

LYRIS BRONZEHAMMER

LYRIS BRONZEHAMMER

Medium dwarf (hill dwarf), lawful good

- **Armor Class** 19 (plate armor, shield)
- **Hit Points** 84 (12d8 + 24)
- **Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	20 (+5)	16 (+3)

- **Saving Throws** Wis +9, Cha +7
- **Skills** Insight +9, Medicine +9, Persuasion +7, Religion +6
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** Common, Dwarvish, Celestial
- **Challenge** 8 (3,900 XP)

Channel Divinity (2/Short Rest). Lyris can use Channel Divinity twice per short rest. Choose one of the following effects:

- **Turn Undead.** Each undead that can see or hear Lyris within 30 feet must make a Wisdom saving throw (DC 17). On a failed save, the undead is turned for 1 minute or until it takes damage.
- **Harness Divine Power.** Lyris can expend a use of Channel Divinity to regain one expended spell slot of 5th level or lower.

Divine Strike. Once on each of Lyris's turns, when she hits a creature with a weapon attack, she can expend a spell slot to deal an extra 1d8 radiant damage. The extra damage increases to 2d8 at 8th level.

Spellcasting. Lyris is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Lyris has the following spells prepared:

- **Cantrips (at will):** *Guidance, Light, Sacred Flame, Thaumaturgy*
- **1st level (4 slots):** *Bless, Cure Wounds, Shield of Faith, Detect Magic*
- **2nd level (3 slots):** *Lesser Restoration, Spiritual Weapon, Prayer of Healing*
- **3rd level (3 slots):** *Bestow Curse, Dispel Magic, Revivify*
- **4th level (3 slots):** *Divination, Guardian of Faith*
- **5th level (2 slots):** *Flame Strike, Greater Restoration*
- **6th level (1 slot):** *Heal*

ACTIONS

Multiattack. Lyris makes two attacks with her Warhammer.

Warhammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 2) bludgeoning damage.

Sacred Flame. *Cantrip.* Lyris summons divine fire. Each creature within a 5-foot radius must make a DC

17 Dexterity saving throw, taking 16 (3d8 + 3) radiant damage on a failed save, or half as much damage on a successful one.

REACTIONS

Warding Flare. When a creature within 30 feet of Lyris attacks her or a creature she can see, she can use her reaction to impose disadvantage on the attack roll. She can use this feature a number of times equal to her Wisdom modifier per long rest.