

# ΜΟΛΠΑΔΙΑ ΛΕΟΙΝΑ

Welcome to the Amazons vs Valkyries Character Spotlight series. These PDFs outline the main characters in the Amazons vs Valkyries setting, providing personalities and backgrounds which can serve as inspiration for your own adventures in this setting. Guidelines for using these characters as patrons, allies, or villains are also provided with D20 game statistics for each character at levels 4, 9, and 20. In this issue, we take a detailed look at one of the most ferocious Amazon commanders, Molpadia Leoina (The Lioness).



## MOLPADIA LEOINA

Human paladin (Sekhmet), lawful good

**Armor Class** 18 (scale mail, shield)

**Hit Points** 30 (4d10 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	13 (+1)

**Saving Throws** Dex +4, Wis +3, Cha +3

**Skills** Athletics +3, Intimidation +3, Medicine +3, Religion +2, Stealth +4

**Tool Proficiencies** land vehicles and gaming dice

**Feats** Resiliency (Dex), Alertness

**Senses** passive Perception 11

**Languages** Egyptian, Konie Greek

**Challenge** 2 (450 XP)

**Paladin Abilities.** Lay hands (20 hit points), divine sense, divine smite, divine health.

**Aura of Justice.** Padia may choose any or all creatures within 30 feet of her to make a Wisdom saving throw or become frightened of her for 1 minute. A frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself if successful.

**Bloodlust.** As a bonus action, Padia can drink an enemy's blood and expend one use of her Channel Divinity to enter a ferocious bloodlust. While in this altered state, she gains the following Benefits.

- When she makes a melee weapon attack, she gains a bonus to the damage that is equal to her Charisma modifier.
- She gains 16 temporary hit points.
- When she uses the Attack action to make a melee attack, she can use her bonus action to make another melee attack, as long as she hasn't already used her bonus action this turn.

She cannot cast spells or concentrate on them while engrossed in a bloodlust. Bloodlust lasts for 1 minute. It ends early if Padia is knocked unconscious. It otherwise cannot be ended voluntarily and she is compelled to attack any creature or object of her choice that she can see until the duration expires.

**Spellcasting.** Padia is a 4<sup>th</sup> level spellcaster. Her spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). Padia has the following spells prepared.

1<sup>st</sup> level (3 slots): *Bless*, *expeditious retreat*, *jump*

## ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 +3) or ranged 5 (1d6+2) piercing damage, or 7 (1d8+3) piercing damage if use with two hands to make a melee attack.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 +4) piercing damage.

**Longbow.** *Range Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 +2) piercing damage.

## EQUIPMENT

Padia wears scale mail armor and carries a wooden shield, shortsword and bow.





## PADIA

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Padia is a warrior and devoted follower of Sekhmet, Egypt's bloodthirsty, leonine war goddess. She began her career as a common soldier and graduated to an elite, special operator. After retiring from the Army, she began a new life with the cult of Sekhmet, ultimately becoming the priestess of her own temple.

**Appearance.** Padia is a woman of Greek and Egyptian heritage standing 5'4" tall. Like many Egyptians, she shaves her head and wears a black wig, but goes without one while on duty. She wears the Eye of Ra tattoo and has a soldier's physique, bronzed by the desert sun.

She often wears a white and red kalasiris with a golden usekh (broad necklace) featuring a symbol of Sekhmet. Padia may wear armor while on duty, depending on her role and responsibilities. Early in her career, she wears padded armor, like all Egyptian marines. While serving in the Thorakitai (armored infantry) she dresses in the standard uniform of a red tunic, scale mail armor, bronze helm, and shield. During her years with the Medjay, she wears no armor while conducting patrols and covert missions, but during pitched battles she dons scale mail. Late in her career, she only wears armor in dire circumstances. Her favored weapons are the short spear, short sword, and longbow. During her time in the Medjay, she also acquired a magical kopesh.

## BACKGROUND

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**Early Life.** Padia was born in Egypt to a middle-class family. Her mother was a musician and a member of the cult of Isis. Her father was a Greek bureaucrat for the local nome (governing district) and eventually reached a position of minor prominence. She has an older brother who died in infancy and a younger sister, Ella, who married an Egyptian businessman and raised a family in Memphis.

**Crime.** When Padia was a young girl, the musicians' guild accused her mother of moonlighting. They ostracized and blacklisted her, separating her from the entertainment community and opportunities for work.

Her mother opened a tavern to serve as a venue for her independent music, but it was soon targeted. Sabotage, vandalism, and blatant threats convinced Padia's parents to pay the guild a monthly stipend that continued for years. Experiencing this as a child, Padia developed a searing hatred for injustice.

**Tragedy.** Like many young teens, Padia was tired of her mother pestering her about chores. She was more interested in her new boyfriend, Herben, than going to the river to help Ella. Her mother insisted, but Padia was headstrong and refused to obey. Finally, her mother relented and went to the river herself.

Padia was still sitting under the palm with Herben when Ella came running up the path, "Padia!" she cried, "A crocodile..."

Padia never saw her mother again and never forgave her own insolence. She sank into deep remorse, begging the gods for forgiveness.

**The Goddess Calls.** Three years later, Padia had fallen in love with a young man named Aetes. Her father approved of their marriage, but as the wedding neared, the war goddess visited Padia's dreams. Inspired, Padia traveled to Sekmet's temple in Yamu where she was evaluated and initiated into the temple cult.



Weeks later, Padia returned home with the Eye of Ra tattooed on her face. Determined to become a soldier for the pharaoh, she ended her engagement with Aetes and enlisted in the auxiliary force.

In Egypt's egalitarian society women had always been allowed to join the military, but under Greek rule, the Egyptian army was disbanded to prevent revolt. However, auxiliary Egyptian units including scouts, guards, archers, special purpose units, and the entire Egyptian navy remained intact. With both Greek and Egyptian heritage, Padia was uniquely qualified to join the auxiliary and reach a leadership position, even up to Domarch, the highest ranking Egyptian officer serving the pharaoh.

**Marine.** Padia's first assignment was aboard the trireme, *Northern*. She served as an archer and marine, patrolling the coast, visiting Phoenician ports, and inspecting cargo ships.

**Armored Infantry.** After two years at sea, Padia was ready for a change. Investing her savings and borrowing money from her father, she bought a suit of scale mail and applied for a position with the Thorakitai (armored infantry). She prayed to see combat in this role, and Sekhmet answered with abundance.

**The Pyrrhic Army.** The city of Tarentum in Italia was struggling against Roman expansion and turned to King Pyrrhus of Epirus for aid. After consulting an oracle and receiving an auspicious omen, Pyrrhus agreed to help. He called upon his allies for support, including Ptolemy I of Egypt, who sent 9,000 troops and 70 elephants to battle the Romans. The day after Padia joined the 6<sup>th</sup> Armored Infantry Battalion, her unit deployed to Epirus.

Pyrrhus kept some Egyptians in Epirus to protect his kingdom while he went to Italia, but most were assimilated into his expeditionary force. After gathering more troops from the Italic tribes and neighboring Greek cities, Pyrrhus defeated the Romans at Heraclea in a colossal battle that left more than 12,000 dead on both sides.





The following year Pyrrhus attacked the Roman province of Apulia and achieved several victories. Late in the summer, the Romans met him at the battle of Asculum, which raged for two days and decimated both armies.

Months later, Pyrrhus was offered the throne of Siciliam if he could defeat the Carthaginians there. He moved his army across the straights and spent three years fighting Carthaginian troops. Desperate for victory, he became a despotic tyrant, levying high taxes and conscripting the citizens of Siciliam into his army. The Sicilians revolted from this treatment and forced Pyrrhus to abandon the war.

Back in Italia, Pyrrhus faced the Romans at Beneventum and was defeated. Exhausted and financially ruined, he returned to Epirus and released all mercenaries and levied troops from service. Padia was 25 and had seen more carnage and horror than most soldiers twice her age.

**The Princess.** During the Pyrrhic campaigns, Padia became close friends with an Egyptian cavalry officer who was also the Pharaoh's youngest sister, princess Philotera.

**Special Forces.** For her ferocity in Italia and Siciliam, Padia was promoted to Magalateri (Greatest of 50) and qualified for a position with Egypt's special operations group; the Medjay.

The Medjay has three divisions and Padia served in each one. She spent her first two years in the Border Patrol, roaming the Sahara, fighting Libyan bandits, building relationships with the Bedouins, and watching for incursions from Kush. While patrolling the frontier, she found and rescued a [celestial lion](#) that became her companion and steed.

On the next duty rotation, she volunteered for the Crypt Guard, the unit that protects burial sites from grave robbers and fights the waking dead. After one tour in Saqqara, Padia threatened to quit the military if she didn't get moved to a different division.





**The Trogs.** Troglodytes had been raiding the Egyptian settlement of Berenice on the Red Sea coast. Egypt's main army was occupied in Syria, so Padia was assigned to a small group of special operatives tasked with eliminating the troglodytes.

**Syria.** After subduing the troglodytes, Padia was promoted to Pentacosiarh (Army Major) and redeployed to Syria where Egypt was fighting Persia for control of the region. During these operations she was reacquainted with Princess Philotera, and they rekindled their relationship. Near the end of the war, Philotera was killed in battle, leaving Padia heartbroken.

**Foreign Service.** When the Syrian War ended, Padia remained in the Medjay's Foreign Division for ten years, conducting covert operations in Syria, Anatolia, Persia, Greece, and Cyprus. During a mission in Tyre, she ventured into the catacombs beneath the city and discovered an ancient, magical kopesh that has been her sidearm ever since.

Her last official assignment with the Medjay was a mission in Corinth to sabotage the navel harbor. Although fraught with setbacks and challenges, her team achieved the objective and delivered a crippling blow to Macedon.

Near her 40<sup>th</sup> birthday, Padia retired from the army. She claimed her parcel of land as payment for her service and began her second career. While most retired soldiers used their land for farming, she would build a temple to Sekhmet.

**The Library.** Before she could build her temple, Padia had to learn the intricacies of temple diplomacy, the lore of the deities, and the language of the ancient Egyptians. To acquire this training, she enrolled at the massive library, university, and research complex in Alexandria.





Although she was a student, the administrators soon learned of her background and requested her help in their own paramilitary operations. Reluctantly, she accompanied a team of researchers to the ruins of Babylon, leading the security detail while the scientists worked.

**Private Contractor.** The government also called upon Padia for assistance. Now a civilian, she served the army as an occasional contractor, handling classified operations and asymmetric threats.

**The Cult of Sobek.** The government hired Padia to investigate the cult of Sobek, Egypt's cunning crocodilian water deity. Her father, now an influential bureaucrat, helped her gather evidence, but his interference made him a target. Cultists murdered him, but left clues that Padia traced to the Faiyum Oasis. She coordinated with other operatives in the region and discovered Sobek was stealing the power of Ra. Deep in the labyrinthine crypts of Hawara, she destroyed Sobek's mortal avatar; a monstrous, mummified crocodile.

**The Temple.** With Sobek defeated, Padia raised the money to build her temple. She devoted herself to its success, focusing on her acolytes and diplomatic work with the Amazons.

**Amazons and Valkyries.** While on campaign with Pyrrhus, Padia encountered Amazons among the Roman mercenaries and shield maidens fighting for the Carthaginians. During her years with the Medjay, she joined the Amazons and was promoted to Stewardess of the Alexandrian Commandery. Four years after establishing her temple, she was elected to the Amazon's high council and began spending much of her time in Themiskrya.

## FOR THE DM

**Personality.** As determined by Chapter 2 of the [Book of Broken Dreams](#), Padia has the following personality traits:

- *Indifferent to the Opinions of Others.* Padia is an independent woman with little regard for what other people think. While this makes her strong and resolute, she may also seem insensitive and harsh.
- *Inability to take Initiative.* As a soldier, Padia always has clear orders with assigned objectives and leaders to follow. But as a temple priestess, she sometimes struggles with setting objectives and seizing opportunities.
- *Seductive.* Beautiful and charismatic, Padia sometimes uses her attractive qualities to manipulate and influence others.
- *Grandiose.* Padia has a deep affection for the grand and imposing architecture of Egyptian monuments and temples. Her own temple features a massive, ornate statue of Sekhmet. She also enjoys the spectacle of major festivals and leading the lavish ceremonies at her temple.
- *Grudge Holding.* Rarely does Padia forgive someone who has harmed her or her associates.

**As an Ally.** Padia is a loyal and protective friend. She is cooperative and supportive and always stands with her allies. She is more prone to taking orders than giving them, though she will assume a leadership role if necessary.

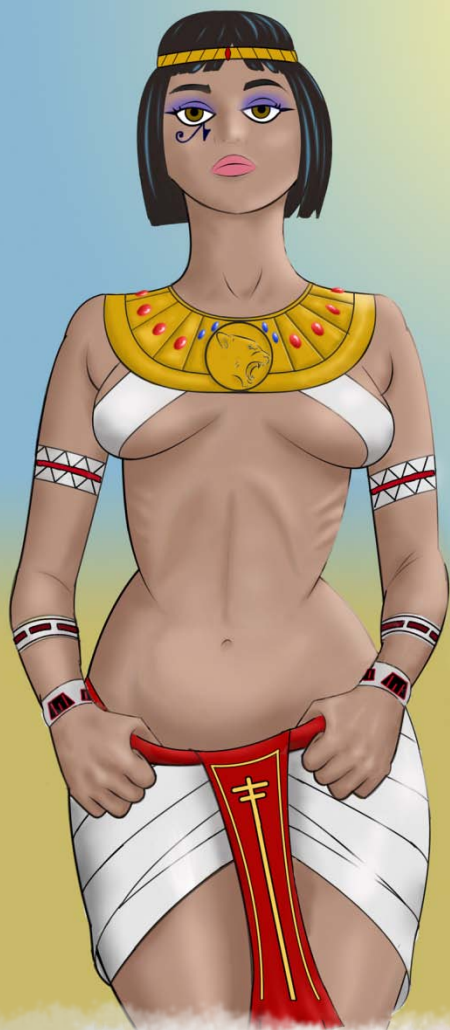
**As an Enemy.** Padia is a fierce and determined foe who thirsts for the slaughter of her enemies. She is relentless and unforgiving. Although she is a warrior, she can also be cunning and manipulative. As a devoted follower of Sekhmet, Padia is aggressive and warlike, often using violence to overcome obstacles.

**As a Patron.** Padia has high expectations and dislikes failure and excuses. She expects her subordinates to remain true to their ideals and follow her orders. Besides missions against the Valkyries, Padia is also likely to send her subordinates on missions against the Cult of Sobek. Below are a few suggestions for the sorts of quests she might assign.

### d8 Adventure Goal

- 1 Rescue a wild lion that has been captured and will soon be forced to fight a gladiator
- 2 Obtain more components to enchant the statues of Sekhmet that protect important buildings in Egypt
- 3 A curse from Sobek is making the lions of the temple sick. Find out how to break it
- 4 Commando raids against a foreign nation (most likely Persia, Macedon, Phoenicia, or Kush)
- 5 The oldest lion of the temple has gone missing. He must be found before the next ceremony
- 6 Hunt a giant crocodile for an upcoming feast
- 7 Conduct any military operation as directed by Ra and the Pharaoh
- 8 Royal bodyguard or sentry for an important building





## MOLPADIA LEOINA

Human paladin (Sekhmet), lawful good

**Armor Class** 12 (none) or 18 (scale mail, shield)

**Hit Points** 67 (9d10 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	13 (+1)

**Saving Throws** Dex +6, Wis +5, Cha +5

**Skills** Athletics +6, Intimidation +5, Medicine +5, Religion +4, Stealth +6

**Tool Proficiencies** land vehicles and gaming dice

**Feats** Resiliency (Dex), Alertness

**Senses** passive Perception 11

**Languages** Egyptian, Konie Greek

**Challenge** 4 (1,100 XP)

**Paladin Abilities.** Lay hands (45 hit points), divine sense, divine smite (2d8), divine health.

**Aura of Justice.** Padia may choose any or all creatures within 30 feet of her to make a Wisdom saving throw or become frightened of her for 1 minute. A frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself if successful.

**Bloodlust.** As a bonus action, Padia can drink an enemy's blood and expend one use of her Channel Divinity to enter a ferocious bloodlust. While in this altered state, she gains the following Benefits.

- When she makes a melee weapon attack, she gains a bonus to the damage that is equal to her Charisma modifier.
- She gains 36 temporary hit points.
- When she uses the Attack action to make a melee attack, she can use her bonus action to make another melee attack, as long as she hasn't already used her bonus action this turn.

She cannot cast spells or concentrate on them while engrossed in a bloodlust. Bloodlust lasts for 1 minute. It ends early if Padia is knocked unconscious. It otherwise cannot be ended voluntarily and she is compelled to attack any creature or object of her choice that she can see until the duration expires.

**Aura of Protection.** Whenever Padia or one of her allies within 10 feet of her makes a saving throw, a +1 bonus is applied to the roll. Padia must be conscious to grant this bonus.

**Burning Aura.** Padia can choose to radiate a glowing, sun-like aura while she's not incapacitated. The aura extends 10 from her in every direction, but not through total cover. Any creature that is frightened of her has its speed reduced to 0 while in this aura. It also takes 4 radiant damage if it starts its turn there.

**Spellcasting.** Padia is a 9<sup>th</sup> level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Padia has the following spells prepared.

1<sup>st</sup> level (4 slots): *Expeditious retreat*, *jump*

2<sup>nd</sup> level (3 slots): *Conjure animals*, *magic weapon*

3<sup>rd</sup> level (2 slots): *Haste*

## ACTIONS

**Multiattack.** Padia makes two attacks with her sword, spear, or bow. She may use her *haste* spell and bloodlust ability to gain more attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 +4) or ranged 5 (1d6+2) piercing damage, or 8 (1d8+4) piercing damage if use with two hands to make a melee attack.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 +4) piercing damage.

**Longbow.** *Range Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 +2) piercing damage.

## EQUIPMENT

Padia wears scale mail armor and carries a wooden shield, shortsword and bow.



## MOLPADIA LEONA

Human paladin (Sekhmet), lawful good

**Armor Class** 13 (*uskah +1*) or 19 (scale mail, shield, *usekh +1*)

**Hit Points** 190 (20d10 + 40 + 40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	14 (+2)

**Saving Throws** Dex +10, Wis +9, Cha +10

**Damage Resistance** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** frightened

**Skills** Athletics +8, Intimidation +8, Medicine +7, Religion +6, Stealth +8

**Tool Proficiencies** land vehicles and gaming dice

**Feats** Resiliency (Dex), Alertness, Toughness, Mobility

**Senses** passive Perception 11

**Languages** Egyptian, Konie Greek

**Challenge** 14 (11,500 XP)

**Paladin Abilities.** Lay hands (100 hit points), divine sense, divine smite (2d8), divine health, aura of courage (30 feet).

**Aura of Justice.** Padia may choose any or all creatures within 30 feet of her to make a Wisdom saving throw or become frightened of her for 1 minute. A frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself if successful.

**Bloodlust.** As a bonus action, Padia can drink an enemy's blood and expend one use of her Channel Divinity to enter a ferocious bloodlust. While in this altered state, she gains the following Benefits.

- When she makes a melee weapon attack, she gains a bonus to the damage that is equal to her Charisma modifier.
- She gains 80 temporary hit points.
- When she uses the Attack action to make a melee attack, she can use her bonus action to make another melee attack, as long as she hasn't already used her bonus action this turn.

She cannot cast spells or concentrate on them while engrossed in a bloodlust. Bloodlust lasts for 1 minute. It ends early if Padia is knocked unconscious. It otherwise cannot be ended voluntarily and she is compelled to attack any creature or object of her choice that she can see until the duration expires.

**Aura of Protection.** Whenever Padia or one of her allies within 10 feet of her makes a saving throw, a +1 bonus is applied to the roll. Padia must be conscious to grant this bonus.

**Burning Aura.** Padia can choose to radiate a glowing, sun-like aura while she's not incapacitated. The aura extends 10 from her in every direction, but not through total cover. Any creature that is frightened of her has its speed reduced to 0 while in this aura. It also takes 4 radiant damage if it starts its turn there.

**Cleansing Touch.** Padia can use her action to end one spell on herself or one other willing creature. She can use this ability twice per long rest.

**Aura of Protection.** Whenever Padia or one of her allies within 30 feet of her makes a saving throw, a +2 bonus is applied to the roll. Padia must be conscious to grant this bonus.

**Avatar of Sekhmet.** Padia can use her action to transform into a leonine humanoid and gain the following benefits for 1 minute. Once she uses this feature, she can't use it again until she finishes a long rest.

- **Pounce.** If Padia moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on Strength saving throw or be knocked prone. If the target is prone, Padia can make a bite attack against it as a bonus action.
- **Senses.** Padia gains advantage on all Wisdom (Perception) checks that rely on hearing or smell.
- **Extra Attack.** When Padia takes the Attack action, she can attack three times.
- **Natural Weapons.** Padia gains claws and fangs which she can use as simple melee weapons.
  - Bite.* Her bite inflicts 7 (1d10 + 2) piercing damage and 4 (1d8) radiant damage.
  - Claws.* Her claws inflict 6 (1d8 + 2) slashing damage and 4 (1d8) radiant damage.

**Spellcasting.** Padia is a 20<sup>th</sup> level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Padia has the following spells prepared.

1<sup>st</sup> level (4 slots): *cure wounds, expeditious retreat, jump*

2<sup>nd</sup> level (3 slots): *conjure animals, magic weapon*

3<sup>rd</sup> level (3 slots): *haste, sun ray*

4<sup>th</sup> level (3 slots): *polymorph, stoneskin*

5<sup>th</sup> level (2 slots): *flamestrike, contagion*

## ACTIONS

**Multiattack.** Padia makes two attacks with her sword, spear, or bow. She may use her *haste* spell, bloodlust ability, and avatar form to gain more attacks.

**Spear.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) or ranged 5 (1d6 + 2) piercing damage, or 8 (1d8 + 4) piercing damage if use with two hands to make a melee attack, plus 4 (1d8) radiant damage, plus 4 (1d8) radiant damage.

**Holy Avenger Kopesh.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage plus 4 (1d8) radiant damage or 15 (1d8 + 2d10) radiant damage if the creature is an undead or a fiend.

**Longbow.** *Range Weapon Attack:* +8 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## EQUIPMENT

Padia wears a *usakah* or protection +1 and scale mail armor. She carries a +3 *holy avenger kopesh*, wooden shield, and bow.



## MAGIC ITEMS

### HOLY AVENGER KOPESH

*Legendary (requires attunement by a paladin)*

When Padia hits a fiend or an undead with this +3 weapon, that creature takes an extra 2d10 radiant damage.

While Padia holds the drawn sword, it creates an aura in a 30-foot radius. Padia and all creatures friendly to her in the aura have advantage on saving throws against spells and other magical effects.

### USEKH OF PROTECTION

*Wondrous item, rare (requires attunement)*

Padia gains a +1 bonus to AC and saving throws while wearing this golden uskesh.





## TEREN-RA (LION MOUNT)

Large celestial, lawful good

**Armor Class** 13

**Hit Points** 181 (22d10 + 60)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	14 (+2)	8 (-1)

**Saving Throws** Str +10, Dex +9

**Skills** Perception +8, Stealth +9

**Senses** darkvision 60 ft., passive Perception 13

**Languages** understands Celestial and Egyptian but can't speak

**Challenge** 7(2,900 XP)

**Keen Smell.** Teren-Ra has advantage on [Wisdom](#) (Perception) checks that rely on smell.

**Pack Tactics.** Teren-Ra has advantage on an attack roll against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated.

**Pounce.** If Teren-Ra moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 [Strength](#) saving throw or be knocked prone. If the target is prone, Teren-Ra can make one bite attack against it as a [bonus action](#).

**Running Leap.** With a 10-foot running start, Teren-Ra can long jump up to 25 feet.

**Second Wind.** One time per long rest, Teren-Ra can use a bonus action to recover 28 hit points.

**Improved Critical.** Teren-Ra's attack rolls score critical hits on a roll of 19 or 20 on the d20.

**Quick Reflexes.** Teren-Ra has a +5 bonus on all initiative checks.

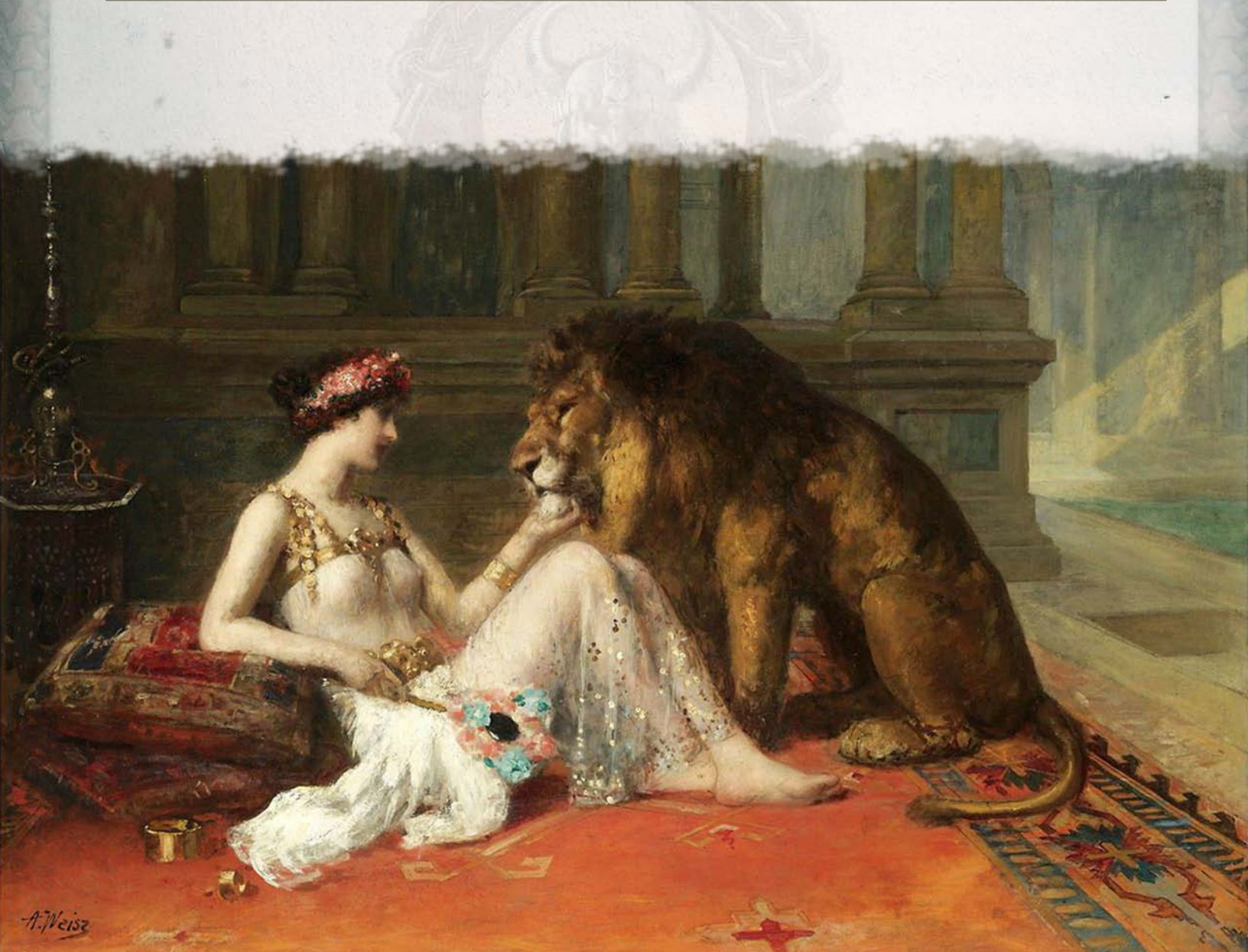
**Blessed.** If Teren-Ra fails a saving throw, he can choose to succeed instead. After using this ability, he can't use it again until completing a long rest.

### ACTIONS

**Multiattack.** Teren-Ra makes three attacks: two with his claws and one with his bite.

**Bite:** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

**Claw:** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.





## APPENDIX

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Sun Ray is a new spell that is unique to the followers of Sekhmet. It appears in the Cult of Sekhmet supplement and is reprinted here for convenience.

### SUN RAY

*3<sup>rd</sup>-level evocation*

**Casting Time:** 1 action

**Range:** Self (60-foot line)

**Components:** V, S, M (a crystal or lens)

**Duration:** Instantaneous

A beam of golden sunlight shines from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw or take 6d8 radiant damage and be blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the damage increases by 1d8 for each slot level above 3<sup>rd</sup>.



# CREDITS

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