

# THIRIAE DANCER

## CREATURE 7

UNCOMMON

LN

MEDIUM

HUMANOID

THIRIAE

Converted by VaranSL

**Perception** +15; darkvision

**Languages** Common, Sylvan, Thriae

**Skills** Acrobatics +15, Diplomacy +14, Performance +16, Stealth +15, Thievery +13

**Str** +6, **Dex** +4, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3

**Items** +1 glaive, x3 merope

**AC** 23; **Fort** +13, **Ref** +17, **Will** +14; +1 vs mental

**HP** 110; **Resistances** acid 5, poison 10, sonic 10

**Speed** 25 feet, fly 40 feet

**Melee** ♦ glaive +18 [+13/+5] (deadly d8, forceful, reach), **Damage** 1d8+12 piercing plus thriae poison

**Melee** ♦ string +17 [+13/+9] (agile), **Damage** 2d4+8 piercing plus thriae poison

**Occult Innate Spells** DC 22, attack +14 ; **3rd** *calm emotions* (×3), *charm* (×3), *hypnotic pattern*, *sleep*; **cantrips (3rd)** *haunting hymn*

**Inspiring Dance** ♦♦ (interact, mental, visual); **Frequency** three times per day; **Effect** The thriae consumes a dose of merope and dances to create one of three effects. The thriae can maintain the dance as a free action with the interact trait. The thriae can dance for 7 rounds before becoming fatigued. The thriae can change dances by spending an action with the interact trait. A dance effects all within 60 feet.

**Dance of Fervor** All non-thriae within range must make a DC 22 Will save.

**Critical Success** The target is unaffected.

**Success** The target is stupefied 1 while the thriae dances.

**Failure** The target is stupefied 1 and confused while the thriae dances.

**Critical Failure** The target is stupified 2 and confused while the thriae dances.

When the thriae ends its dance, the target becomes fatigued.

**Dance of Grace** All thriae within range gain a +1 circumstance bonus to AC and Reflex saves.

**Dance of Passion** All thriae within range gain a +1 circumstance bonus to attack and damage rolls.

**Thriae Poison** (poison); **Saving Throw** Fortitude DC 23; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and 1 enfeebled 1 (1 round); **Stage 2** 2d6 poison damage and enfeebled 1 (1 round); **Stage 3** 3d6 poison damage and enfeebled 2 (1 round)