

The Spouse

Medium humanoid (Elf), Cleric (domain of war)

Armor Class: 13

Hit Points: 39

Speed: 30ft

STR	DEX	CON	INT	WIS	CHA
10	14	12	10	16	13
(+0)	(+2)	(+1)	(+0)	(+3)	(+1)

Skills: Athletics +3, History +3, Intimidation +4
Perception +6, Religion +3

Saving Throws: WIS +6, CHA +4

Spellcasting. The Spouse is a 6th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The Spouse has the following cleric spells prepared:

Cantrips (at will): *Guidance*, *Sacred Flame*, *Spare the Dying*, *Word of Radiance*

Level 1 (4 Slots): *Bane*, *Cure Wounds*, *Detect Magic*, *Divine Favor*, *Guiding Bolt*, *Shield of Faith*

Level 2 (3 slots): *Hold Person*, *Lesser Restoration*, *Magic Weapon*, *Protection from Poison*, *Spiritual Weapon*

Level 3 (3 slots): *Crusaders' Mantle*, *Dispel Magic*, *Magic Circle*, *Spirit Guardians*

War Priest. When you use the Attack action, you can make one weapon attack as a bonus action. You can use this feature 3 times per long rest.

Channel Divinity. You can channel divine energy twice per short rest

- **Turn Undead:** 1 Action
- **Guided Strike.** When you make an attack roll, you can gain a +10 bonus to the roll after the roll but before knowing the result.
- **Destroy Undead.** When an undead fails its saving throw against your Turn Undead feature, it is instantly destroyed if its CR is lower than the threshold for your level.
- **War God's Blessing.** When a creature within 30 feet of you makes an attack roll, you can use your reaction to grant that creature a +10 bonus to the roll (after the roll but before knowing the result).

Fey Ancestry. You have advantage on saves against being charmed, and magic can't put you to sleep.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, 5(20) ft *Hit:* 4 (1d4+2) piercing damage.

Valenar Elves worship their ancestors and are well-trained to become heroes worthy of worship for their descendants.