

CN

MEDIUM

FEY

HULDRA

**Perception** +15; low-light vision, scent (imprecise) 30 ft

**Languages** common, draconic, gnome, hallit, skald, sylvan

**Skills** Arcana +10, Deception +16, Nature +10, Stealth +12

**Str** +6, **Dex** +5, **Con** +3, **Int** +4, **Wis** +1, **Cha** +5

**AC** 20; **Fort** +9, **Ref** +15, **Will** +15; +1 status bonus to saves vs Enchantment

**HP** 78

**Speed** 25

**Melee** ♦ dagger +13 (agile, finesse, versatile s), **Damage** 2d4+6 piercing

**Melee** ♦ claw +13 (agile, finesse), **Damage** 2d6+6 slashing plus Marring Claws

**Ranged** ♦ dagger +11 (agile, finesse, thrown 10 ft, versatile s), **Damage** 2d4+3 piercing

**Primal Spontaneous Spells** DC 22, attack +14 ; **3rd** (2 slots) *charm, mind of menace*; **2nd** (3 slots) *shape wood, barkskin*; **1st** (3 slots) *sleep, color spray, unseen servant, pass without trace*; **cantrips (3rd)** *dancing lights, ghost sound, ray of frost, read aura, daze*

**Marring Claws** (curse, primal, transmutation) When a creature is struck by a huldra's claw strike the creature must succeed at a DC 21 Fortitude save or become physically mutilated. The creature then takes a –1 status penalty to Charisma-based checks. This penalty is cumulative up to –3, and remains even if the wounds are healed. The penalty is reduced by 1 every 24 hours until it reaches 0.