



Huge fey, chaotic neutral

Armor Class: 17 (custom half-plate armor)

Hit Points: 170 (20d8+80)

Speed: 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	12 (+1)	18 (+4)	14 (+2)

Saving Throws: Dex +6, Int +5, Wis +8

Skills: Athletics +9, Perception +8, Persuasion +6 **Senses:** Darkvision 60 ft.; passive perception 18

Languages: Common, Sylvan **Challenge:** 12 (5,900 XP)

Blessing of the Wise God. Leoren has advantage on all saving throws against spells and other magical effects.

Blessing of the War God. Leoren has advantage on all weapon

Legendary Resistance (2/day). If Leoren fails a saving throw, he may choose to succeed on it instead.

Magic Weapons. Leoren's weapon attacks are magical.

ACTIONS

Multiattack. Leoren makes three attacks. One must be a Hammer of War attack; one must be a Hammer of Wisdom attack; the third

is made as he prefers. He may replace the third of these attacks with a use of **Spellcasting**.

Hammer of Wisdom. Melee Weapon Attack. +9 to hit, reach 10 ft., one target. Hit: 3d10+5 bludgeoning damage. Leoren may force the target to make a Wisdom saving throw (DC 16), moving up to its current movement speed away from Leoren on a failure. It does not provoke attacks of opportunity. A given target can only be forced to make this saving throw once per round.

Hammer of War. *Melee Weapon Attack*. +9 to hit, reach 10 ft., one target. Hit: 4d10+5 bludgeoning damage. This attack scores a critical hit on a roll of 18-20

Spellcasting. Leoren casts one of the following spells using Wisdom as his Spellcasting Ability (save DC 16):

- At Will. detect magic, spare the dying (range 20 ft. instead of touch), thaumaturgy
- + 3/day. healing word (2nd-level version)
- 1/day each. cure wounds (5th-level version), heat metal, spiritual weapon (2nd-level version; takes the shape of a hammer)

BONUS ACTIONS

Ruler of the Pride. Leoren allows one creature within 60 feet of it to spend its reaction to make a weapon attack.

