

Naelin

November 30, 2023



Medium humanoid (elf), neutral good

Armor Class 13 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	13 (+1)

Saving Throws Wis +5

Skills Medicine +7, Persuasion +3, Religion +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish

Challenge 1/2 (100 XP)

Spellcasting. Naelin is a 3rd-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Naelin has the following [cleric](#) spells prepared: Cantrips (at will): [Guidance](#), [Light](#), [Sacred Flame](#), [Thaumaturgy](#) 1st level (4 slots): [Cure Wounds](#), [Shield of Faith](#), [Detect Magic](#),

Command

2nd level (3 slots): [Aid](#), [Spiritual Weapon](#)

Fey Ancestry. Naelin has advantage on saving throws against being charmed, and magic can't put her to sleep.

Healing Word (3/Day). A creature of Naelin's choice within her line of action within 60 feet of her regains 1d4 + 3 hit points.

[Photosensitivity](#) [IE 3]. Naelin is sensitive to bright light, including all but the darkest cloudy days. While in moderate to bright light, she has a -3 penalty on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Mace. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.
Hit: 3 (1d6) bludgeoning damage.

Zaganna's Lightvision

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2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of coal dust)

Duration: 4 hours

You touch a willing creature with [Photosensitivity](#) or Sunlight

Sensitivity to grant it the ability to see in direct sunlight without penalty for the duration.

Husevåg's Lenses of Fortitude Finding

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Wondrous Item, uncommon

These sunglasses with craquelure obsidian frames, have 6 charges. While wearing them, you can expend 1 charge as an action for one of the following properties.

Glare Concealer. The glasses darken to reduce your [Photosensitivity](#) by 2 IE (minimum 0) for one hour, until you use a bonus action to deactivate them, or until you expend another charge.

Power Revealer. You can choose one creature within 30 ft. and learn its damage vulnerabilities, damage resistances, damage immunities, and condition immunities.

The sunglasses regain 1d6 expended charges daily at dawn.