

WATERMAW

Watermaws are primals of pure water. Their shapes continually shift and morph, yet are comprised of slowly or quickly churning waves, though they are nigh invisible in water.

WATERMAW TRAITS
Class: primal Origin: Thoruin
Sapience: moral-agent Lifeways: <i>laxful-detached-leeward, lashful-detached-leeward, lawful-detached-leeward, laxful-wicked-leeward, laxful-hearted-leeward</i>
Vessel: Corporeal Tier/Shape Range: Dawning $\frac{1}{8} \times \frac{1}{8} \times \frac{1}{8}$ to Crowning $5 \times 5 \times 5$
Role: warrior Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>nighlore</i> (sta) DR 19 • <i>Specific:</i> <i>farlore</i> (imp) DR 24
Roottrait Points: $4 + [3 \times (\text{tier} - 1)]$ Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Glt/Brw • <i>Magical Strikes/Harm:</i> —
Augmentations/Lifeskills: Nml +3, Ftl +3, Mfl +3; hasten +3; physical strikes +3, physical harm +6; <i>barter</i> +0 (train: sta); <i>clout</i> +0 (train: sta); <i>dive</i> +5 (train: adv; <i>avail</i> :1); <i>farlore</i> +0 (train: sta); <i>heed</i> +1 (train: imp); <i>look</i> +0 (train: sta); <i>lurk</i> +3 (train: imp; <i>avail</i> :1); <i>nighlore</i> +0 (train: sta); <i>search</i> +0 (train: sta); <i>toil</i> +0 (train: imp); <i>tumble</i> +0 (train: sta)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Water:</i> $[(5d4) \times \text{cubes}]$ meals; <i>mash</i> (sta) DR 5
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> modest • <i>Magical:</i> sparse

SMALL WATERMAW
Tier: Beginning Lifeway: <i>lashful-detached-leeward</i> Languages: Common, Primal
Shape: $\frac{1}{2} \times \frac{1}{2} \times \frac{1}{2}$ Size Modifier: +3 Mass Modifier: ±0 Speed: walk 1; swim 7
Roottraits: Brw 4; Lth 1; Smt 0; Wis 0; Glt 2 Hasten: 3 Defenses: Nml 20; Ftl 23; Mfl 17 Grit: 24+2d10 [33] Pneuma: 6
Harm Yields: <u>susceptible</u> <i>logos, charis, heinous</i> ; <u>vulnerable</u> <i>flare 9, rasp 4</i> ; <u>resistant</u> <i>wreck 36, whelm 49, frost 26, gleam 3, gloom 14, shake 8, shock 11</i> ; <u>immune</u> <i>rot, chaos, hubris, hallow</i>
Condition Adaptations: <u>impervious</u> <i>fatigued, exhausted, disoriented, stunned, jostled, imbalanced, prostrated, restrained, constrained, slowed (biological), paralyzed, nauseated, retched, poisoned, diseased, blinded, deafened, stifled, numbed</i>
Lifeskills: <i>barter</i> +1 (sta); <i>clout</i> +2 (sta); <i>dive</i> +11 (adv; <i>avail</i> :1); <i>farlore</i> +2 (sta); <i>heed</i> +3 (imp); <i>look</i> +1 (sta); <i>lurk</i> +5 (imp; <i>avail</i> :1); <i>nighlore</i> +0 (sta); <i>search</i> +0 (sta); <i>toil</i> +6 (imp); <i>tumble</i> +1 (sta)
ATTACKS AND POWERS
1 Slam — 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +5; <i>wreck (beat)</i> harm 1d6+10 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4)
Whirlpool [adjuvant; 2 pneuma]: watermaw creates swirling pool within itself and affects all creatures of equal size or smaller that share same space at start of its turn, during its ambulation action upon its turn, or at end of its turn — engages each target in CBrwC; if target fails, it is trapped in <i>whirlpool</i> for 1d4+1 rounds, losing its ambulation action, though it can engage watermaw in CBrwC on its own subsequent turns to attempt to break free and exit watermaw's space, ending in an adjacent space (target's choice)
Monster and Mortal Powers: <i>ability substitution</i> (Glt)
Ascension-Point Value: 22

ALPENGARD | MONSTER STATISTICS

MEDIUM WATERMAW
Tier: Raising Liferview: <i>laxful-detached-leeward</i> Languages: Common, Primal, Titan
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 1; swim 9
Roottraits: Brw 5; Lth 2; Smt 1; Wis 0; Glt 2 Hasten: 3 Defenses: Nml 20; Ftl 26; Mfl 19 Grit: 32+3d10 [49] Pneuma: 8
Harm Yields: <u>susceptible</u> <i>logos, charis, heinous</i> ; <u>vulnerable</u> <i>flare 9, rasp 4</i> ; <u>resistant</u> <i>wreck 36, whelm 49, frost 26, gleam 3, gloom 14, shake 8, shock 11</i> ; <u>immune</u> <i>rot, chaos, hubris, hallow</i>
Condition Adaptations: <u>impervious</u> <i>fatigued, exhausted, disoriented, stunned, jostled, imbalanced, prostrated, restrained, slowed (biological), paralyzed, nauseated, retched, poisoned, diseased, blinded, deafened, stifled, numbed</i>
Lifeskills: <i>barter</i> +2 (sta); <i>clout</i> +2 (sta); <i>dive</i> +13 (adv; <i>avail</i> :1); <i>farlore</i> +2 (sta); <i>heed</i> +3 (imp); <i>look</i> +1 (sta); <i>lurk</i> +7 (adv; <i>avail</i> :1); <i>nighlore</i> +1 (sta); <i>search</i> +1 (sta); <i>toil</i> +7 (imp); <i>tumble</i> +2 (sta)
ATTACKS AND POWERS
1 Slam—1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +5; <i>wreck (beat)</i> harm 2d4+11 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6)
Whirlpool [adjuvant; 2 pneuma]: watermaw creates swirling pool within itself and affects all creatures of equal size or smaller that share same space at start of its turn, during its ambulation action upon its turn, or at end of its turn—engages each target in CBrwC; if target fails, it is trapped in <i>whirlpool</i> for 1d6+1 rounds, losing its ambulation action, though it can engage watermaw in CBrwC on its own subsequent turns to attempt to break free and exit watermaw’s space, ending in an adjacent space (target’s choice)
Monster and Mortal Powers: <i>ability substitution</i> (Glt)
Ascension-Point Value: 27

LARGE WATERMAW
Tier: Honing Liferview: <i>laxful-detached-leeward</i> Languages: Common, Primal, Titan, Weird
Shape: 2×2×2 Size Modifier: -2 Mass Modifier: +4 Speed: walk 1; swim 10
Roottraits: Brw 6; Lth 2; Smt 2; Wis 1; Glt 5 Hasten: 4 Defenses: Nml 20; Ftl 30; Mfl 25 Grit: 73+5d00 [101] Pneuma: 15
Harm Yields: <u>susceptible</u> <i>chaos, hubris, heinous</i> ; <u>vulnerable</u> <i>flare 9, rasp 4</i> ; <u>resistant</u> <i>wreck 36, whelm 49, frost 26, gleam 3, gloom 14, shake 8, shock 11</i> ; <u>immune</u> <i>rot, logos, charis, hallow</i>
Condition Adaptations: <u>impervious</u> <i>fatigued, exhausted, disoriented, stunned, jostled, imbalanced, prostrated, restrained, slowed (biological), paralyzed, nauseated, retched, poisoned, diseased, blinded, deafened, stifled, numbed</i>
Lifeskills: <i>barter</i> +4 (sta); <i>clout</i> +6 (sta); <i>dive</i> +14 (adv; <i>avail</i> :1); <i>farlore</i> +6 (sta); <i>heed</i> +5 (imp); <i>look</i> +4 (imp); <i>lurk</i> +7 (adv; <i>avail</i> :1); <i>nighlore</i> +2 (sta); <i>toil</i> +9 (imp); <i>search</i> +2 (sta); <i>tumble</i> +3 (sta)
ATTACKS AND POWERS
1 Slam—1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike +8; <i>wreck (beat)</i> harm 3d6+16 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d8)
Whirlpool [adjuvant; 2 pneuma]: watermaw creates swirling pool within itself and affects all creatures of equal size or smaller that share same space at start of its turn, during its ambulation action upon its turn, or at end of its turn—engages each target in CBrwC; if target fails, it is trapped in <i>whirlpool</i> for 1d8+1 rounds, losing its ambulation action, though it can engage watermaw in CBrwC on its own subsequent turns to attempt to break free and exit watermaw’s space, ending in an adjacent space (target’s choice)
Monster and Mortal Powers: <i>ability substitution</i> (Glt)
Ascension-Point Value: 33

HUGE WATERMAW
Tier: Quelling Lifeview: <i>lashful-detached-leeeward</i> Languages: Common, Primal, Titan, Weird, Genie
Shape: 3×3×3 Size Modifier: -6 Mass Modifier: +13 Speed: walk 2; swim 13
Roottraits: Brw 9; Lth 2; Smt 3; Wis 2; Glt 6 Hasten: 5 Defenses: Nml 19; Ftl 38; Mfl 29 Grit: 145+7d00 [184] Pneuma: 20
Harm Yields: <u>susceptible</u> <i>logos, charis, heinous</i> ; <u>vulnerable</u> <i>flare 9, rasp 4</i> ; <u>resistant</u> <i>wreck 36, whelm 49, frost 26, gleam 3, gloom 14, shake 8, shock 11</i> ; <u>immune</u> <i>rot, chaos, hubris, hallow</i>
Condition Adaptations: <u>impervious</u> <i>fatigued, exhausted, disoriented, stunned, jostled, imbalanced, prostrated, restrained, constrained, slowed (biological), paralyzed, nauseated, retched, poisoned, diseased, blinded, deafened, stifled, numbed</i>
Lifeskills: <i>barter +4 (sta); clout +7 (sta); dive +17 (adv; avail:1); farlore +7 (sta); heed +7 (imp); look +7 (adv); lurk +8 (adv; avail:1); nighlore +4 (sta); search +4 (sta); toil +11 (imp); tumble +3 (sta)</i>
ATTACKS AND POWERS
1 Slam—1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike +9; <i>wreck (beat)</i> harm 3d8+28 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d12)
Whirlpool [adjuvant; 2 pneuma]: watermaw creates swirling pool within itself and affects all creatures of equal size or smaller that share same space at start of its turn, during its ambulation action upon its turn, or at end of its turn—engages each target in CBrwC; if target fails, it is trapped in <i>whirlpool</i> for 1d10+1 rounds, losing its ambulation action, though it can engage watermaw in CBrwC on its own subsequent turns to attempt to break free and exit watermaw's space, ending in an adjacent space (target's choice)
Monster and Mortal Powers: <i>ability substitution</i> (Glt)
Ascension-Point Value: 46