

BATTLE GUARDER

Medium humanoid (Ursine), any alignment

Armor Class 16 (half plate)

Hit Points 71 (11d8 + 22)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	11 (+0)	10 (+0)	12 (+1)

Condition Immunities restrained

Senses passive Perception 10

Languages Common, Orc

Challenge 5 (1,800 XP)

Reckless. At the start of its turn, the Battle Guarder can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Martial Advantage. Once per turn, the Battle Guarder can deal an extra 18 (4d6 + 4) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the Battle Guarder that isn't incapacitated.

ACTIONS

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

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



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