

NEFEREKHU

CREATURE 5

UNIQUE**NE****TINY****UNDEAD**

Converted by VaranSL

Perception +14; darkvision

Languages Abyssal, Ancient Osiriani, Common, Osiriani

Skills Arcana +13, Intimidation +14, Religion +12, Osiriani Lore +11

Str +1, **Dex** +4, **Con** +2, **Int** +4, **Wis** +5, **Cha** +5

Items gilded cage

AC 21 (23 while in Gilded Cage); **Fort** +9, **Ref** +11, **Will** +14

HP 66 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious

Gilded Cage Neferekhu is housed within a small golden cage (Hardness 5, HP 20, BT 10) etched with mystic sigils and soaked in alchemical reagents. While Neferekhu is in the cage, she gains a +2 item bonus to her AC. Small or larger creatures can carry Neferekhu while she is in her cage. There is a short length of chain affixed to the cage, allowing her and her cage to be wielded in combat as a flail; doing so allows Neferekhu to use her reaction to make a bite against the target of a successful hit. If Neferekhu is wielded in this way, she can only be targeted directly if her cage is successfully disarmed from its wielder. If Neferekhu attempts to cast spells while being wielded as a flail, the spell is disrupted unless she succeeds on a DC 5 flat check.

Hateful Glare (aura, emotion, enchantment, mental, misfortune, occult, visual) 30 feet.

Neferekhu's transformation into a hate fueled severed head has amplified her disquieting presence. Each living creature that enters or starts their turn in the aura must succeed at a DC 22 Will save or her unnerving gaze causes them to fail and they must roll twice on all d20 rolls and use the lower result. A creature that succeeds is temporarily immune for 24 hours.

Speed 5 feet

Melee ♦ bite +13 [+9/+5] (agile, finesse), **Damage** 2d4+5 piercing plus Gnawing Curse

Divine Spontaneous Spells DC 22, attack +14 ; **3rd** *blindness, harm* (2 slots); **2nd** *deafness, harm, silence* (3 slots); **1st** *bane, fear, ray of enfeeblement* (3 slots); **cantrips (3rd)** *daze, detect magic, guidance, read aura, shield*

Gnawing Curse (curse, enchantment, magical, occult); **Saving Throw** DC 22 Will save or become enfeebled 1. If the target fails additional saves against this ability, the condition value increases by 1 (to a maximum of enfeebled 4). This condition value decreases by 1 every 24 hours.