

**Perception** +29; darkvision, low-light vision

**Languages** Abyssal, Jotun, Thassilonian

**Skills** Deception +30, Diplomacy +27, Intimidation +30, Stealth +25, Survival +27

**Str** +9, **Dex** +3, **Con** +6, **Int** +3, **Wis** +5, **Cha** +5

**Stench** (aura, olfactory, 30 feet, DC 33) A creature entering the aura must succeed at a DC 33 Fortitude save or be sickened 1 (plus slowed 1 for the same duration on a critical failure). On a success, the creature is temporarily immune to the sickened and slowed effects of this stench for 1 hour. Regardless of the save, while within the aura, creatures take a -2 circumstance penalty to saves against diseases. A sufficiently plugged nose allows an individual to avoid exposure to the stench.

**AC** 36; **Fort** +23, **Ref** +26, **Will** +29

**HP** 340; **Immunities** acid, poison; **Resistances** piercing 10, electricity 10, fire 10

**Vile Spew** 🔄 Whenever a hungerer takes damage, the resulting wound spews a great gout of vile blood and acid. Any creature adjacent to a hungerer when it is wounded takes 2d6 points of acid damage (Reflex DC 33 negates).

**Speed** 10 feet; fly 40 feet

**Melee** 🎯 claw +30 (15 feet reach), **Damage** 3d6+14 slashing + Hungerer's Caress

**Melee** 🎯 maw +30 (15 feet reach, Acid, Deadly d12), **Damage** 3d10+14 piercing + 3d6 acid + Devastating Bite

**Occult Innate Spells** DC 33, attack +25 ; **8th Charm** (up to 10 targets); **4th Charm** (×3), *Suggestion* (×3), *Sleep*; **3rd Stinking Cloud** (×3); **2nd Illusory Object** (at will), *Mirror Image*; **1st Grease** (at will), *Ventriloquism* (at will), *Gust of Wind* (×3); **Constant Fly**

**Hungerer's Caress** (curse, enchantment, mental, occult) The lamia's attack damages a creature, who must succeed at a DC 33 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.

**Devastating Bite** A hungerer's bite deals an extra D12 on a successful critical hit. If this damage is enough to reduce a victim to negative hit points, the victim must succeed at a DC 33 Fortitude save to avoid being decapitated, bitten in half, or otherwise instantly killed by the horrific wound.