



## Warlord

Health Levels: 3

AC: 18 (Heavy Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Strength

Skills (+5): Athletic, Intimidation

Saves (+6): Strength, Constitution

- **Melee Weapon Attack:** +6 to hit, 1d12+4 piercing damage
- **Commanding Strike** (3 per day): The warlord attacks a target, then selects an ally within 30 feet to make a free attack the same target.



## Battle Priest

Health Levels: 3

AC: 18 (Heavy Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Wisdom

Skills (+5): Insight, Persuasion

Saves (+6): Wisdom

- **Melee Weapon Attack:** +6 to hit, 1d8+4 bludgeoning damage
- **Spiritual Weapon** (3 per day): As a bonus action, the Battle Priest creates a floating, spectral weapon within 60 ft. that lasts for 1 min. and can make a melee spell attack against a creature within 5 ft. On a hit, the target takes 1d8+6 force damage. As a bonus action on each turn, the Battle Priest can move the weapon up to 20 ft. and make an attack.



## Justicar

Health Levels: 3

AC: 18 (Heavy Armor)

Ability Checks & Saves: +3

Primary Ability (+4): Strength, Charisma

Skills (+5): Intimidation, Persuasion

Saves (+6): Strength, Wisdom, Charisma

- **Melee Weapon Attack:** +6 to hit, 2d6+3 slashing damage
- **Terrifying Strike** (3 per day): After making a melee weapon attack, the target must make a WIS save or be frightened until the end of its next turn.