

UNIQUE

NE

MEDIUM

UNDEAD

SKELETON

Converted by VaranSL

Perception +11; darkvision

Languages Ancient Osiriani

Skills Acrobatics +9, Athletics +11, Intimidation +10, Religion +7, Stealth +9

Str +5, **Dex** +3, **Con** +2, **Int** +1, **Wis** +3, **Cha** +2

Items *Spear of the Watchful Guardian*, keys to the Sanctum


AC 21; **Fort** +10, **Ref** +9, **Will** +13

HP 48 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious;

Resistances cold 7, electricity 7, fire 7, piercing 7, slashing 7

Attack of Opportunity 

Speed 25 feet

Melee  spear +14 [+9/+4], **Damage** 1d6+9 piercing

Ranged  spear +14 [+9/+4] (thrown 20 feet), **Damage** 1d6+9 piercing

Divine Prepared Spells DC 19, attack +11 ; **1st** *bane, harm (×3), magic missile, magic weapon; cantrips (1st)* *chill touch, detect magic, divine lance, guidance, shield*

Domain Spells 1 Focus Point, DC 19 , **1st** *cry of destruction*;

Spear of the Watchful Guardian / Item 3

Magical / Divination / Fortune

Price 70 gp

Usage held in 1 hand Bulk 1

This +1 *cold iron spear* has a magically strengthened tip and enables its wielder to face down many foes.

Once per day, a *spear of the watchful guardian* can be used to cast *true strike*.

Activate (1 Action) Cast *true strike*