

# SET GUARDIAN

## CREATURE 14

UNCOMMON

N

LARGE

CONSTRUCT

MINDLESS

Converted by VaranSL

**Perception** +22; darkvision

**Skills** Athletics +28

**Str** +8, **Dex** -1, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

**Items** x2 gemstones for eyes that are worth 200 gp each, +1 striking spear

**AC** 36; **Fort** +27, **Ref** +21, **Will** +22

**HP** 200; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Weaknesses** Unholy Weaknesses

**Elemental Conduit** A Set Guardian gains Resistance 15 to a type of damage based on the gemstones set in its eyes; Emerald: electricity, Ruby: fire, Sapphire: cold, Topaz: acid.

**Unholy Weaknesses** The Set Guardian gains the Undead trait and Neutral Evil alignment when it is the target of effects that deal extra damage against undead creatures, like the *searing light* spell. If the Set Guardian is within the area of effect of a *heal* spell, it doesn't take damage but still must succeed on the Fortitude save or become slowed 1 for 1 round (or slowed 1 for 1 minute on a critical failure).

**Speed** 30 feet

**Melee** ♦ slam +28 [+23/+18] (magical, reach 10 feet), **Damage** 3d10+15 bludgeoning plus Grab

**Melee** ♦ spear +29 [+24/+19], **Damage** 2d6+15 piercing

**Ranged** ♦ spear +29 [+24/+19] (thrown 20 feet), **Damage** 2d6+15 piercing

**Faithful Weapon** +1 striking spear

**Instrument of Faith** The Set Guardian is a beacon for Set's faith. A cleric of Set can channel a *harm* spell through a Set Guardian they can see within 60 feet. The cleric determines any targets or area for the spell as if they were standing in the Set Guardian's space.

**Mighty Blows** The Set Guardian's attacks are especially powerful and it scores a critical hit on a 19 on the die as long as that result is a success. This ability has no effect on a 19 if the result would be a failure.

**Trumpet of Doom** ♦♦ (arcane, incapacitation, sonic) A blast of sound trumpets from the Set Guardian, dealing 6d12 sonic damage to each creature in a 30-foot emanation (DC 33 Fortitude save). It can't use Trumpet of Doom again for 1d4 rounds.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage and is stunned 1.

**Failure** The creature takes full damage and is stunned 2.

**Critical Failure** The creature takes double damage and is stunned 3.