

GUARDIAN

Medium humanoid (Ursine), any alignment

Armor Class 15 (studded leather, shield)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	11 (+0)	8 (-1)	9 (-1)

Condition Immunities restrained

Senses passive Perception 9

Languages Common, Orc

Challenge 7 (2,900 XP)

Shield Bash. Guardian may choose to attempt to knock its intended target prone instead of dealing damage.

ACTIONS

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

Shield Smash. If a creature is knocked prone Guardian may take a Shield Smash attack *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.



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