

HUECUVA

CR 5

hp 28 (3 HD); **DR** 10/silver

LE Medium undead (augmented human)

Init -1; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common

AC 22, touch 9, flat-footed 22; foes gain +1 morale bonus on attack rolls

Immune undead immunities

Resist turn resistance +2

Fort +3, **Ref** +0, **Will** +3

Speed 20 ft. in full plate (4 squares; run at ×3 speed), base speed 30 ft.

Melee slam +6 (1d6+3 plus *huecuva blight*) or

Melee ceremonial longsword +6 (1d8+2/19–20)

Base Atk +3; **Grp** +6

Special Actions lay on hands (1/day, self only, heal 3 hp), smite good 1/day (+1 attack, +3 damage)

Abilities Str 16, Dex 8, Con —, Int 4, Wis 15, Cha 13 (17 normal)

SQ undead traits

Feats Mounted Combat, Ride-By Attack, Toughness^B, Weapon Focus (longsword)

Skills Diplomacy +7, Knowledge (nobility and royalty) +2, Listen +2, Ride +5, Sense Motive +7, Spot +2

Possessions *armor of rage* (DMG 274), ceremonial longsword (–1 on attack rolls and damage rolls, 5 gp)

Huecuva Blight (Ex) Those struck by a huecuva's slam must succeed on a DC 14 Fortitude save or contract the magical disease *huecuva blight* (incubation 1 day; 1d2 Str and 1d2 Con). A victim must succeed on two saves or receive magical treatment to recover from *huecuva blight*.