

# GUARDIAN LION

*Wrestling Tricksters of Chaos*



When approaching a place of great importance, it is not uncommon to see statues acting as guardians standing in eternal vigil. This is more often an aesthetic choice, marking the site as one of value and worthy of protection, if only in spirit. But sometimes a particular ritual is used to allow these decorative defenders to play a more active role as protectors. Also known as Shishi, these Guardian Lions sit at the threshold of many a palace, temple, or shrine, acting as its defenders. Stone imbued with celestial grace, they sit in silence to intimidate those with ill intent, and when intimidation is not enough, their guardian spirit awakens to attack.

## STONY SENTINELS

Guardian Lions are statues given life by celestial forces to defend a charge. Often sitting at the front of important structures, they are capable of blending in as motionless statues. Should one deemed unworthy by the guardians attempt to enter, they spring to life to defend their charge.

## PROTECTIVE PAIR

These living statues always come in pairs, one male and one female. Each represents the other's opposite, Spiritual and Physical, Nurture and Domination, Yin and Yang. They are inseparable, defending each other in battle. This can make them a deadly duo, as the male lions are impervious to purely physical harm while the female neutralizes all magic other than their own. One would be wise to avoid conflict with such a pair and seek their blessing to enter rather than fight.

# Guardian Lion

Medium Celestial, Lawful Good

**Armor Class 17** (natural armor)

**Hit Points 78** (2d8 + 16)

**Speed 40 ft.**

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	10 (+0)	17 (+3)	14 (+2)

**Saving Throws** DEX +6, INT +3, CHA +5

**Damage Resistance** Poison; Psychic

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Skills** Insight +6, Perception +6

**Senses** Passive Perception 16

**Languages** Celestial, Common, Telepathy 120 ft.

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

**Proficiency Bonus +3**

**Antimagic Aura (female only).** An invisible aura forms a 10-foot radius sphere around the Guardian Lion for as long as it lives. The area is treated as though affected by the antimagic field spell. This antimagic field does not affect any of the Guardian Lion's other magical traits (including the male Guardian Lion).

**Material Immunity (male only).** The Guardian Lion has immunity to nonmagical bludgeoning, piercing, and slashing damage.

**False Appearance.** While the Guardian Lion remains motionless, it is indistinguishable from a normal statue.

**Magic Weapons.** The Guardian Lion's weapon attacks are magical.

**Regeneration.** The Guardian Lion regains 10 hit points at the start of its turn if it has at least 1 hit point.

**Unusual Nature.** The Guardian Lion doesn't require air, food, drink, or sleep.

## Actions

**Multiattack.** The Guardian Lion makes two attacks; one with its claws and one with its bite.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 12 (1d8 + 7) slashing damage.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (1d10 + 7) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

## Reactions

**Soul Mates.** When a creature within 5 feet of The Guardian Lion is hit by an attack it can see, it can use its reaction to become the target of the triggering attack instead.

**Read Out.** As you approach the threshold you hear a crack which stops you in your place. The stone statues flanking the entrance turn their feline heads in your direction as divine light spreads throughout their carved design. Two voices speak in unison in your mind as stony claws separate from their pedestals, "You intrude upon this sacred ground. Speak your intent. If you are true in spirit, you may enter. If not, you will face judgment."