

# Orc Punisher

*Medium humanoid (orc), chaotic evil*

---

**Armor Class** 15 (studded leather)

**Hit Points** 190 (20d8 + 100)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	10 (+0)	12 (+1)	8 (-1)

---

**Saving Throws** Strength +10, Con +9, Wis +5

**Damage Resistance** radiant

**Skills** Athletics +10, Intimidation +3

**Senses** passive Perception 11

**Languages** Common, Orc

**Challenge** 12 (8,400 XP)

---

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

**Charging Advantage.** If the orc moves at least 10 feet it has advantage on all attack rolls made before the end of its turn.

**Eye for an Eye.** Whenever the orc takes damage, it gains a number of punishing points equal to the damage taken. These points are cumulative and the orc can have a maximum of 50 punishing points. These points disappear when the orc takes a short rest.

When the orc hits a target with a melee attack, it can choose to spend any number of punishing points. The number of points the orc spends equal the number of bonus radiant damage points dealt by the attack.

## Actions

---

**Multiattack.** The orc makes four attacks.

**Greataxe.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +10 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

**Blinding Burst.** The orc spends 20 punishing points and releases a burst of radiant energy in a 20-foot-radius sphere centered on itself. Hostile creatures within the sphere must succeed on a DC 17 Constitution saving throw or take 15 points of radiant damage and become blinded until the end of the orc's next turn. Allies in the sphere heal 5 hit points.

**Fey Step.** The orc spends 5 punishing points to cast *fey step*.