

# THE SKINSAW MAN

# CREATURE 7

CN

MEDIUM

UNDEAD

GHOUL

**Perception** +14; darkvision

**Languages** common, elven, varisian

**Skills** Athletics +18, Intimidation +13, Stealth +13

**Str** +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

**Items** +1 leather armor, +1 war razor of striking, boots of bounding, ring of wizardry, stalker's mask, extravagant noble's outfit worth 20gp, cameo worth 10gp containing a tiny portrait of Miette, key to B29

**AC** 26; **Fort** +17, **Ref** +15, **Will** +14

**HP** 119

**Speed** 30 feet

**Melee** ♦ claw +17 (agile, finesse), **Damage** 1d6+8 slashing plus paralysis

**Melee** ♦ +1 war razor +18 (agile, deadly d6, finesse), **Damage** 2d6+11 slashing

**Melee** ♦ jaw +17 (agile), **Damage** 1d6+8 piercing plus ghoul fever and paralysis

**Blood Frenzy** 🌀 (rage); **Requirements** The Skinsaw Man is not fatigued or already in a frenzy.

**Trigger** The Skinsaw Man deals bleed damage to a living creature.

**Effect** The Skinsaw Man flies into a frenzy that lasts 1 minute. While frenzied, the Skinsaw Man gains a +1 status bonus to attack rolls with its claws and jaws, gains a +4 status bonus to damage rolls with its claws and jaws, gains 15 temporary HP until the end of the frenzy, and takes a -2 status penalty to AC. The Skinsaw Man can't voluntarily stop its frenzy. After its frenzy, the Skinsaw Man is fatigued.

**Bloodletting** When the Skinsaw Man deals piercing or slashing damage, it also deals 1d4 persistent bleed damage if the target was flat-footed or if the attack was a critical hit.

**Hateful Tide** ♦♦ (rage); **Requirement** The Skinsaw Man is in a blood frenzy.

**Effect** The Skinsaw Man unleashes a whirlwind of attacks against its foes, making a single melee Strike with its claws or jaws against each opponent within reach.

**Consume Flesh** ♦ (manipulate); **Requirements** The ghast is adjacent to the corpse of a creature that died within the last hour. **Effect** The ghoul devours a chunk of the corpse and regains 2d6 Hit Points plus 1d6 for every 2 levels it has. It can regain Hit Points from any given corpse only once.

**Ghoul Fever Saving Throw** Fortitude DC 23;

**Stage 1** carrier with no ill effect (1 day);

**Stage 2** 3d8 negative damage and regains half as many Hit Points from all healing (1 day);

**Stage 3** as stage 2 (1 day);

**Stage 4** 3d8 negative damage and gains no benefit from healing (1 day);

**Stage 5** as stage 4 (1 day);

**Stage 6** dead, and rises as a ghast the next midnight

**Paralysis** Any living creature hit by a Skinsaw Man's jaw attack must succeed at a Fortitude DC 23 save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

**Swift Leap** ♦ (move) The Skinsaw Man jumps up to half its Speed. This movement doesn't trigger reactions

**Stench** (aura, olfactory) 10 feet, A creature entering the aura or starting its turn in the aura must succeed at a Fortitude DC 23 save or become sickened 1 (plus slowed 1 as long as it's sickened

on a critical failure). While within the aura, the creature takes a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.