

UNIQUE

CE

LARGE

BEAST

Converted by VaranSL

Perception +24; darkvision**Languages** Abyssal, Common, Draconic**Skills** Arcana +26, Deception +30, Diplomacy +30, Intimidation +28, Occultism +24, Stealth +25, Survival +22, Cult Lore +22**Str** +8, **Dex** +5, **Con** +4, **Int** +4, **Wis** +4, **Cha** +8**Items** +2 greater striking scimitar, wand of widening 6th-level, moderate healing potion**AC** 36; **Fort** +22, **Ref** +27, **Will** +26; +1 status to all saves vs. magic**HP** 255; **Immunities** controlled; **Resistances** mental 15**Speed** 30 feet, climb 30 feet, swim 30 feet**Melee** ♦ scimitar +27 [+22/+17] (forceful +3, sweep), **Damage** 3d6+16 slashing**Occult Spontaneous Spells** DC 38, attack +30 ; **6th** *blinding fury, dominate, spirit blast, true seeing* (4 slots); **5th** *blink charge, false vision, sending, synaptic pulse* (4 slots); **4th** *blink, confusion, dimension door, painful vibrations* (4 slots); **3rd** *dispel magic, enthrall, haste, mind reading* (4 slots); **2nd** *blur, death knell, illusory creature, invisibility* (4 slots); **1st** *bless, magic missile, phantom pain, soothe* (4 slots); **cantrips (6th)** *daze, detect magic, mage hand, prestidigitation, read aura***Occult Innate Spells** DC 38 , **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) Hyapatia can take on the appearance of a Medium humanoid. This doesn't change her Speed or her attack and damage modifiers with her Strikes, but it does prevent them from using their cursed touch. Hyapatia has a fixed humanoid form—she cannot adopt a different appearance each time she uses this ability, and her appearance resembles that of her upper torso when in her true form.**Dervish Strike** ♦♦♦ Hyapatia makes a scimitar attack against each enemy within reach. Each attack counts toward her 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) Hyapatia touches a creature, who must succeed at a DC 36 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.