

**CE** **LARGE** **BEAST**

**Perception** +19; darkvision

**Languages** Abyssal, Common, Draconic, Thassilonian, Jotun, Sylvan


**Skills** Arcana +22, Athletics +19, Deception +25, Diplomacy +25, Intimidation +22, Occultism +19, Stealth +19, Survival +19, Giant Lore +19

**Str** +7, **Dex** +5, **Con** +3, **Int** +3, **Wis** +3, **Cha** +7

**Items** Candle of Truth, Standard Potion of Flying, Sihedron Medallion, Taste of Paradise (+2 Striking Returning dagger), Gold and Pearl Ring (40 gp), Silver Necklace (25 gp), Scroll listing Sihedron Sacrifices

**AC** 30; **Fort** +16, **Ref** +22, **Will** +19; +1 to all saves vs. magic, -1 to all saves without Sihedron medallion

**HP** 175; **Immunities** controlled; **Resistances** mental 10


**Constrictor tail**  **Trigger:** A creature within 5 ft. critically fails an Athletics check or melee strike. **Effect:** Lucrecia attempts an Athletics check to grapple the creature with her tail, needing no free hands.




**Speed** 30 ft., climb 30 ft., swim 30 ft.


**Melee**  taste of paradise +23 (versatile S, thrown 10 ft., magical, acid, conjuration, uncommon, precious), **Damage** 2d4+11 piercing + 1d6 acid

**Occult Spontaneous Spells** DC 30 (high+2), attack +21; **5th** *hallucination, sending, dimension door* (3 slots); **4th** *blink, confusion, sleep, spell immunity*, (4 slots); **3rd** *dispel magic, enthrall, haste, mind reading* (4 slots); **2nd** *blur, death knell, illusory creature, invisibility* (4 slots); **1st** *bleed, mage armor, phantom pain, soothe* (4 slots); **Cantrips (5th)** *daze, detect magic, mage hand, prestidigitation, read aura*

**Occult Innate Spells** DC 30, attack +21; **4th** *charm* (×3), *suggestion* (×3); **3rd** *sleep*; **2nd** *illusory disguise* (at will), *illusory object* (at will), *mirror image*; **1st** *ventriloquism* (at will);

**Change Shape**  (concentrate, occult, polymorph, transmutation) Lucrecia can take on the appearance of a Medium humanoid. This doesn't change her Speed or her attack and damage modifiers with her Strikes, but it does prevent her from using her cursed touch. Lucrecia has a fixed humanoid form—she cannot adopt a different appearance each time she uses this ability, and her appearance resembles that of her upper torso when in her true form.

**Dervish Strike**    Lucrecia makes an attack against each enemy within reach. Each attack counts toward her multiple attack penalty, but the penalty does not increase until after all the attacks. The first enemy she damages is subject to matriarch's caress.

**Matriarch's Caress**  (curse, enchantment, mental, occult) Lucrecia touches a creature, who must succeed at a DC 30 Will save or become stupefied 1 (stupefied 2 if critically failed). If the target fails additional saves against this ability, the condition value increases by 1 if failed or 2 if critically failed (to a maximum of stupefied 4). This condition value decreases by 1 every 24 hours.

**Constrict**  **Requirements** Lucrecia has a smaller creature grabbed.

**Effect:** Lucrecia deals 20 bludgeoning damage to the grabbed creature; the creature must attempt a basic Fortitude save.

**Magic Tattoo**  (tattoo, metamagic, concentrate); **Frequency:** once per day.

**Effect:** The next spontaneous spell Lucrecia casts undergoes the effects of the Silent Spell and Conceal Spell metamagic feats.