



# USHABTI

The people of the ancient tomb kingdoms worshipped pantheons of gods who were said to blend aspects of animal and human. They possessed the heads of powerful desert

beasts, the bodies of humans, and each presided over their respective domains. The people of these kingdoms created many imposing statues of these deities, and when their priests learned how to preserve and bind the spirits of the fallen, they began the practice of enshrining the spirits of their most powerful warriors within these statues. Known as ushabti, they stand watch over the most important temples and necropolises of the tomb kingdoms, where they remain motionless but ever vigilant.

Ushabtis awaken only when they detect intruders or hear the summons of a powerful tomb priest. In either case, they stride into battle, wielding giant ornate weapons, from intricately etched blades capable of cutting a horse in half to gilded longbows with blessed arrows the size of spears. Ushabtis use their weapons with ease, cutting a swath through would-be intruders and invaders, making them the perfect sentries and monstrous soldiers for their eternal kingdom.



## ART CREDIT

- God-Eternal Bontu - Lius Lasahido, Wizards of the Coast
- God-Eternal Oketra - Grzegorz Rutkowski, Wizards of the Coast
- God-Eternal Rhonas - Lius Lasahido, Wizards of the Coast

## USHABTI

*Large construct, unaligned*

**Armor Class** 20 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	12 (+1)	18 (+4)	12 (+1)

**Skills** Athletics +7, Perception +7

**Damage Resistances** necrotic, psychic, radiant

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** Darkvision 60 ft., passive Perception 17

**Languages** understands the languages of its creator but can't speak.

**Challenge** 5 (1,800)

**Proficiency Bonus** +3

**Animated Construct.** The ushabti is infused with the soul of a dead champion. Its type is Undead in addition to Construct when determining the effects of features such as a paladin's Divine Smite.

**Desert Sight.** The ushabti does not suffer disadvantage on Wisdom (Perception) checks in areas that are lightly obscured.

**False Appearance.** While the ushabti remains motionless, it is indistinguishable from an inanimate statue.

**Immutable Form.** The ushabti is immune to any spell or effect that would alter its form.

**Powerful Draw.** The ushabti uses its Strength rather than its Dexterity when determining the attack and damage bonuses for attacks with its great bow.

**Turning Defiance.** The ushabti has advantage on saving throws against effects that turn undead.

**Sacred Arrows.** The ushabti's ranged attacks ignore half cover and three-quarters cover.

## Actions

**Multiattack.** The ushabti makes two attacks.

**Greataxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

**Great Bow.** *Ranged Weapon Attack:* +7 to hit, reach 200/800 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

**Chosen of the Gods.** These ushabtis are possessed by the spirits of mighty archers who have earned the blessings of their gods. While all ushabtis utilize blessed arrows, these warriors are capable of performing miraculous feats with their divine ammunition, such as raining volleys of radiant arrows down upon foes in a deadly barrage. The elevated rank of these archers means they are available only to the most powerful of tomb lords and employed for only the most important of duties, such as providing ranged support in critical battles or protecting the most sacred of temples.

**Soul Wardens.** These ushabtis are built to imprison the souls of those who have earned a special ire from the tomb lords. They are capable of tearing out the souls of their victims and trapping them within their construct bodies. Some transport the souls of the victims to their masters for further punishment, but many serve as a prison for the soul of an especially powerful transgressor, such as a traitorous priest, renegade necromancer, or even a powerful demon. The presence of a tomb warden serves as a grim reminder to would-be tomb robbers that a fate worse than death awaits them should they fall into the clutches of these dreaded guardians.



## CHOSEN USHBATI OF THE GODS

*Large construct, unaligned*

**Armor Class** 20 (natural armor)

**Hit Points** 153 (18d10 + 54)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	18 (+4)	14 (+2)

**Saving Throws** Cha +5

**Skills** Athletics +8, Perception +7

**Damage Resistances** necrotic, psychic, radiant

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** understands the languages of its creator but can't speak.

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Animated Construct.** The ushabti is infused with the soul of a dead champion. Its type is Undead in addition to Construct when determining the effects of features such as a paladin's Divine Smite.

**Blessed Arrows.** The ushabti's ranged attacks ignore half cover and three-quarters cover. When the ushabti hits with any ranged weapon, it deals an extra 9 (2d8) radiant damage (included in its great bow attack).

**Desert Sight.** The ushabti does not suffer disadvantage on Wisdom (Perception) checks in areas that are lightly obscured.

**False Appearance.** While the ushabti remains motionless, it is indistinguishable from an inanimate statue.

**Immutable Form.** The ushabti is immune to any spell or effect that would alter its form.

**Powerful Draw.** The ushabti uses its Strength rather than its Dexterity when determining the attack and damage bonuses for attacks with its great bow.

**Turning Defiance.** The ushabti has advantage on saving throws against effects that turn undead.

### Actions

**Multiaction.** The ushabti makes two attacks.

**Greataxe.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

**Great Bow.** *Ranged Weapon Attack:* +8 to hit, reach 200/800 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 9 (2d8) radiant damage.

**Divine Barrage.** The ushabti makes a great bow attack against any number of creatures within 15 feet of a point it can see within its great bow's range. Attacks against creatures at the weapon's long range are made with disadvantage.

# USHBATI SOUL WARDEN

Large construct, unaligned

**Armor Class** 20 (natural armor)

**Hit Points** 153 (18d10 + 54)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	12 (+1)	18 (+4)	14 (+2)

**Saving Throws** Cha +5

**Skills** Athletics +8, Perception +7

**Damage Resistances** necrotic, psychic, radiant

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** understands the languages of its creator but can't speak.

**Challenge** 8 (3,900 XP)

**Proficiency Bonus** +3

**Animated Construct.** The ushabti is infused with the soul of a dead champion. Its type is Undead in addition to Construct when determining the effects of features such as a paladin's Divine Smite.

**Desert Sight.** The ushabti does not suffer disadvantage on Wisdom (Perception) checks in areas that are lightly obscured.

**Ethereal Sight.** The ushabti can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**False Appearance.** While the ushabti remains motionless, it is indistinguishable from an inanimate statue.

**Immutable Form.** The ushabti is immune to any spell or effect that would alter its form.

**Spectral Reaper.** The ushabti's melee attacks are magical and deal an extra 9 (2d8) force damage (included in its greataxe attack). The ushabti may also make melee attacks against and deal damage to creatures on the Ethereal Plane, even when it is on the Material Plane.

**Turning Defiance.** The ushabti has advantage on saving throws against effects that turn undead.

## Actions

**Multiattack.** The ushabti makes two attacks.

**Greataxe.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage plus 9 (2d8) force damage.

**Capture Soul.** The ushabti makes one melee attack against a creature. If the attack hits, the target must succeed on a DC 15 Charisma saving throw or become incapacitated and have its speed become 0 as the ushabti begins ripping the target's soul from its body. This effect ends if the ushabti dies or uses this ability again. The creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success. If it fails the repeated saving throw by 5 or more (DC 10) the creature dies instantly, and its soul is trapped within the ushabti until it the ushabti dies or traps another soul. While a creature's soul is trapped, it can't be resurrected.

## USHBATI ADVENTURES

Below are some ways to introduce ushabti into your games:

### USHBATI ADVENTURE HOOKS

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Adventure Hook

A town the players are visiting has been established among ancient ruins. While the players are exploring

- 1 one of the underground ruins, they awaken a regiment of ushabti now set on clearing the entire settlement of "intruders."

The players are tasked with raiding a tomb for rare magical items. However, they soon discover that any

- 2 who possess the artifacts are relentlessly hunted by vengeful ushabti.

While traveling through an unforgiving desert, the

- 3 players find an oasis blessed by the gods but guarded by their chosen ushabti.

The players discover an ancient vault protected by

- 4 ushabti soul wardens who themselves contain the spirits of powerful demons who will be free to roam the world once more should the ushabti be destroyed.



## CHANGE LOG

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### 1.0.0

- Document release