

ORC GUARD

Medium humanoid (orc), chaotic evil

- **Armor Class** 13 (hide armor)
- **Hit Points** 15 (2d8 + 6)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

- **Skills** Intimidation +2
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common, Orc
- **Challenge** 1/2 (100 XP)
- **Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

- **Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d12 + 3) slashing damage.
- **Javelin (Melee).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* (1d6 + 3) piercing damage.
- **Javelin (Ranged).** *Ranged Weapon Attack:* +5 to hit, reach 30/120 ft., one target. *Hit:* (1d6 + 3) piercing damage.