NUALIA TOBYN CREATURE 5

CE MEDIUM HUMANOID HUMAN AASIMAR

Perception +12; darkvision

Languages common, celestial

Skills Intimidation +12, Medicine +13, Religion +10, Survival +10, Lamashtu Lore +8

Str +4, Dex +2, Con +2, Int +0, Wis +4, Cha +2

Emblazoned Armament Nualia's falchion functions as a holy symbol of Lamashtu, and bestows a +1 status bonus to damage rolls with the weapon (included in the damage).

Items +1 striking falchion, composite longbow (with 20 arrows), breastplate, fear gem, tiger menuki, sihedron medallion

AC 22 (23 with shield); Fort +12, Ref +9, Will +15

HP 59

Shield Block 2

Speed 25 feet

Melee ◆ falchion +13 (sweep, forceful, emblazoned), Damage 2d10+6 slashing

Melee ❖ composite longbow +11 (deadly d10, propulsive, volley 30 ft.), Damage 1d8+2 piercing Divine Prepared Spells DC 19, attack +11; 3rd animal form, fear, harm (×3); 2nd dispel magic, see invisibility, spiritual weapon; 1st command, protection, sanctuary; cantrips (3rd) light, detect

magic, divine lance, message, prestidigitation, shield

Divine Domain Spells 1 Focus Point, DC 19, 1st athletic rush;

Intimidating Glare ◆ (visual, concentrate, emotion, fear, mental) Nualia can Demoralize with a mere glare. When she does, Demoralize loses the auditory trait and gains the visual trait, and she doesn't take a penalty if the creature doesn't understand her language.

Athletic Rush ◆ (Focus, Transmutation, Somatic) Duration 1 round. Limit once per combat. Effect: 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.