CELESTIAL LAMMASU

Large Outsider (Good)

Hit Dice: 20d8+100 (190 hp)
Initiative: +6 (Dex, Improved Initiative)
Speed: 40 ft, fly 70 ft (average)
AC: 25 (-1 size, +2 Dex, +14 natural)
Attacks: 2 claws +29 melee
Damage: Claw 2d6+9
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Spells, dive, spell-like abilities
Special Qualities: Fast healing 4, damage reduction 30/+3, SR 15, tongues
Saves: Fort +17, Ref +16, Will +19
Abilities: Str 29, Dex 14, Con 20, Int 20, Wis 21, Cha 21
Skills: Concentration +20, Diplomacy +25, Hide +22, Intimidate +25, Knowledge (arcana) +22, Knowledge (the Planes) +22, Knowledge (any three) or Craft (any three) +22, Listen +24, Move Silently +22, Sense Motive +22, Spot +25
Feats: Blind-Fight, Combat Casting, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes

Climate/Terrain: Any warm land and underground
Organization: Solitary
Challenge Rating: 19
Treasure: None
Alignment: Always good (any)

Celestial lammasu are powerful relatives kin to the common lammasu found on the Material Plane. Celestial lammasu make their home in the outer planes of Arborea.

They resemble their Material Plane cousins, though they have a majestic, unearthly quality about their person. There are only 36 known to exist.

Celestial lammasu fight a constant battle with evil throughout the planes, assisting good beings threatened by evil, and even neutral beings who take up the cause against evil. They also take a special interest in assisting lammasu on the Material Plane, providing them guidance and occasional support.

COMBAT

Celestial lammasu are a real terror in battle, though only evil beings truly have anything to fear from them. Non-evil beings that threaten them will be chastised and subdued if they continue to harass the celestial lammasu. They will almost always enter combat when an evil being is threatening a non-evil being, and they will also do battle with such creatures if provoked.

Spells: A celestial lammasu casts divine spells as a 15th-level cleric, choosing from any two of the following domains: Good, Healing, Knowledge, and Law. A celestial lammasu also casts arcane spells as a 12th-level sorcerer, from any school except Necromancy.

Dive (Ex): A celestial lammasu can make a flying dive attack at a land-bound opponent, gaining a +2 to its attack roll, and inflicting double base damage (4d6+9 per claw).

Spell-Like Abilities: At will—cure light wounds, cure serious wounds,
dispel evil, magic circle against evil (30-foot radius), plane shift, teleport without error; 7/day—dispel magic; 3/day—holy word; 1/day—wish.

**Tongues (Su):** Celestial lammasu can speak with any creature that has a language, as though using a tongues spell cast by a 14-th level sorcerer.

The Celestial Lammasu first appeared in MC8.