

CAPTAIN JON GARLAND

LEVEL 8 PALADIN

OATH OF DEVOTION

Medium Human Male, Lawful Neutral

- **Armor Class** 20 (plate, shield)
- **Hit Points** 68 (8d10 + 24)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	13 (+1)	11 (+0)	15 (+2)

Saving Throws +4 to all (Aura and Proficiency)

Skills Insight +4, Intimidation +6

Senses passive Perception 10

Languages Common, Sylvan

Challenge 5 (1800 XP)

Aura of Protection, Aura of Devotion, Divine Sense, Protection, Divine Health, Divine Smite.

Spellcasting Jon is an 8th-level spellcaster. (spell save DC 13, +5 to hit with spell attacks). He has the following paladin spells prepared:

- 1st level (4 slots): *bleed*, *cure wounds*, *heroism*, *thunderous smite*
- 2nd level (3 slots): *protection from poison*, *aid*, *find steed*

Actions

Turn the Unholy, Lay on Hands

Multiattack Jon makes two melee weapon attacks.

Longsword *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

TRAITS AND MANNERISMS

"Hopewell Harbor shall be a beacon for law and order in all the Freelands." ~ Captain Jon Garland

Ideal. Devoted to the protection of Hopewell Harbor and its citizens, peace is his ultimate goal.

Flaw. His desire to uphold the law can sometimes make him short-sighted to the plight of those caught in bad circumstances.

Speech. Strong and Stalwart, Jon's voice inspires respect in allies and fear in enemies.

Personality. He carries himself with a very serious, no nonsense demeanor.

APPEARANCE

Captain Garland is a physically imposing man standing at 6' tall and 225 pounds. He is heavily muscled and carries himself with a distinct military bearing. He seldom smiles and his piercing dark brown eyes seem to be able to see the truth behind every lie.

BACKSTORY

A veteran of the Great War, Captain Garland fought for decades in service to the Holy Ignis Empire. A devoted champion of the Goddess of Life, Silvanus, he rose quickly through the ranks of the Crusaders, the military arm of the church.

When the Peace Accords were drawn and signed, ending the Great War, Jon found his military life to have become distasteful. He left the Crusaders and sought a new home in the Freelands, in search of a new home to protect in service of his Goddess.

Eventually making his way to Hopewell Harbor, the Council was more than happy to give someone of his expertise the position of Captain of the Guard. Under his direction, the Harbor has become one of the safest and most law-abiding cities in the Freelands. However, with the growing prosperity, there are always those who wish to take it for themselves and new criminals test his capabilities regularly.

