

ELDRITCH GUARD

Medium humanoid, lawful-good

Armor Class 18

Hit Points 33 (6d8 + 6)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	12 (+1)	12 (+3)	11 (+0)	17 (+3)

Condition Immunities swagged, drunk, melancholy

Senses passive Perception 12

Languages Any one language (usually Common)

Challenge 225 XP

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Great Weapon Fighting

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Divine Smite

Starting at 2nd level, when you hit a creature with a melee weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

Actions

Spear. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 3) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Warhammer. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 3) Bludgeoning damage.