

# THRIAE SEER

## CREATURE 11

UNCOMMON

LN

MEDIUM

HUMANOID

THRIAE

Converted by VaranSL

**Perception** +20; darkvision

**Languages** Common, Sylvan, Thriae

**Skills** Acrobatics +20, Arcana +19, Deception +22, Diplomacy +22

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

**Items** +1 *striking dueling spear* (P, Lv4), x3 merope

**AC** 30; **Fort** +17, **Ref** +22, **Will** +20; +1 vs mental

**HP** 185; **Resistances** Acid 7, Poison 14, Sonic 14

**Speed** 25 feet, fly 40 feet

**Melee** ♦ dueling spear +23 [+18/+13] (disarm, finesse, versatile S), **Damage** 2d8+10 piercing plus 1d6 persistent poison

**Melee** ♦ sting +22 [+18/+14] (agile, finesse), **Damage** 2d4+10 piercing plus mind sting

**Innate Occult Spells** DC 30, attack +22 ; **5th** *animal allies* (bees), *calm emotions* (at will); **4th** *sound burst* (at will); **3rd** *locate* (×3), *summon animal* (giant mining bee only) ; **2nd** *augury* (×3), *misdirection*, see *invisibility*; **Constant** *mind reading*

**Consume Merope** ♦♦ (interact); **Frequency** three times per day; **Effect** The thriae consumes a dose of merope and taps into their spiritual powers for 1d6+3 rounds. The thriae gains a +2 item bonus to its AC and damage rolls made with a melee attack.

**Mind Sting** (mental, poison) A target stung by the thriae must make a DC 27 Will save.

**Critical Success** The target is unaffected and is temporarily immune for 1 minute.

**Success** The target is unaffected.

**Failure** The target is confused for 1 round.

**Critical Failure** The target is confused for 1 minute.