that were advancing toward various settlements. People praised the dragonborn, but, for him, these achievements felt small. Trak'sahr did not need approval from humans, for he aspired to become the follower of a great dragon of legend that can inspire him and other like-minded individuals. He wanted to serve a benign that would grant more powers and strike fear in people not because he needed some form of guidance. Trak'sahr dreamt about a strong union of dragons and their smaller kin that could raise to rule the world.

Draconic Wanderer. The dragonborn left society to venture out into the unmapped, uninhabitable wilderness, searching for his new master. This great, decade-spanning journey led him to the Scattering Bog, rumored home of a notorious black dragon. The sparse communities living in the swamp's vicinity warned Trak'sahr not to seek out the wyrm, but he was persistent. When the dragonborn did not turn back, the people of the Scattering Bog attacked him, believing that he came to kill the dragon and claim its treasures. A magical illness was weakening the beast and these people were its servants. Oblivious to their intent, Trak'sahr obliterated the attackers and went on to find the black dragon.

Uneven Partnership. Almost succumbing to a swamp fever himself, the dragonborn finally reached the lair of the black dragon in a submerged cave system. He was disgusted and speechless at the sight of a weak and defenseless wyrm. He journeyed all this way to find a mere shadow of a dragon who needed the protection of lesser races. Trak'sahr was about to leave, but a gift from its hoard persuaded him to aid the dragon. A tome of magic rituals, and within it, secrets of the black dragonflight, was a most enticing offer.

In return, Trak'sahr promised to find a cure for the dragon's magical illness. Now, he is back on the road, and each day, he learns from the tome granted to him by the wyrm. Maybe that is enough, maybe he will not need to return to the dragon after all...

Personality Trait. My heritage puts me above others. I care not for the dealings of the meeker races.

Ideal. The dragons shall return and rule the world.

Bond. As long as I gain power, I'll continue to help the sickened dragon.

Flaw. I often omit crucial details because I'm too proud to notice them.

Trak'sahr

Medium humanoid (dragonborn), lawful evil

Armor Class 13 (15 with mage armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	14 (+2)	15 (+2)	16 (+3)	13 (+1)	16 (+3)

Saving Throws Con +3, Int +5

Skills Arcana +5, Deception +5, History +5, Survival +3

Damage Resistances acid

Senses passive Perception 11

Languages Common, Draconic

Challenge 2 (450 XP)

Tome of Draconic Secrets (1/Day). Trak'sahr can attune himself to any type of dragon, changing his damage resistance and breath weapon damage type to one of the following: acid, cold, fire, lightning, poison.

Actions

Multiattack. Trak'sahr makes two Glaive or Firemote attacks.

Glaive. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. Hit: 3 (1d10) slashing damage.

Firemote. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. Hit: 4 (1d8) fire damage. Each creature within 5 feet of the target must succeed on a DC 13 Dexterity saving throw or take 4 (1d8) damage.

Spellcasting. Trak'sahr casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 13):

At will: mage hand, poison spray

1/day each: *expeditious retreat*, *fear*, *fly hold person*, *mage armor*, *ray of enfeeblement*,

Breath Weapon (Recharge 6). Trak'sahr exhales acid in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much on a successful one.

Bonus Actions

Misty Step (1/Day). Trak'sahr teleports up to 30 feet to an unoccupied space he can see.



Zarrik Emberdark

The captain of the Flamboyant Duchess is well known for his rash attitude, which often gets him in trouble. Zarrik Emberdark is a respected pirate and a successful privateer, nonetheless. When they see his ship, the royal navy usually gives him and his crew a pass, even if he is not working for the crown at that moment. Zarrik tries to pick his contracts and targets carefully—on one hand, he is concerned about his future prospects, and on the other, he is aware he might become an outlaw in the blink of an eye.

Firemate. When he was a teenager scraping deck boards, other sailors believed he brought bad luck. For Zarrik is a firebond, which means he has a fire elemental bloodline, and no one ever wants their ship set on fire out on open water. Thankfully for him, this never happened, and in time, other crewmates began to respect him. It was during the Battle of Ankquois Strait that Zarrik earned their total trust and admiration.

Together with a small group of five sailors, he sneaked aboard the Flamboyant Duchess, which had been commandeered by a renegade admiral from Herionan Kingdom. They sabotaged the ship, nearly sinking her. Zarrik challenged the admiral to a duel and in this even-sided and lengthy fight, he displayed phenomenal skill and prowess. The spectators saw the admiral fall into water swarming with sharks, but somehow, the firebond knows deep down that his opponent managed to escape with his life.

New Crew, Old Grudges. Zarrik took over the Flamboyant Duchess with many sailors from both sides of the battle coming to join his crew. While Zarrik's former captain saw this as an act of mutiny, he was far too outnumbered to act against Zarrik at the time. While the firebond gained renown, the captain found an unexpected ally in the defeated admiral. Together, they build forces to one day launch an attack on Zarrik and send him to the bottom of the sea.

Personality Trait. I find the company of my crewmates precious, but I'm ready to sacrifice them if the situation demands it.

Ideal. Gold and gems are my truest allies.

Bond. When my ship cuts the waves, this is when I feel most alive.

Flaw. I may make sudden decisions, but I always think them through afterward!

Zarrik Emberdark

Medium humanoid (firebond), neutral good

Armor Class 16 (breastplate armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	15 (+2)	15 (+2)	12 (+1)	12 (+1)	14 (+2)

Saving Throws Str +5, Dex +4

Skills Athletics +5, Intimidation +4, Perception +3, Persuasion +4

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Common, Ignan

Challenge 3 (700 XP)

Action Surge (1/Day). Zarrik can immediately take another action on his turn.

Seasoned Sailor. Zarrik has advantage on saving throws against being pushed or knocked prone. Climbing doesn't cost him extra movement.

Actions

Multiattack. Zarrik makes two Cutlass attacks.

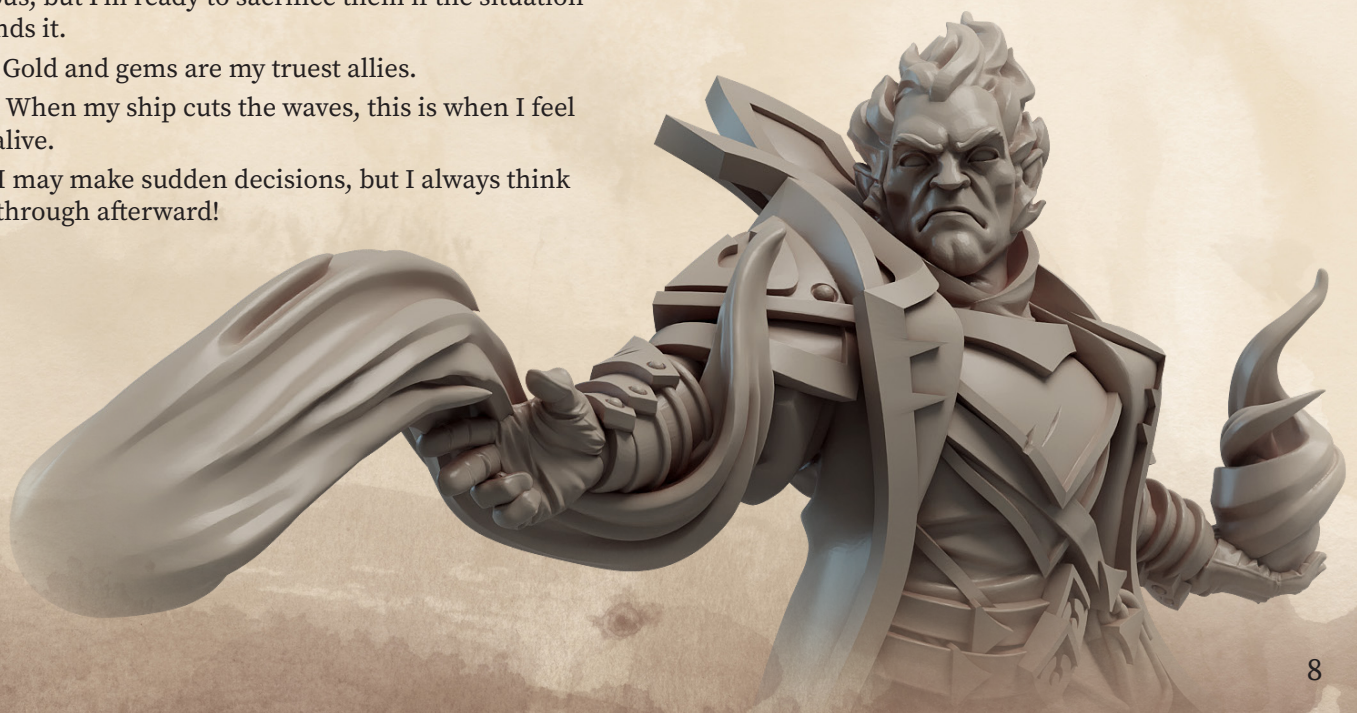
Cutlass. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) slashing damage.

Firebolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. Hit: 5 (1d10) fire damage.

Bonus Actions

Fiery Blades (2/Day). Zarrik ignites his blades. All Cutlass attacks until the end of his next turn deal an extra 3 (1d6) fire damage.

Second Wind (1/Day). Zarrik regains 10 hit points.



Calashee

As an airbond, Calashee was a performer beloved by many. For several years he worked in a circus as an acrobat, and thanks to his innate elemental powers, he was able to perform feats and skills others could only dream about. To the delight of audiences, Calashee bent the laws of mortal physique and truly danced in the air. The circus life suited him well. He traveled from town to town performing, and also performing his main job—an assassin and thief extraordinaire.

Tricks of the Trade. Calashee worked as an agent for a secretive power broker who had contacts for him in every place he visited. With the abilities of an airbond, the acrobat could easily get to inaccessible places and silently dispose of people from a safe distance. If there was a person with sensitive information, a rare magic item, or anything else of interest for the broker, Calashee was on the job.

Showstopper. This double life went well for years until the Hero of Drimborough connected the dots and discovered the pattern. After the death of a prominent priest and charitable fundraiser in her city, she investigated the murder and followed the trail of similar cases, which coincided with the circus shows. The next town the show visited, the hero was already waiting there. The same happened when the circus reached its next two destinations. The hero was patiently gaining knowledge and information on all performers and show workers.

On the Run. When Calashee set off to complete his most recent assignment, the hero followed and caught the airbond red-handed. While he managed to escape, he was compromised in the eyes of the power broker. Now, Calashee lives in the shadows, constantly looking over his shoulder as his former employer sends new assassins to get rid of the previous assassin who became a loose end.

Personality Trait. I can't afford to make new friends. They'll get caught and sell me out in an instant.

Ideal. Responsibility? The wind takes no responsibility for the broken trees.

Bond. I don't know who the power broker really is, but I must find them before their people find me.

Flaw. I'm certain my skills and abilities will always get me out of a pickle.



Calashee

Medium humanoid (tiefling), lawful evil

Armor Class 17 (half plate armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	15 (+2)	17 (+3)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Str +4, Dex +5

Skills Athletics +5, Acrobatics +3, Intimidation +5, Persuasion

Damage Resistances fire

Senses arkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 5 (1,800 XP)

Action Surge (1/Day). Kritha can take another action on her turn.

Indomitable (1/Day). Kritha can reroll a saving throw she fails. She must use the new roll.

Actions

Multiattack. Kritha makes two Mace attacks and one Whip attack.

Mace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Whip. When making a Whip attack, Kritha can choose one of the following options:

Slash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) slashing damage.

Disarm. A creature within 10 feet of Kritha must succeed on a DC 14 Dexterity saving throw or Kritha throws one item it is holding to a chosen point on ground within 10 feet of her.

Trip. A creature within 10 feet of Kritha must succeed on a DC 14 Strength saving throw or become knocked prone.

Innate Spellcasting. Kritha's spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*

1/day each: *darkness*, *hellish rebuke*

Bonus Actions

Second Wind (1/Day). Kritha regains 13 hit points.

Reactions

Parry. Kritha adds 3 to its AC against one melee attack that would hit it. To do so, the tiefling must see the attacker and be wielding a melee weapon.

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