

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, 2 javelins

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

HP 129

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

Shield ➤ Casts shield whenever they have a 3rd action free

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. They have 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

Ranged ➤ javelin +16 (thrown 30 feet), **Damage** 1d6+5 piercing

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*, *True Seeing*, *Harm* (x5, directed channel, d10), *Enduring Might* (focus); **5th** *Sending*, *Flame Strike*, *Heal*; **4th** *Air Walk*, *Dimensional Anchor*, *Freedom of Movement*; **3rd** *Heroism*, *Heal* (×2); **2nd** *Dispel Magic*, *See Invisibility*, *Spiritual Weapon*; **1st** *Fear*, *Protection*, *Sanctuary*, *Athletic Rush* (focus); **Cantrips (11th)** *Detect Magic*, *Divine Lance*, *Message*, *Prestidigitation*, *Shield* (hardness 10)

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. They have 2 focus points.

Directed Channel When you cast a version of harm that has an area, you can 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.