

## DAWN SQUIRE

Medium • Celestial • Lawful Good

**Armor Class** 18

**Initiative** +0 (10)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

**Skills** Perception +3

**Damage Resistances** radiant

**Gear** longsword, plate

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Celestial

**CR** 1 (XP 200; PB +2)



**Bloodied - Guided Strikes.** While bloodied, the squire has advantage on its attack rolls.

**Earnest.** The squire can't lie.

### ACTIONS

**Multiattack.** The squire makes two Longsword attacks.

**Longsword.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 6 (1d8 + 2) slashing damage. While bloodied, this attack deals an additional 3 (1d6) radiant damage.

**Holy Ray.** *Ranged Spell Attack:* +4, reach 30 ft. *Hit:* 10 (3d6) radiant damage.

### REACTIONS

**Intercept.** *Trigger:* An allied creature within 5 feet of the squire is targeted by a melee attack, and the squire can see the attacker and is holding a weapon. *Response:* The attack is made with disadvantage.

## DAWN SQUIRE — WEAKER

**Armor Class** 16

**Initiative** +0 (10)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

**Skills** Perception +2

**Damage Resistances** radiant

**Gear** chain mail, longsword

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Celestial

**CR** 1/8 (XP 25; PB +2)



**Earnest.** The squire can't lie.

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 5 (1d8 + 1) slashing damage.

**Holy Ray.** *Ranged Spell Attack:* +3, reach 30 ft. *Hit:* 3 (1d6) radiant damage.

### REACTIONS

**Intercept.** *Trigger:* An allied creature within 5 feet of the squire is targeted by a melee attack, and the squire can see the attacker and is holding a weapon. *Response:* The attack is made with disadvantage.

## DAWN SQUIRE — STRONGER

**Armor Class** 18

**Initiative** +1 (11)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+2)	12 (+1)	14 (+2)	16 (+3)

**Skills** Perception +5

**Damage Resistances** radiant

**Gear** longsword, plate

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Celestial

**CR** 4 (XP 1,100; PB +2)



**Bloodied - Guided Strikes.** While bloodied, the squire has advantage on its attack rolls.

**Earnest.** The squire can't lie.

### ACTIONS

**Multiattack.** The squire makes two Longsword attacks.

**Longsword.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) slashing damage. While bloodied, this attack deals an additional 5 (1d10) radiant damage.

**Holy Ray.** *Ranged Spell Attack:* +5, reach 60 ft. *Hit:* 22 (4d10) radiant damage.

### REACTIONS

**Intercept.** *Trigger:* An allied creature within 5 feet of the squire is targeted by a melee attack, and the squire can see the attacker and is holding a weapon. *Response:* The attack is made with disadvantage.