



## LA SUCIA

The filthy bride is more than a mere ghost, but the embodiment of cultural rage from the women of the eastern region of Odonburg, Copan. Whenever feelings of frustration or disrespect arise among the women in a community, la

sucia appears to enact vengeance on their behalf—whether the women want her to or not. Entire villages have had their male populations murdered or turned mad by these powerful creatures and their compulsion to rid an area of all its males, young and old alike.

**Undead Nature.** La sucia does not require air.

### LA SUCIA

*Medium undead, chaotic evil*

**Armor Class** 15 (natural armor)  
**Hit Points** 49 (11d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	15 (+2)	13 (+1)	18 (+4)

**Skills** Deception +6, Persuasion +6  
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common  
**Challenge** 3 (700 XP)

**Subjective Beauty.** A constant illusion surrounds la sucia which makes her appear different depending on who is viewing her. Any humanoid that can see la sucia sees her as an overwhelmingly attractive mate. While appearing this way, la sucia has advantage on Charisma (Deception, Intimidation, and Persuasion) checks against the target. If a creature uses its action to examine la sucia, the creature can determine that it is an illusion with a successful DC 14 Intelligence (Investigation) check. If a creature discerns the illusion for what it is, la sucia appears in her true form, which is a horrific undead creature wearing a filth-encrusted wedding dress.

### Actions

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) plus 10 (3d6) poison damage. Instead of dealing damage, la sucia can grapple the target (escape DC 11).

**Kiss.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by la sucia, incapacitated, or restrained. *Hit:* The target's Wisdom score is reduced by 1d4. The target dies if this reduces its Wisdom score below 0. Otherwise, the reduction lasts until the target finishes a short or long rest. A creature killed by la sucia's kiss rises as a marido sucio under her control in 1d4 days.

**Charm.** La sucia targets one humanoid that she can see within 30 feet of her. If that target can see la sucia, the target must succeed on DC 14 Wisdom saving throw or be charmed by la sucia. While charmed by la sucia, the target is incapacitated and ignores the charms of other sucias. If the charmed target is more than 5 feet away from la sucia, the target must move on its turn toward la sucia by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than la sucia, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to this sucia's charm for the next 24 hours.

## MARIDO SUCIO

When the undead, filthy bride la sucia draws men into her world, she saps them of their mental energy and kills them. Soon after, the men transform into maridos sucios (filthy husbands), zombie-like monstrosities that are completely unrecognizable as the men they once were.

The maridos linger in the realm of la sucia, protecting her from threats that would end her reign of terror. In addition, villages drained of their men by la sucia are often repopulated by her filthy husbands. They return to their former homes to destroy the friends and family of their past lives.

**Undead Nature.** El maridos sucio does not require air, food, drink, or sleep.

### ZOMBIE, MARIDO SUCIO

*Medium undead, neutral evil*

**Armor Class** 10 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	14 (+2)	3 (-4)	5 (-3)	5 (-3)

**Saving Throws** Wis -1

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 7

**Languages** understands the languages it knew in life but cannot speak

**Challenge** 1/4 (50 XP)

**Cloud of Filth.** Whenever a creature hits the marido with a melee attack, the marido expels a 10-foot sphere of dust centered on itself. The dust cloud remains for 1 minute or until dissipated with a strong wind, such as one created by the *gust of wind* spell. Any creature that enters or starts its turn in the cloud must succeed on a DC 12 Constitution saving throw or become blinded until the end of its next turn.

### Actions

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

