

DIVINE WARDEN OF LAMASHTU

CREATURE 4

UNCOMMON

CE

MEDIUM

CONSTRUCT

DIVINE

EARTH

MINDLESS

Perception +10; darkvision

Skills Athletics +12

Str +4, **Dex** -2, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

Items falchion

AC 20 (16 when broken, construct armor); **Fort** +0, **Ref** +0, **Will** +0

HP 45 (Hardness: 6); **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor ♦ Like normal objects, an animated statue has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once an animated statue is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 15.

Divine Destruction (divine, necromancy) When the divine warden is reduced to 0 HP, it erupts with divine energy in a 30-foot emanation, dealing 4d6 negative damage. Each creature in the area must attempt a 18 Will save with the following outcomes.

Critical Success The creature takes half damage.

Success The creature takes full damage.

Failure The creature takes full damage and becomes temporarily cursed by Lamashtu. The creature becomes enfeebled 1 and stupefied 1 for 1 day; this is a curse effect that uses the Will save DC as the counteract DC.

Critical Failure As failure, except the creature becomes enfeebled 2 and stupefied 2.

Faith Bound (abjuration, divine) A divine warden can't attack a creature that openly wears or displays the religious symbol of Lamashtu unless that creature uses a hostile action against the divine warden first.

Speed 20 feet

Melee ♦ falchion +12, **Damage** 2d10+7 slashing

Melee ♦ fist +12, **Damage** 1d8+7 bludgeoning plus Grab

Divine Innate Spells DC 18, attack +10 ; **cantrips (2nd)** *divine lance*

Divine Domain Spells 1 Focus Point, DC 18 , **1st** *waking nightmare, sudden shift*;

Faithful Weapon falchion, *striking* rune

Instrument of Faith The divine warden is a beacon for Lamashtu's faith. A cleric of Lamashtu can channel a *heal* spell through a divine warden they can see within 60 feet. The cleric determines any targets or area for the spell as if they were standing in the divine warden's space.