

Muninn Ígða

LG Shifter (Swiftstride/Wereplover) Monk (Way of the Sun Soul) 8, Cleric (Peace Domain) 1

Armour Class 19 (Unarmored Defence, Cloak of Protection)

Hit Points 66/66 (9d8+18)

HD 9/9

Speed 45 ft.

STR 9(-1) **DEX** 20(+5) **CON** 14(+2) **INT** 12(+1) **WIS** 17(+3) **CHA** 13(+1)

Saving Throws **STR** (+4) **DEX** (+10) **CON** (+5) **INT** (+2) **WIS** (+4) **CHA** (+2)

Feats Skilled, Spell Sniper

Skills Acrobatics (+9), Arcana (+5), History (+5), Insight (+7), Perception (+7), Persuasion (+5), Religion (+5), Sleight of Hands (+9), Stealth (+9), Survival (+7)

Other Proficiencies Gaming Set (Cards), Thieves' Tools, Simple Weapons, Light Martial Weapons

Senses Darkvision 60 ft., PP: 17, PIns: 17, PInv: 11

Background Noble

Languages Common, Sylvan

XP 62700/64000

Proficiency Bonus +4

Equipment Gaming set (Cards), Fine clothes, Perfume, Thieves' Tools, Priest's Pack (Backpack, Blanket, 10 Candles, an Alms Box, 2 blocks of incense, a censer, vestments, 2 days of Rations, Waterskin, Tinderbox), Shortbow, Clothing (Cold Weather), Quiver, Arrows (20), Hooded Lantern, 10 Oil, Snowshoes, Crampons, Braid of Attalok* (While Attuned to this magic item the character gains +2 to CON Save), Silver Ring of Teleport, 4 Potion of Healing, Driftglobe, 6 Living Spell Crystal, 3 Potion of Greater Healing, Potion of Superior Healing, 5 Holy Water, Bag of Holding, Lantern of the Divine Sage (60 ft Dim/60 ft Bright, Glare of Judgement 2/2), 2 Vials of Sawfly Fluid, Mantle of Spell Resistance*, Cloak of the Manta Ray, Clockwork Amulet, Eyes of the Eagle, Gloves of Thievery, Periapt of Health, Eagle Whistle, Cloak of Protection*, Boots of Elvinkind
GP: 36150, 4 sp, 5 cp
Weight lb 56¼/90

Racial Traits Darkvision, Keen Senses, Graceful, Shifting (+11 Temp)

Monk Features Martial Arts, Unarmored Defense, Monk's Focus (DC: 15) 8/8, Unarmored Movement, Uncanny Metabolism (1d8+8) 1/1, Deflect Attacks (1d10+5+8), Monk Subclass: Way of the Sun Soul (Radiant Sun Bolt, Searing Arc Strike: 15-foot cone, DC 16 DEX, 3d6 fire +1d6/1ki), Slow Fall, Extra Attack, Stunning Strike, Empowered Strikes, Evasion

Cleric Features Spellcasting, Cleric Subclass: Peace Domain (Implement of Peace, Emboldening Bond 4/4)

Spellcasting (DC: 16, SA: +8):

Cantrips (at will): resistance, thaumaturgy

1st level (2/2 slots): bless, healing word ($2d4+3 > +2d4$), heroism, protection from good and evil, sanctuary, shield of faith

Lantern of the Divine Sage:

Cantrips (at will): guidance, sacred flame, spare the dying

1 Hour Rituals: ceremony, continual flame, legend lore, lesser restoration, prayer of healing, remove curse

—Actions—

Unarmed Strike. +10 to hit. $1d8 + 7$ radiant

Radiant Sun Bolt. +11 to hit, range 90 ft., $1d8 + 7$ radiant

Shortbow. +9 to hit, range 80/320 ft., $1d8 + 5$ piercing