

6th-level Small Humanoid

Armor Class	Hit Points	Speed	Challenge	PB	
17 (breastplate, cloak of protection), 19 (breastplate, shield, cloak of protection)	33 (6d8 + 6)	25 ft. (7.5m), swim 25 ft. (7.5m)	—	+3	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	14 (+2)	16 (+3)	12 (+1)

Saving Throws Wis +3, Cha +1

Skills History +2, Insight +3, Medicine +3, Perception +3, Religion +2, Sleight of Hand +2, Stealth +2

Senses darkvision 60 ft. (18m), passive Perception 13

Languages Common, Rades, Abyssal, Primordial

**Keen Smell.** Thanks to your sensitive nose, you have advantage on Wisdom (Perception), Wisdom (Survival), and Intelligence (Investigation) checks that involve smell.

**Magic Resilience.** Becourse you race had to endure constant magical treatment, you have advantage on all Intelligence, Wisdom, and Charisma saves against magic.

**Nimble.** You can move through the space of any creature that is at least one size larger than yours.

**Sneaky.** You are proficient in the Stealth skill. In addition, without squeezing, you can move through and stop in a space large enough for a Tiny creature.

**Spellcasting, DC15, Spell Attack Bonus 4.** Disciple of Life: Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Blessed Healer: When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Cantrips (at will): guidance, light, sacred flame, spare the dying

1st level (4 slots): bless, cure wounds, healing word, shield of faith

2nd level (3 slots): aid, calm emotions, gentle repose, lesser restoration, prayer of healing, spiritual weapon

3rd level (3 slots): beacon of hope, magic circle, mass healing word, revivify

ACTIONS

**Channel Divinity.** (OO/Short Rest) (O/until next Dawn)

**Channel Divinity: Turn Undead.** As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. An undead of CR 1/2 or lower is instantly destroyed.

**Channel Divinity: Preserve Life.** As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

**Light Crossbow. Ranged Weapon Attack:** +2 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Lightbringer (Ruby of the War Mage attached).** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage. This +1 mace was made for a cleric of Lathander, the god of dawn. The head of the mace is shaped like a sunburst and made of solid brass. Named Lightbringer, this weapon glows as bright as a torch when its wielder commands. While glowing, the mace deals an extra 1d6 radiant damage to undead creatures.

BONUS ACTIONS

**Channel Divinity: Harness Divine Power (OO/Long Rest).** You can expend a use of your Channel Divinity to fuel your spells. As a bonus action, you touch your holy symbol, utter a prayer, and regain one expended spell slot, the level of which can be no higher than half your proficiency bonus (rounded up)

REACTIONS

**Guardian Emblem (attached on shield) (OOO/daily at dawn).** When you or a creature you can see within 30 feet of you suffers a critical hit while you're wearing the armor or wielding the shield that bears the emblem, you can use your reaction to expend 1 charge to turn the critical hit into a normal hit instead.