

Spirit Warden

Health Levels: 3

AC: 15 (Medium Armor)

Dwarf: the spirit warden has a speed of 25 feet, darkvision to 60 feet, advantage on saves against poison, and resistance to poison damage.

Ability Checks & Saves: +3

Primary Ability (+4): Strength

Skills (+5): Nature, Survival

Saves (+6): Strength, Constitution

- Melee Weapon Attack: +6 to hit, 2d6 + 2 damage
- Grizzly Resistance (3 per day): Bonus Action. The spirit warden and its leader have resistance to all damage until the end of the spirit warden's next turn.

Healer

Health Levels: 3

AC: 18 (Heavy Armor)

Dwarf: the spirit warden has a speed of 25 feet, darkvision to 60 feet, advantage on saves against poison, and resistance to poison damage.

Ability Checks & Saves: +3

Primary Ability (+4): Wisdom

Skills (+5): Insight, Medicine

Saves (+6): Wisdom

- Orison: As an action, choose an ally the healer can see within 30 feet. On its next attack or saving throw, roll a d4 and add the result to the ally's result.
- Minor Heal (5 per day): An ally the healer can see within 30 feet regains 1d8+3 hit points.

Battle Priest

Health Levels: 3

AC: 18 (Heavy Armor)

Dwarf: the spirit warden has a speed of 25 feet, darkvision to 60 feet, advantage on saves against poison, and resistance to poison damage.

Ability Checks & Saves: +3

Primary Ability (+4): Wisdom

Skills (+5): Persuasion, Insight

Saves (+6): Wisdom

- Melee Weapon Attack: +6 to hit, 1d8+4 bludgeoning damage
- Spiritual Weapon (3 per day): Bonus Action. A floating, spectral weapon appears within 60 feet and lasts for 1 minute. The battle priest can use the weapon to make a melee attack for 1d8+4 force damage. They may move the spiritual weapon as a bonus action up to 20 feet.