HUECUVA

Medium-Size Undead

Hit Dice: 2d12 (13 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 17 (+2 Dex, +5 natural)

Attacks: Claw +2 melee

Damage: Claw 1d4+1 and disease

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Disease

Special Qualities: Undead, change self, damage reduction 10/+1, turn resistance +2

Saves: Fort +1, Ref +2, Will +4

Abilities: Str 12, Dex 14, Con – , Int 4, Wis 12, Cha 10

Skills: Hide +6, Listen +5, Spot +5

Feats: Improved Initiative

Climate/Terra in: Any land and underground

Organization: Solitary, gang (2-4), or pack (5-10)

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 3-6 HD (Medium-size)

Huecuva are the undead spirits of clerics who were unfaithful to their faith and turned to evil before death. As punishment, their god condemned them to roam the earth as an undead creature.

Huecuva resemble robed skeletons and are often mistaken for such creatures.

COMBAT

A huecuva attacks with its claws, raking and slashing at its opponents. It will attack relentlessly until either it or its opponent is dead.

If confronted by a cleric (or a cleric attempts to turn or rebuke a huecuva and fails) a huecuva will direct all attacks at the cleric (and those defending him) until either the cleric or huecuva is slain. The huecuva will ignore all other opponents around it if it encounters a cleric.

Disease (Su): Filth Fever—claw, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity, 1d3 temporary Constitution (see Disease, page 74 in the Dungeon Master’s Guide).

Change Self (Sp): 3/day—as the spell cast by a 10th-level sorcerer.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Huecuva have darkvision with a range of 60 feet.

The Huecuva first appeared in the 1e FF (1981).