

# Justice Bringer Commander

Version 1.00 (January 2023)

<https://www.dndbeyond.com/monsters/3205664-justice-bringer-commander>



*Medium Humanoid*

**Armor Class** 18 Plate Armor

**Hit Points** 60 (10d8 + 15)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

**Saving Throws** WIS +4, CHA +4

**Skills** [Athletics](#) +6, [Intimidation](#) +5

**Senses** Passive Perception 12

**Languages** Common

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

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**Martial Advantage.** Once per turn, the creature can deal an extra 4 (1d6) damage to a creature it hits with a weapon attack if that creature is within 5ft of an ally that isn't incapacitated.

**Under Arrest.** Once per day, the creature can cast a level 3 [Hold Person](#) with DC 18.

## Actions

**Multiattack.** The creature makes 2 melee attacks.

**Leadership.** For 1 minute, the creature can utter a special command or warning whenever a nonhostile creature that it can see within 30ft of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the creature. An ally can only benefit from one leadership die at a time. The effect ends if the commander is incapacitated.

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) [slashing damage](#), or 8 (1d10 + 3) [slashing damage](#).

**Crossbow, Hand.** *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or Range 30/120ft, one target. *Hit:* 6 (1d6 + 3) [piercing damage](#).

## Reactions

**Parry.** The creature adds +2 AC against a melee attack that would normally hit. To do so, the commander must see the attacker and wielding a melee weapon.