

THRIAE SOLDIER

CREATURE 5

UNCOMMON

LN

MEDIUM

HUMANOID

THRIAE

Converted by VaranSL

Perception +11; darkvision

Languages Common, Sylvan

Skills Acrobatics +12, Intimidation +11, Stealth +12, Survival +9

Str +5, **Dex** +4, **Con** +3, **Int** +1, **Wis** +2, **Cha** +2

Items chain shirt, composite longbow (20 arrows), x1 merope

AC 22; **Fort** +14, **Ref** +13, **Will** +11

HP 70; **Resistances** poison 8, sonic 8

Speed 25 feet, fly 40 feet

Melee ♦ sting +16 [+12/+8] (agile), **Damage** 2d4+6 piercing plus thraie poison

Ranged ♦ composite longbow +15 [+10/+5] (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 ft.), **Damage** 1d8+6 piercing plus thraie poison

Consume Merope ♦♦ (interact); **Frequency** once per day; **Effect** The thraie consumes a dose of merope that enhances its combat ability for 1d6+3 rounds. The thraie gains a +1 item bonus on attack rolls and saving throws, and gains fast healing 5.

Rapid Shot ♦♦ The thraie makes two Strikes with its longbow with a -2 penalty. Both attacks count toward the thraie's multiple attack penalty, but the penalty doesn't increase until after both Strikes.

Thraie Poison (poison); **Saving Throw** Fortitude DC 20; **Maximum Duration** 6 rounds; **Stage 1** enfeebled 1 (1 round); **Stage 2** 1d6 poison damage and enfeebled 1 (1 round); **Stage 3** 2d6 poison damage and enfeebled 2 (1 round)