

CULTIST OF ARESHKAGAL

CREATURE 10

CE

MEDIUM

HUMANOID

Converted by VaranSL

Perception +17; darkvision

Languages Abyssal, Common, Sphinx


Skills Acrobatics +23, Intimidation +18, Religion +17, Society +16, Stealth +21, Survival +17, Thievery +21, Ruins Lore +16 (applies only to their home ruins)

Str +6, **Dex** +7, **Con** +5, **Int** +4, **Wis** +3, **Cha** +2

Items scimitar (2) and silver religious symbol of Areshkegal

AC 29; **Fort** +19, **Ref** +21, **Will** +15

HP 170



Runic Resistance  (arcane, abjuration); **Trigger** The maftet takes damage from a Strike or spell effect; **Effect** The maftet's protective runic tattoos glow, granting them resistance 7 to one damage type dealt by the triggering attack. This resistance applies against the triggering effect and lasts for 1 minute or until the maftet uses this ability again, whichever comes first. If the triggering effect deals multiple damage types, the maftet chooses which type to resist.

Speed 30 feet, fly 40 feet




Melee  scimitar +25 [+20/+15] (forceful, magical, sweep), **Damage** 2d6+14 slashing

Arcane Innate Spells DC 28 ; **1st** *sanctuary* (×3), *true strike*; **cantrips (5th)** *sigil*

Occult Innate Spells DC 25 , **3rd** *fear*, *haste*; **2nd** *invisibility* (×2);

Paired Strike   **Requirements** The maftet is wielding two scimitars; **Effect** The maftet makes two Strikes against the same target, one with each of their scimitars. The maftet combines the damage of any attacks that hit and applies resistances and weaknesses only once. This counts as one attack when calculating the maftet's multiple attack penalty.

Powerful Scimitars (arcane, evocation) Any non-magical scimitar becomes a +1 *striking scimitar* while a maftet wields it.

Raptor Dive    **Requirements** The maftet is flying at least 10 feet above the target; **Effect** The maftet Flies up to twice their fly Speed and makes a Paired Strike at the end of the movement. If both Strikes hit, the target is also knocked prone.