

8' ta  
elephantir  
righteous  
brown lea  
a large tr  
ears

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# ge Dummy

Repose, Prayer of Healing", "3rd Level"=>"Mass Healing Word, Dispel Magic, Spirit Guardians", "4th Level"=>"Arua of Life, Banishment"}, {"Channel Divinity"=>"Turn Undead, Destroy Undead"]}]}

{ "Life Domain Abilities"=> [{ "Spellcasting"=>"Spell DC 15", "1st Level"=>"Bless, Cure Wounds", "3rd Level"=>"Lesser Restoration, Spiritual Weapon", "5th Level"=>"Beacon of Hope, Revivify", "7th Level"=>"Death Ward, Guardian of Faith"}, {"Disciple of Life"=>"your Healing Spells are more effective. Whenever you use a spell of 1st level or higher to Restore Hit Points to a creature, the creature regains additional Hit Points equal to 2 + the spell's level"}, {"Channel Divinity"=>"Preserve Life - you can use your Channel Divinity to heal the badly injured. As an action, you present your holy Symbol and evoke Healing energy that can restore a number of Hit Points equal to five times your Cleric level. Choose any creatures within 30 feet of you, and divide those Hit Points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an Undead or a Construct."}, {"Blessed Healer"=>"the Healing Spells you cast on others heal you as well. When you Cast a Spell of 1st level or higher that restores Hit Points to a creature other than you, you regain Hit Points equal to 2 + the spell's level."}, {"Divine Strike"=>"you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon Attack, you can cause the Attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8."}]}

**Proficiencies -**  
**Proficiency Mod - +3**

**Languages -** Common Loxodon Elvish  
**Adjectives -** Pious, Generous, Caring,

**Special Abilities** - -

**Special Equipment** - -

**Combat Tactics**  
He will fight with his maul, shield and trunk, but he is much more focused on supporting and healing those around him

**Actions** -

**Factions**  
**Selesnya Conclave**  
Role:

## ROLEPLAYING

**Introduction**  
The massive priest slowly approaches across the temple floor "Blessings be upon you my children, how mat I help?"

**Appearance**  
8' tall, 380lbs of elephantine righteousness. Gray-brown leathery skin with a large trunk and floppy ears

**Expressions**  
*Trostani's light be upon you*  
*May peace guide your way*

**Mannerisms**  
regularly flaps his large ears

**Motivations**  
Helping his community, Spreading the word of peace and light

**Passions**  
Religious knowledge

**Secrets**  
He some of the secrets of The Conclave

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**Selesnya Conclave**  
Role:

**Express**  
*Trost*  
*be upon*  
*May*  
*your way*

**Manneri**  
regula  
large ears

**Motivati**  
Helpin  
communit  
the word  
light

**Passion:**  
Religio

