

HUECUVA

CREATURE 2

CE

MEDIUM

UNDEAD

Perception +8

Skills Deception +5 (+11 to disguise as living during the day), Stealth +8

Str +0, **Dex** +4, **Con** +3, **Int** +1, **Wis** +3, **Cha** +0

AC 17; **Fort** +5, **Ref** +11, **Will** +8; +2 status bonus to saves vs positive

HP 30; **Resistances** positive 5

Aura of Faithlessness (aura, negative, necromancy, divine) Undead within 30 feet of the huecuva gain a +2 status bonus on all saves against positive effects, and resistance 5 to positive damage.

Speed 5 feet

Melee ♦ claw +11 (agile, finesse), **Damage** 1d6+3 slashing + 1d4 negative

False Humanity (illusion) During the day, a huecuva is cloaked in an illusion that makes it look, sound, and feel like the living creature it once was. If a creature interacts directly with a huecuva, it can attempt a DC 21 Will save to see through the illusion. Regardless, the huecuva's scent never changes, it always exudes a faint stench of grave dust and decay. Creatures with scent as an imprecise sense receive a +2 circumstance bonus to any checks or DCs related to this disguise. If scent is a precise sense then the bonus is +4 instead.