

FAITHKEEPER

Small or Medium • Humanoid • Lawful

Armor Class 16

Initiative +1 (11)

Hit Points 71 (13d8 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	11 (+0)	17 (+3)	14 (+2)

Saving Throws Wis +5, Cha +4

Skills Insight +5, Persuasion +4, Religion +4

Gear chain shirt, holy symbol, shield, warhammer

Senses passive Perception 13

Languages Common plus one other language

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



Aura of Faith. While in a 30-foot emanation originating from the faithkeeper, the faithkeeper and its allies have advantage saving throws against being charmed or frightened, provided the faithkeeper isn't incapacitated.

ACTIONS

Multiattack. The faithkeeper makes two Warhammer attacks or uses its Holy Radiance twice.

Warhammer. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 7 (2d6) radiant damage.

Holy Radiance. *Dexterity Saving Throw:* DC 13, one creature within 60 feet that the faithkeeper can see. *Failure:* 13 (3d8) radiant damage.

FAITHKEEPER — WEAKER

Medium • Humanoid • Any Alignment

Armor Class 15

Initiative +0 (10)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Wis +4

Skills Insight +4, Persuasion +3, Religion +4

Gear chain shirt, holy symbol, shield, warhammer

Senses passive Perception 12

Languages Common plus one other language

CR 1 (XP 200; PB +2)



Aura of Faith. While in a 20-foot emanation originating from the faithkeeper, the faithkeeper and its allies have advantage saving throws against being charmed or frightened, provided the faithkeeper isn't incapacitated.

ACTIONS

Warhammer. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) bludgeoning damage plus 4 (1d8) radiant damage.

Holy Radiance. *Dexterity Saving Throw:* DC 12, one creature within 60 feet that the faithkeeper can see. *Failure:* 10 (3d6) radiant damage.

Spellcasting. The faithkeeper casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *guidance, light, spare the dying*

2/day: *calm emotions, command, detect evil and good, zone of truth*

1/day: *guardian of faith*

BONUS ACTIONS

Bolster (2/Day). One creature within 5 feet that the faithkeeper can see gains 10 (2d6 + 3) temporary hit points.

REACTIONS

Resolve (Recharge 5-6). *Trigger:* A creature the faithkeeper can see within 30 feet fails an ability check or saving throw. *Response:* The target rerolls its ability check or saving throw, possibly causing it to succeed. The target must use the new roll.

Spellcasting. The faithkeeper casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

At will: *guidance, light, spare the dying*

1/day: *calm emotions, command, detect evil and good, zone of truth*

BONUS ACTIONS

Bolster (2/Day). One creature within 5 feet that the faithkeeper can see gains 5 (1d6 + 2) temporary hit points.

REACTIONS

Resolve (Recharge 5-6). *Trigger:* A creature the faithkeeper can see within 30 feet fails an ability check or saving throw. *Response:* The target rerolls its ability check or saving throw, possibly causing it to succeed. The target must use the new roll.

FAITHKEEPER — STRONGER

Medium • Humanoid • Any Alignment

Armor Class 17

Initiative +2 (12)

Hit Points 112 (15d8 + 45)

Speed 30 ft.



STR

18 (+4)

DEX

14 (+2)

CON

16 (+3)

INT

12 (+1)

WIS

17 (+3)

CHA

14 (+2)

Saving Throws Int +4, Wis +6, Cha +5

Skills Insight +5, Persuasion +4, Religion +4

Gear chain shirt, holy symbol, shield, warhammer

Senses passive Perception 13

Languages Common plus one other language

CR 7 (XP 2,900; PB +2)

Aura of Faith. While in a 30-foot emanation originating from the faithkeeper, the faithkeeper and its allies have advantage saving throws against being charmed or frightened, provided the faithkeeper isn't incapacitated.

ACTIONS

Multiattack. The faithkeeper makes two Warhammer attacks or uses its Holy Radiance twice.

Warhammer. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 16 (3d10) radiant damage.

Holy Radiance. *Dexterity Saving Throw:* DC 14, one creature within 60 feet that the faithkeeper can see. *Failure:* 22 (4d10) radiant damage.

Spellcasting. The faithkeeper casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

At will: *guidance, light, spare the dying*

2/day: *calm emotions, command, detect evil and good, zone of truth*

1/day: *banishment, guardian of faith, flame strike*

BONUS ACTIONS

Bolster (2/Day). One creature within 5 feet that the faithkeeper can see gains 17 (4d6 + 3) temporary hit points.

REACTIONS

Resolve (Recharge 5-6). *Trigger:* A creature the faithkeeper can see within 60 feet fails an ability check or saving throw. *Response:* The target rerolls its ability check or saving throw, possibly causing it to succeed. The target must use the new roll.