

CN	MEDIUM	UNDEAD	INCORPOREAL	SPIRIT
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Perception +22; Darkvision, speak with animals

Languages Common, Elven, Sylvan

Skills Acrobatics +22, Athletics +15, Diplomacy +25, Medicine +22, Nature +22, Performance +25, Stealth +22, Survival +22

Str -5, **Dex** +5, **Con** +0, **Int** +3, **Wis** +4, **Cha** +8

Negative Healing

Site Bound Myriana cannot leave the Shimmerglens, and becomes slowed 1 if she leaves Whitewillow

Tied to the Land Myriana is intrinsically tied to Whitewillow. As long as Myriana is healthy, the environment is exceptionally resilient. When Myriana becomes physically or psychologically unhealthy, however, her warding region eventually becomes twisted or unhealthy as well. In that case, restoring Myriana swiftly heals the entire region.

Rejuvenation (divine, necromancy) If Myriana is destroyed, she re-forms after 2d4 days within Whitewillow, fully healed. Myriana can be permanently destroyed only if someone determines the reason for her existence and sets right whatever prevents the spirit from resting.

Wild Empathy Myriana can use Diplomacy to Make an Impression on and make very simple Requests of animals.

AC 30; **Fort** +19, **Ref** +22, **Will** +21

HP 120; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** 20 non-magical, 10 all other damage (except force, ghost touch, or positive)

Nymph's Beauty 🌀 (aura, emotion, enchantment, mental, primal, visual); **Trigger:** creature comes within 30ft of Myriana.

Effect: DC 32. On a failed save, the target is stunned 1 for this turn and whenever it begins its turn within 30 feet of Myriana for the next 24 hours, even if it can't see her on subsequent turns.

Change Shape 💠 (polymorph, primal, transmutation) Myriana can change shape but still maintains a ghostly form.

Speed Fly 25ft

Melee 💠 ghostly hand +23 (incorporeal, agile, finesse, magical), **Damage** 2d6+10 Negative energy

Spells DC 32, attack +21; **4th** *tidal surge* (at will), *summon animal*, *harm*; **3rd** *earthbind*, *haste*, *harm*;

2nd *animal messenger*, *faerie fire*, *tree shape*; **1st** *fleet step*, *gust of wind*, *negate aroma*;

Cantrips (5th) *detect magic*, *guidance*, *light*, *ray of frost*, *stabilize*, *charm*, *create water*

Frightful Moan 💠💠 (auditory, divine, emotion, enchantment, fear, mental) Myriana laments her fate, forcing each living creature within 30 feet to attempt a Will save DC 32.

Success: temporarily immune to this ghost's frightful moan for 1 minute. **Failure:** frightened 2. **Critical Failure:** frightened 3.

Telekinetic Assault 💠💠 (divine, evocation) Myriana cries out in pain and anguish as small objects and debris fly about in a 30-foot emanation. Creatures in this area take 6d6 bludgeoning damage, subject to a basic Reflex save.

Focus Beauty 💠 (emotion, enchantment, incapacitation, mental, primal, visual) DC 32 On a failed save, if the target was already affected by the naiad queen's beauty, the image of the queen sears into the creature's mind, allowing no further sight and effectively blinding the creature until restored via restore senses or a similar effect, or until the naiad queen chooses to remove the effect using a single action, which has the concentrate trait.