

HETUATH

CREATURE 3

UNIQUE

NE

MEDIUM

UNDEAD

ZOMBIE

EXTRATERRESTRIAL

Perception +11; darkvision

Languages Kasatha

Skills Acrobatics +10, Athletics +11, Stealth +10

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

Quick Jump as the general feat

Items +1 striking shortsword (2), javelin (2), coyote cloak

AC 19; **Fort** +9, **Ref** +12, **Will** +6

HP 30; **Immunities** cold, death effects, disease, electricity, paralyzed, poison, sleep, magic missile;

Resistances fire 5, physical 5 (except slashing or magical weapons), positive 5

Attack of Opportunity 🔄

Bravery as the fighter feat

Speed 25 feet

Melee 🎯 +1 striking shortsword +12 (agile, finesse, versatile s), **Damage** 2d6+3 piercing

Double Slice 🎯🎯 as the fighter feat

Deathlink 🎯🎯🎯 Hetuath sees through the eye sockets of his seven Kasatha Skeleton tribesmen and give them a simple command. The skeleton becomes quickened until the end of their turn, but can only use the extra action to Step or Stride. This effect has a range of 1 mile.