

RED CLAW CAVALRY

Medium Orc and Mount, any alignment

Armor Class 13 (studded leather)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	14 (+2)	7 (-2)	7 (-2)

Condition Immunities restrained

Senses passive Perception 8

Languages Common, Orc

Challenge 9 (5,000 XP)

Savage Attacks. When Red Claw Cavalry scores a critical hit with a melee weapon attack, it can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

ACTIONS

Multiattack. Red Claw Cavalry makes two attacks with its Kanabo.

Kanabō. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage.

REACTIONS

Parry. Red Claw Cavalry adds 4 to its AC against one melee attack that would hit it. To do so, Red Claw Cavalry must see the attacker and be wielding a melee weapon.



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