

## SEGUA

Seguas are specters that have the bodies of humanoid women and the faces of horses that haunt the northern Weysevain coast. Charming and evil, they use their humanoid form to lure in unaware sailors and farmers. Once alone, the segua reveals its true form, then slaughters its prey.

The first sighting of seguas were reported by the renown Duda Weysevain. Weysevain told Ditimayan natives that his expedition had encountered one in the area now known as the Petrified Labyrinth.

Although they have a firm placement in Arruquetan and Cabalish lore as hunters of foolish men, seguas have been discovered in positions of power in major villages and cities. Supposedly, Cabal's major criminal organization, Red Fang Clan, is led by an ancient segua.

**Undead Nature.** The segua does not require air, food, water, or sleep.



## SEGUA

*Medium undead, neutral evil*

**Armor Class** 14

**Hit Points** 76 (9d8 + 36)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	11 (+0)	18 (+4)	11 (+0)	10 (+0)	18 (+4)
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**Saving Throws** Int +3, Wis +3

**Skills** Deception +7, Insight +3, Perception +3

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with silver weapons

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** the languages she knew in life

**Challenge** 5 (1,800 XP)

**Unarmored Defense.** The segua adds her Constitution modifier to her AC (included).

**Alluring Presence.** As a bonus action, the segua can target one creature that she can see within 100 feet of her. The target must succeed on a DC 15 Wisdom

saving throw or become charmed by the segua until the end of the segua's next turn. On subsequent turns, the segua can use her bonus action to maintain this effect, extending its duration until the end of her next turn. The effect ends if the segua and the creature are ever more than 100 feet apart from each other, if the creature can neither see nor hear the segua or if the creature takes damage.

Once the effect ends, or if the creature succeeds on its initial saving throw against this effect, the creature is immune to this segua's Alluring Charm for 24 hours.

## Actions

**Multiattack.** The segua makes two slam attacks.

**Slam. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage.

**Illusory Appearance.** The segua covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the segua takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the segua could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the segua is disguised.