

UNIQUE

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MEDIUM

HUMANOID

HUMAN

Converted by VaranSL

Perception +20

Languages Ancient Osiriani, Common, Kelish, Osiriani

Skills Diplomacy +25, Medicine +24, Religion +24, Stealth +22, Osirion Lore +22

Str +2, **Dex** +5, **Con** +4, **Int** +3, **Wis** +5, **Cha** +8

Cursed Mystery When Thmei casts a revelation spell, she gains the drained condition each time, increasing the condition by 1 to a maximum of 3. Thmei reduces this penalty by 1 when she refocuses.

Items *potion of invisibility*, a platinum bracelet worth 30 gp, and a ceramic tile marked with the image of an armored warrior for area K18

AC 32; **Fort** +23, **Ref** +20, **Will** +26

HP 170 (negative healing); **Immunities** disease, sickened; **Resistances** poisoned 8

Speed 25 feet

Melee ♦ spear +21 [+16/+11], **Damage** 1d6+5 piercing

Ranged ♦ spear +21 [+16/+11] (thrown 20 feet), **Damage** 1d6+5 piercing

Divine Spontaneous Spells DC 37, attack +29 ; **7th** *finger of death*, *harm* (2 slots); **6th** *necrotize*, *righteous might*, *spirit blast* (3 slots); **5th** *command*, *flame strike*, *spiritual guardian* (3 slots); **4th** *divine wrath*, *enervation*, *freedom of movement* (3 slots); **3rd** *harm*, *heroism*, *searing light* (3 slots); **2nd** *death knell*, *silence*, *spiritual weapon* (3 slots); **1st** *command*, *harm*, *sanctuary* (3 slots); **cantrips (7th)** *daze*, *detect magic*, *disrupt undead*, *light*, *read aura*

Revelation Spells 3 Focus Points, DC 37 , attack +29; **7th** *armor of bones*, *claim undead*, *soul siphon*;