

Justice Bringer Guard

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<https://www.dndbeyond.com/monsters/3205606-justice-bringer-guard>



Medium Humanoid

Armor Class 16 Breastplate

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills [Athletics](#) +4

Senses Passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Under Arrest. Once per day, the creature can cast a level 2 [Hold Person](#) with DC 15.

Actions

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) [piercing damage](#).

Crossbow, Heavy. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) [piercing damage](#).