

**CE** **LARGE** **BEAST**

Cleric of Lamashtu

**Perception** +19; darkvision

**Languages** abyssal, common

**Skills** Athletics +20, Deception +18, Medicine +19, Religion +19, Survival +19, Lamashtu Lore +13

**Str** +5, **Dex** +1, **Con** +3, **Int** +0, **Wis** +4, **Cha** +3

**Emblazoned Armament** Falchion serves as holy symbol. +1 status bonus to damage using the Falchion (already included)

**Items** +1 Breastplate, +2 Striking Falchion

**AC** 29 (30 with Shield spell); **Fort** +18, **Ref** +16, **Will** +21

**HP** 129

**Shield** ♦ Casts shield whenever they have a 3rd action free

**Shield Block** ➤ Hardness 15 from shield spell. Once used cannot be used again for 10 minutes.

**Enduring Might** ➤ (focus, abjuration, somatic); **Trigger** An attack or effect would deal damage to you. **Effect** You gain resistance 13 against all damage from the triggering attack or effect. This uses one of her 2 focus points.

**Speed** 40 feet

**Melee** ♦ +2 striking falchion +22 (sweep, forceful, emblazoned), **Damage** 2d10+6 slashing (crit: target is flat footed until Lamias next turn)

**Melee** ♦ claw +22 (agile), **Damage** 1d6+5 slashing plus grab

**Occult Innate Spells** DC 28, attack +18 ; **6th** *Charm* (×3) (already cast on the dragons); **5th** *suggestion*; **4th** *sleep*; **2nd** *humanoid form* (at will), *mirror image*; **1st** *illusory disguise* (at will), *illusory object* (at will), *ventriloquism* (at will);

**Divine Spells** DC 29 , attack +19; **6th** *Chilling Darkness* (11d6 cold + counteract light spell), *True Seeing*, *Harm* (x5, 6d8, directed channel), *Enduring Might* (focus); **5th** *Sending*, *Flame Strike* (8d6 divine fire), *Heal* (5d8); **4th** *Air Walk*, *Dimensional Anchor*, *Freedom of Movement*; **3rd** *Fear* (5 targets), *Heroism*, *Heal* (3d8)); **2nd** *Dispel Magic*, *See Invisibility*, *Spiritual Weapon*; **1st** *Fear*, *Protection*, *Sanctuary*, *Athletic Rush* (focus); **Cantrips (6th)** *Detect Magic*, *Divine Lance* (6d4+4 evil or chaotic), *Message*, *Prestidigitation*, *Shield* (hardness 15)

**Lamia's Caress** ♦♦ (curse, enchantment, mental, occult) The lamia touches a creature, who must succeed at a DC 26 Will save or become stupefied 1. If the target fails additional saves against this ability, the condition value increases by 1 (to a maximum of stupefied 4). This condition value decreases by 1 every 24 hours.

**Athletic Rush** ♦ (focus, transmutation, somatic ) Duration 1 round. Your body fills with physical power and skill. You gain a +10-foot status bonus to Speed and a +2 status bonus to Athletics checks. As a part of Casting this Spell, you can use a Stride, Leap, Climb, or Swim action. The spell's bonuses apply during that action. This uses one of her 2 focus points.

**Harm (Directed Channel)** ♦♦♦ When you cast a version of harm that has an area, you can optionally make its area a 60-foot cone instead of a 30-foot emanation.

**Cast Down** ♦ (Concentrate, Metamagic) If the next action you use is to cast harm or heal to damage one creature, the target is knocked prone if it takes any damage from the spell. If the target critically fails its save against the spell, it also takes a 10-foot status penalty to its Speed for 1 minute.