

## 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.