

UBASHKI LYNX

CREATURE 7

UNCOMMON

NE

LARGE

UNDEAD

MINDLESS

Converted by VaranSL

Perception +15; darkvision

Skills Acrobatics +17, Athletics +15 (+17 to Climb), Stealth +15

Str +4, **Dex** +6, **Con** +3, **Int** -5, **Wis** +2, **Cha** +2

AC 25; **Fort** +12, **Ref** +17, **Will** +13

HP 105 (negative healing); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious

Speed 30 feet

Melee ♦ jaws +17 [+12/+7], **Damage** 2d10+8 piercing plus Grab and Ubashki Rot

Melee ♦ claws +19 [+15/+11] (agile, finesse), **Damage** 2d6+8 slashing

Pounce ♦ The ubashki lynx Strides and makes a Strike at the end of that movement. If the ubashki lynx began this action hidden, it remains hidden until after this ability's Strike.

Ubashki Rot (curse, disease, necromancy, negative) The enfeebled and stupefied conditions from ubashki rot can't end or be reduced and the disease can't be healed until it's successfully

treated with *remove curse* or a similar effect. **Saving Throw** DC 23 Fortitude; Onset 1 hour;

Stage 1 enfeebled 1 and stupefied 1 (1 day); **Stage 2** enfeebled 2 and stupefied 2 (1 day); **Stage 3** enfeebled 3 and stupefied 3 (1 day)