

LAMIA PRIESTESS

CREATURE 11

N**LARGE****BEAST**

Perception +20; Darkvision

Languages Abyssal, Common

Skills Deception +23, Diplomacy +19, Intimidation +21, Religion +21, Stealth +18, Survival +19, Cult Lore +17

Str +7, **Dex** +3, **Con** +3, **Int** +1, **Wis** +4, **Cha** +4

Items +1 Striking Falchion

AC 31; **Fort** +22, **Ref** +20, **Will** +22

HP 195

Speed 40 feet

Melee ♦ +1 striking falchion +23 (forceful, magical, sweep), **Damage** 2d10+12 slashing

Melee ♦ claw +22 (agile), **Damage** 2d6+11 slashing plus grab

Divine Spells DC 29, attack +19 ; **6th** *Blade Barrier*, *Harm*, *Harm*, *Harm*, *Harm*, *Harm*, *Heroism*; **5th** *Heal*, *Heal*, *Sending*; **4th** *Dispel Magic*, *Divine Wrath*, *Freedom of Movement*; **3rd** *Blindness*, *Fear*, *Remove Disease*; **2nd** *Death Knell*, *Ghoulish Cravings*, *Restoration*; **1st** *Command*, *Protection*, *Sanctuary*; **Cantrips (6th)** *Detect Magic*, *Guidance*, *Read Aura*, *Divine Lance*, *Forbidding Ward*

Occult Spells DC 29 , attack +19; **5th** *Charm*, *Charm*, *Charm*; **4th** *Sleep*; **3rd** *Humanoid Form* (at will); **2nd** *Mirror Image*; **1st** *Illusory Disguise*, *Illusory Object*, *Ventriloquism*;

Divine Weapon ♦ Finish casting a spell using one of your divine spell slots; Weapon deals additional 1d4 force damage or additional 1d6 chaotic or evil damage. (Once per turn)

Cast Down ♦ (concentrate, metamagic) If next action is to cast harm or heal to damage one creature, the target is knocked prone if it takes any damage from the spell. If it critically fails it also takes a -10 foot penalty to its speed for 1 minute.

Lamia's Caress ♦♦ (curse, enchantment, mental, occult) The lamia touches a creature, who must succeed at a DC 23 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.

Replenishment Of War When you damage a creature with a strike using your deity's favoured weapon, you gain a number of temporary hit points equal to half your level, or equal to your level if the strikes was a critical hit. These temporary hit points last until the start of your next turn.