

UNIQUE

LE

LARGE

FIEND

AMPHIBIOUS

DIV

Converted by VaranSL

**Perception** +29; greater darkvision

**Languages** Ancient Osiriani, Aquan, Common, Daemonic; telepathy 100 feet

**Skills** Arcana +29, Athletics +30 (+32 to Swim), Deception +30, Intimidation +32, Religion +29, Stealth +29, Survival +29

**Str** +9, **Dex** +6, **Con** +8, **Int** +5, **Wis** +6, **Cha** +6

**AC** 39; **Fort** +31, **Ref** +25, **Will** +29; +1 status to all saves vs. magic

**HP** 410; **Weaknesses** cold iron 15, good 15

**Bell Vulnerability** Ghawwas find tolling bells insufferable, the sound filling them with rage. If a creature spends at least an action to ring a bell, Keshenepek takes 4d6 mental damage. Keshenepek gains a +1 status bonus to attack and damage rolls against the target ringing the bell until the end of Keshenepek's next turn.

**Rough Hide** Ghawwas have rough hides studded with jagged barbs and spiny protrusions. A creature that hits Keshenepek with an unarmed Strike or a non-reach melee Strike takes 1d6 slashing damage.

**Speed** 25 feet, swim 50 feet

**Melee** ♦ claws +32 [+28/+24] (agile, evil, magical), **Damage** 3d6+16 slashing plus 1d6 evil and Grab

**Melee** ♦ jaws +32 [+27/+22] (evil, magical), **Damage** 3d10+16 slashing plus 1d6 evil

**Melee** ♦ sting +32 [+27/+22], **Damage** 4d4+16 piercing plus 1d6 evil and ghawwas venom

**Divine Innate Spells** DC 35, attack +27 ; **5th** *control water* (at will), *mariner's curse* (at will); **4th** *dimension door* (at will), *hallucinatory terrain*; **3rd** *stinking cloud*; **2nd** *darkness* (at will), *quench*; **cantrips (8th)** *detect magic*

**Ritual Spells** DC 35 , **1st** *div pact*;

**Boiling Sea** ♦♦ Keshenepek causes the waters in a 20-foot emanation around it to boil, dealing 8d6 fire damage (basic DC 37 Fortitude save) to all creatures in the same body of water.

**Ghawwas Venom** (poison); **Saving Throw** Fortitude DC 37; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage and enfeebled 1 (1 round); **Stage 2** 6d6 poison damage and enfeebled 2 (1 round)

**Rage** ♦ As the barbarian class ability; AC 38, +25 Hit Points, +7 melee damage, gain Resistance piercing 11 and slashing 11