The Overseer & Red Claw Patriarch

Large Orc and Mount, any alignment

Armor Class 18 (plate)
Hit Points 325 (31d10 + 155)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	14 (+2)	8 (-1)	8 (-1)

Condition Immunities restrained
Senses passive Perception 9
Languages Common, Orc
Challenge 13 (10,000 XP)

Legendary Resistance (2/day). If the The Overseer & Red Claw Patriarch fails a saving throw, it can choose to succeed instead.

Savage Attacks. When The Overseer & Red Claw Patriarch 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.

Freedom of Movement. The Overseer & Red Claw Patriarch ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Rampage. When The Overseer & Red Claw Patriarch reduces a creature to 0 hit points with a melee attack on its turn, The Overseer & Red Claw Patriarch can take a bonus action to move up to half its speed and make a Kanabo or a Claw Strike attack.

Actions

Multiattack. The Overseer & Red Claw Patriarch makes one attack with its Kanabo and commands one unit with Leadership.

Kanabō. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage.

Leadership. For 1 minute, The Overseer & Red Claw Patriarch can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand The Overseer & Red Claw Patriarch. A creature can benefit from only one Leadership die at a time. This effect ends if The Overseer & Red Claw Patriarch is incapacitated.

Claw Strike. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Reactions

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

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