

CE **HUGE** **BEAST**

Perception +31; darkvision, low-light vision

Languages Abyssal, Thassilonian

Skills Acrobatics +31, Athletics +36, Deception +31, Diplomacy +31, Medicine +31, Religion +37, Stealth +27, Survival +29, Thassilon Lore +31

Str +10, **Dex** +6, **Con** +6, **Int** +5, **Wis** +9, **Cha** +9


Charity Vulnerability Ceoptra is blindly devoted to the concept of greed. If she is forced to give an item to someone else, for example due to the spell charitable urge, her mental resistance wears off for 1 round and she takes 3d6 mental damage.

Ancestral Curse Ceoptra's ancestors are constantly meddling in her affairs. At the start of each turn, roll 1d4. On a 1, she is enfeebled 2. On a 2, she is stupefied 2. On a 3, she is clumsy 2. On a 4, there is no effect. These effects last until the beginning of her next turn.

Items +3 greater striking unholy dagger, sihedron ring, 4 golden ankle bands, gold and sapphire choker

AC 40; **Fort** +29, **Ref** +28, **Will** +34; +1 status to all saves vs. magic

HP 350; **Immunities** controlled; **Resistances** mental 15, physical 10 (except magical slashing)

Spirit shield  (abjuration, divine); **Trigger** You are about to make a will save or get hit by a ranged attack or spell attack **Effect** Your ancestors form a shield to protect you. Gain a +2 circumstance bonus to your Will and AC against the triggering effect.

Speed 50


Melee  dagger +35 (agile, thrown 10 ft., versatile S), **Damage** 3d8+20 piercing + 1d6 evil


Melee  claw +32 (agile), **Damage** 3d8+20 slashing + grab


Divine Spells DC 40, attack +32 ; **9th** *spirit blast*, *spirit song*; **8th** *sound burst*, *dispel magic*; **7th** *ethereal jaunt*, *blade barrier*; **6th** *spiritual weapon*, *flame strike*; **5th** *death ward*, *sending*; **4th** *talking corpse* (at will), *air walk*, *resist energy*; **3rd** *endure elements*, *agonizing despair*; **2nd** *deafness*, *silence*; **1st** *mending*, *sanctuary*; **cantrips (9th)** *divine lance*, *light*, *stabilize*, *read aura*

Occult Innate Spells DC 39 , attack +31; **9th** *charm* (3x), *suggestion*, *sleep*; **5th** *humanoid form* (at will); **2nd** *illusory disguise* (at will), *illusory object* (at will), *mirror image*; **1st** *ventriloquism* (at will);

Divine Ritual Spells DC 40 , attack +32; **6th** *commune*;

Change shape  (concentrate, occult, polymorph, transmutation) Ceoptra can take on the appearance of a Medium humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes, but it does prevent them from using their cursed touch. Ceoptra has a fixed humanoid form—they cannot adopt a different appearance each time they use this ability, and the appearance resembles that of their upper torso when in their true form.

Lamia pounce  (flourish) Ceoptra Strides, and then Strikes with her claw. If the strike is successful, once during this turn Ceoptra can use Lamia's caress on the target by spending one action instead of two.

Lamia's caress  (curse, enchantment, mental, occult) The lamia touches a creature, who must succeed at a DC 40 Will save or become stupefied 2. If the target fails additional saves against this ability, the condition value increases by 1 or increases by 2 if it critically fails (to a maximum of stupefied 4). This condition value decreases by 1 every 24 hours.

Spirit form  (divine, somatic, verbal, transmutation): **Duration** Sustained up to 1 minute

Spirit Form ◆◆ (abjuration, conjuration, transmutation), Duration Sustained up to 1 minute

Frequency Once per day **Effect** Your ancestral spirits give you a new form. You gain a fly speed equal to your land speed and become invisible. These effects stay while sustaining the spell, even if you perform a hostile action.