

DINVAYA LANALEI

CREATURE 7

UNIQUE

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MEDIUM

HUMANOID

ELF

HUMAN

Perception +17

Languages Androffan, Common, Elven, Orc

Skills Crafting +17, Diplomacy +16, Religion +17, Society +15, Survival +17, Thievery +13, Engineering Lore +15

Str +3, **Dex** +2, **Con** +1, **Int** +2, **Wis** +5, **Cha** +4

Items bang grenade^ (2), inferno grenade^, chainmail, steel shield, +1 striking light hammer, light hammer, battery^ (2), gravity clip^, feather token (bird), 11 gp, 7 sp

AC 23; **Fort** +13, **Ref** +12, **Will** +17

HP 100

Speed 25 feet

Melee ♦ +1 striking light hammer +15 (agile, thrown 20 feet), **Damage** 2d6+3 bludgeoning

Ranged ♦ light hammer +14 (agile, thrown 20 feet), **Damage** 1d6 bludgeoning

Divine Spells DC 27, attack +17 ; **4th** *creation, heal* (×5), *shape stone*; **3rd** *blindness, paralyze, searing light*; **2nd** *enlarge, comprehend languages, restoration*; **1st** *bless, mage armor, temporary tool*; **cantrips (4th)** *detect magic, disrupt undead, guidance, light, read aura*

Divine Spells 1 Focus Point, DC 27 , **4th** *scholarly recollection*;

Healing Hands When Dinvaya casts heal, she rolls d10s instead of d8s.

Steady Spellcasting If another creature's reaction would disrupt Dinvaya's spellcasting action, she attempts a DC 15 flat check. If she succeeds, her action isn't disrupted.