AAW GAMES , MONSTER OF THE MONTH , #2

KRASUE

CR 10 , MEDIUM UNDEAD , ANY ENVIRONMENT

CR 10

Krasue

XP 9,600

NE Tiny undead

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +21

DEFENSE

AC 24, touch 17, flat-footed 19 (+5 Dex, +7 natural, +2 size) hp 127 (15d8+60)

Fort +9, Ref +10, Will +13

Defensive Abilities channel resistance +4; Immune undead traits Weaknesses corpse dependent, sunlight powerlessness

OFFENSE

Speed fly 30 ft. (perfect) Melee bite +18 (2d6+1/19-20 plus attach and bleed) Special Attacks bleed (2d6), blood drain (1d4 Con), dead light (DC 21), mind rot

STATISTICS

Str 12, Dex 20, Con —, Int 7, Wis 16, Cha 19 Base Atk +11; CMB +14 (+18 grapple); CMD 25 Feats Agile Maneuvers, Combat Reflexes, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Vital Strike, Weapon Finesse

Skills Fly +17, Perception +21, Stealth +26 (+6 when glowing); Racial Modifiers -20 Stealth when glowing Languages Common

ECOLOGY

Environment any Organization solitary Treasure incidental

SPECIAL ABILITIES

Blood Scent (Su) A krasue can notice any creature that has wounds caused by slashing or piercing damage as the scent ability in a 180-foot radius, and can detect the smell of blood at ranges of up to a mile. **Corpse Dependent (Su)** A krasue that moves further than 1 mile away from her corpse must succeed on a DC 21 Fortitude save or be destroyed. Every hour thereafter she remains further than 1 mile from her corpse she must succeed on a DC 21 Fortitude save or be destroyed. If a krasue goes longer than 24 hours without rejoining with her corpse for at least 1 hour, she is automatically destroyed. A krasue can rejoin or detach from her corpse as a full-round action. A krasue joined with her corpse cannot fly and can only crawl 5 ft. per round while prone. The save DC is Charisma-based.

Dead Light (Su) A krasue's desiccated organs glow with a sanity-eroding radiance.

This provides illumination as a torch and functions as a gaze attack with a 20 ft. range

(Will DC 21 negates). On a failed save, the creature becomes dazzled for 1d4 rounds and infected with the mind rot curse. If a dazzled creature fails a save against the gaze attack, it becomes stunned for 1d4 rounds. If a stunned creature fails a save against the gaze attack, it becomes unconscious for 1d4 rounds. A krasue can cease or resume this ability as a free action. This is a mind-affecting effect. The save DC is Charisma-based. **Mind Rot (Su)** Curse—gaze attack; *save* Will DC 21; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Wis; *cure* —. Mind rot is a curse that functions as a disease that can only be cured if the curse is removed (DC 21) or the krasue that inflicted the curse is destroyed. A humanoid reduced to 0 Wisdom dies, and arises as a free-willed beheaded with the grabbing ability (see *Pathfinder Roleplaying Game: Bestiary* 4 for details) after 1 day. A humanoid arcane spellcaster with 10 or more Hit Dice instead arises as a free-willed krasue after 1 day. This is a mind-affecting curse effect. The save DC is Charisma-based.



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The krasue is the reanimated head and organs of a humanoid arcane spellcaster capable of temporarily detaching itself from its own corpse to seek out living flesh and blood. The vampiric creatures are driven more by instinct than logic, possessing only enough of their memories to hunger for those they once knew.

The organs of a krasue glow with an unearthly radiance that curses viewers, causing their consciousness to slowly unravel. Victims begin hungering for living blood and flesh, sometimes even turning on their own body in maddened desperation. The heads of those succumbing to the curse detach, becoming mindless beheaded with grasping organs. However, when the mind of a powerful arcanist rots away, a new krasue arises.

Krasue Lairs

A krasue rarely gets to choose her lair, and instead must defend whatever the final resting place of her corpse might be. With effort, the krasue can escape most graves or tombs to seek out food and return before dawn. If the body remains in a more open environment, the krasue slowly crawls toward a place of greater safety. The undead prefer cramped, dark recesses for their corpse, making the lair as difficult as possible to easily access. As long as the krasue regularly feeds, her corpse remains free of decay and usable as a resting place. However, most damage in the form of lost limbs or broken bones matters little for the krasue's purposes. Unusually cunning krasue sometimes purposefully crush and maim their own corpses in order to better conceal them.

The woman's decapitated head floats through the air above a grisly, glowing mass of dangling organs.

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