

Pattern Dancer

Medium, Fey, Chaotic Neutral

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ARMOR CLASS

17

HIT POINTS

82 (15d8 + 15)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+3

| | |
|-----------------------------|---|
| Speed | Walk 40 ft. |
| Initiative | +5 |
| Saving Throws | Cha +7, Dex +8 |
| Skills | Stealth +8, Acrobatics +8, Performance +7 |
| Damage Resistances | Psychic |
| Damage Immunities | Charmed |
| Condition Immunities | Charmed |
| Senses | Darkvision 60 ft.; Passive Perception 12 |
| Passive Perception | 12 |
| Languages | Common, Sylvan |

STR

9

-1

DEX

20

+5

CON

12

+1

INT

14

+2

WIS

14

+2

CHA

18

+4

Traits

Impossible Rhythm. Opportunity Attacks against the dancer are made with Disadvantage.

Pattern Step. The dancer can move through the space of any creature but cannot end its movement there.

Actions

Multiattack. The dancer makes two Ribbon Blade attacks.

Ribbon Blade. Melee Attack Roll: +8, reach 10 ft. Hit: 12 (2d6 + 5) Slashing damage.

Hypnotic Figure (Recharge 5-6). Wisdom Saving Throw: creatures within 20 feet that can see the dancer. Failure: The target is Charmed until the end of its next turn. While Charmed this way, the target Speed is 0.

Bonus Actions

Change the Pattern. The dancer moves up to 15 feet without provoking Opportunity Attacks.

Reactions

Turn Aside. The dancer adds 3 to its AC against one attack that would hit it.

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