

ADMIRAL DRUVALIA THRUNE

CREATURE 13

LE**MEDIUM****HUMANOID****HUMAN**

Converted by VaranSL

Perception +27

Languages Common, Infernal

Skills Athletics +23, Deception +22, Diplomacy +22, Intimidation +24, Religion +25 (+27 to Recall Knowledge on Devils), Society +22, Stealth +23, Survival +23

Str +4, **Dex** +6, **Con** +5, **Int** +3, **Wis** +8, **Cha** +3

Items +1 resilient fortification breastplate, +1 striking mace, crossbow of retribution (+2 greater striking repeating heavy crossbow, 4 magazines), silver unholy symbol of Asmodeus, spell component pouch, spyglass

AC 34; **Fort** +21, **Ref** +26, **Will** +24

HP 221

Speed 25 feet

Melee ♦ mace +22 [+17/+12] (shove), **Damage** 2d6+10 bludgeoning

Melee ♦ repeating crossbow +26 [+21/+16] (range increment 120 feet, reload 0 [3 to reload magazine], repeating), **Damage** 3d10+12 piercing plus 1d8 additional damage against humans

Divine Prepared Spells DC 31, attack +23 ; **6th** *flame strike, repulsion*; **5th** *command, flame strike* (×2); **4th** *enervation, freedom of movement, spiritual weapon*; **3rd** *fear, heal, heroism*; **2nd** *blood vendetta, see invisibility, silence*; **1st** *bane, command, detect poison*; **cantrips (6th)** *detect magic, divine lance, guidance, read aura, shield*

Reload! ♦ (Interact) Druvalia hands her crossbow off to an ally, forcing them to reload her weapon for her. They drop everything they are holding and must use their reaction to grab the weapon and spend their next three actions reloading the weapon for her, handing it back to her as part of their three actions.

Storm of Arrows ♦♦♦ Druvalia makes up to five Strikes with her crossbow, each against a different target. Druvalia's multiple attack penalty doesn't increase until after all the attacks have been made.