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| UNIQUE | CE | LARGE | BEAST |
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Converted by VaranSL

**Perception** +21; darkvision

**Languages** Abyssal, Ancient Osiriani, Common, Draconic, Osiriani

**Skills** Acrobatics +23, Arcana +24, Athletics +19 (+21 to Climb), Deception +27, Intimidation +25, Occultism +22, Society +20, Stealth +21, Cult Lore +20

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

**Items** *locust cuirass* (P, Lv9 see below), +1 *striking fearsome longspear*, +1 *striking composite shortbow* (20 arrows), thieves' tools, gold funerary mask worth 10 gp

**AC** 34; **Fort** +19, **Ref** +24, **Will** +22; +1 statusto all saves vs. magic

**HP** 215; **Immunities** controlled; **Resistances** mental 15

**Speed** 30 feet, climb 30 feet, swim 30 feet

**Melee** ♦ longspear +24 [+19/+14] (reach), **Damage** 3d8+10 piercing

**Melee** ♦ shortbow +26 [+22/+17] (deadly d10, propulsive, range increment 60 feet, reload 0), **Damage** 3d6+7 piercing

**Occult Spontaneous Spells** DC 33, attack +25; **5th** *false vision, paralyze, repelling pulse, soothe* (4 slots); **4th** *confusion, invisibility, painful vibrations, replicate* (4 slots); **3rd** *dispel magic, enthrall, haste, mind reading* (4 slots); **2nd** *blur, death knell, invisibility, sound burst* (4 slots); **1st** *bless, magic missile, phantom pain, soothe* (4 slots); **cantrips (5th)** *daze, detect magic, mage hand, prestidigitation, shield*

**Occult Innate Spells** DC 33, **4th** *charm* (×3), *suggestion* (×3); **3rd** *sleep*; **2nd** *illusory disguise* (at will), *illusory object* (at will), *mirror image*; **1st** *ventriloquism* (at will);

**Change Shape** ♦ (concentrate, occult, polymorph, transmutation) The lamia matriarch can take on the appearance of a Medium humanoid. This doesn't change their Speed or their attack and damage modifiers with their Strikes, but it does prevent them from using their cursed touch. Each lamia matriarch has a fixed humanoid form— they cannot adopt a different appearance each time they use this ability, and the appearance resembles that of their upper torso when in their true form.

**Dervish Strike** ♦♦♦ The lamia matriarch makes a scimitar attack against each enemy within reach. Each attack counts toward their multiple attack penalty, but the penalty does not increase until after all the attacks. The first enemy she damages is subject to matriarch's caress.

**Matriarch's Caress** ♦♦ (curse, enchantment, mental, occult) The lamia touches a creature, who must succeed at a DC 28 Will save or become stupefied 1 (stupefied 2 if critically failed). If the target fails additional saves against this ability, the condition value increases by 1 if failed or 2 if critically failed (to a maximum of stupefied 4). This condition value decreases by 1 every 24 hours.

**Locust Cuirass** / Level 9

Uncommon / Invested / Magical

**Price** 700 gp

**Usage** worn armor; **Bulk** 1

This +1 *resilient leather armor* feels oddly like insect chitin than supple leather. You gain a +2 item bonus to Athletic checks to High Jump and Long Jump.

**Activate** Reaction, Mental; **Trigger** You begin falling; **Duration** You land or have fallen for 6 rounds; **Frequency** Once per day; **Effect** A swarm of locusts spawn around you, arresting

your fall. Your fall slows to 10 feet per round and, while falling, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, moving up to 50 feet per round. When calculating falling damage, you do not count the portion of the fall you are under this effect.