

LUCRECIA

LAMIA MATRIARCH 10

CE**LARGE****BEAST**

Recall Knowledge (beast) Arcana, Nature DC 27

Perception +19; Darkvision

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

Skills Arcana +22, Athletics +19, Deception +25, Intimidation +22, Occultism +19, Performance +19, Stealth +19, Giant Lore +19

Str +7, **Dex** +3, **Con** +3, **Int** +4, **Wis** +3, **Cha** +7

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

AC 29; **Fort** +16, **Ref** +19, **Will** +22; +1 status to all saves vs. magic

HP 171; **Immunities** controlled; **Resistances** mental 10

Speed 30 feet, climb 30 feet, swim 30 feet

Melee **◆** strike +21 [+17/+13] (agile, finesse, magical, thrown 10 ft., versatile S), **Damage** 2d4+14 slashing + 1d6 persistent bleed (1d12 on a critical hit)

Occult Spontaneous Spells DC 32, attack +21 ; **5th** (3 slots) *command, dimension door, hallucination*; **4th** (4 slots) *agonizing despair, blink, confusion, sleep*; **3rd** (4 slots) *dispel magic, enthrall, haste, mind reading*; **2nd** (4 slots) *blur, death knell, illusory creature, invisibility*; **1st** (4 slots) *bless, magic missile, phantom pain, soothe*; **cantrips (5th)** *daze, detect magic, mage hand, prestidigitation, read aura*

Occult Innate Spells DC 32 , attack +21; **4th** *charm* (3x), *suggestion* (3x); **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. Each lamia matriarch has a fixed humanoid form—they cannot adopt a different appearance each time they use this ability, and the appearance resembles that of their upper torso when in their true form.

Dervish Strike **◆◆◆** Lucrecia makes a dagger 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 32 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.

Lucrecia prefers to spend her time in her humanoid form: an aristocratic-looking human woman with fire-red hair and alabaster skin. Her face is pure elegance — high cheekbones, demure but lust-stirring green eyes, and perfectly shaped eyebrows to accent them. Her true form is similar from the waist up, while from the waist down she has the body of an emerald green snake.