

# LUCCARIA

## CREATURE 11

UNIQUE

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MEDIUM

HUMANOID

HUMAN

Converted by VaranSL

**Perception** +22

**Languages** Common

**Skills** Diplomacy +20, Intimidation +22, Medicine +22, Religion +22, Stealth +22, Torturing Lore +21

**Str** +3, **Dex** +5, **Con** +4, **Int** +2, **Wis** +7, **Cha** +5

**Items** +1 striking wounding shortsword

**AC** 28; **Fort** +17, **Ref** +20, **Will** +24

**HP** 182

**Speed** 25 feet

**Melee** ♦ shortsword +21 [+17/+13] (agile, finesse, versatile S), **Damage** 2d6+9 piercing plus 1d6 persistent bleed

**Divine Prepared Spells** DC 34, attack +26 ; **6th** *blade barrier*, *harm* (×6), *repulsion*, *spiritual weapon*; **5th** *flame strike* (×2), *wall of flesh*; **4th** *air walk*, *invisibility*, *phantasmal killer*; **3rd** *fear*, *neutralize poison*, *vampiric touch*; **2nd** *darkvision*, *invisibility*, *silence*; **1st** *bane*, *illusory disguise*, *ray of enfeeblement*; **cantrips (6th)** *chill touch*, *detect magic*, *guidance*, *read aura*, *shield*

**Domain Spells** 3 Focus Points, DC 34 , attack +26; **6th** *forced quiet*, *trickster's twin*, *sudden shift*;

**Lingering Rot** A creature that fails a saving throw and takes negative damage from Luccaria's spellcasting also takes 2d6 persistent negative damage.

**Selective Harm** When Luccaria casts *harm*, and it affects creatures in an area, she can designate six creatures to not be targeted by the spell.