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[A regional variant of the kappa, which already has [PFRPG statistics](#). But it's not like redundancy ever stopped a creature designer in an RPG before.]

## Garappa

### CR 1 CN Monstrous Humanoid

*A skulking humanoid with a turtle-like shell creeps forth. Its webbed hands and feet sit at the ends of gangly limbs, and it bears a toothy beak. Its head opens into a shallow bowl full of water on the crown of its skull.*

Odd and awkward relatives of the notorious kappa, garappa are easiest to distinguish from their kin by their elongated limbs. On land, a garappa stands as tall as a human, and their knees rise above their head when the creature sits. Although faster than a kappa, garappas are overall frailer and more delicate, leading them to be shy and cautious creatures.

Like a kappa, garappas will engage in pranks and games at the expense of a traveler if they think they can get away with it. They do not come into contact with humanoids frequently due to their isolationist habits. Garappas prefer still water to flowing and can be frequently found living in cold

mountain lakes and ponds. Garappas are preferentially solitary, coming together only if resources are common or if forced to by human encroachment. Despite their bestial appearances and simple way of life, garappas are experts in herbal medicine, and frequently know of exotic medicinal plants in their territory. It takes a silver tongue and a patient mind, however, to enlist a garappa to use their healing talents for anyone other than themselves.

## **Garappa CR 1**

### **XP 400**

CN Medium monstrous humanoid (aquatic)

**Init** +0; **Senses** darkvision 60 ft., Perception +5

Defense

**AC** 12, touch 10, flat-footed 12 (+2 natural)

**hp** 13 (2d10+2)

**Fort** +1, **Ref** +3, **Will** +4

**Resist** acid 5, cold 5

**Weakness** gangly, head bowl

Offense

**Speed** 30 ft., swim 50 ft.

**Melee** 2 claws +3 (1d4+1), bite +3 (1d4+1)

**Special Attacks** grab (Medium)

Statistics

**Str** 13, **Dex** 11, **Con** 12, **Int** 8, **Wis** 13, **Cha** 10

**Base Atk** +2; **CMB** +2 (+6 grapple); **CMD** 12

**Feats** Skill Focus (Heal)

**Skills** Escape Artist +4, Heal +6, Knowledge (nature) +0, Perception +5, Stealth +5, Swim +9;

**Racial Modifiers** +4 Escape Artist

**Languages** Aquan, Common

**SQ** amphibious, healing hands

Ecology

**Environment** cold and temperate freshwater

**Organization** solitary, pair or bale (3-6)

**Treasure** standard

Special Abilities

**Gangly (Ex)** A garappa's awkward limbs cause it to be treated as one size category smaller than its actual size for determining carrying capacity, combat maneuver bonus and other effects that affect creatures of different sizes differently.

**Healing Hands (Ex)** A garappa takes no penalty on Heal checks to treat deadly wounds if it does not possess a healer's kit. A garappa can make a Heal check to treat deadly wounds in a minute, rather than the hour it usually takes.

**Head Bowl (Su)** The basin atop a garappa's head contains water from its home river or lake. The water is emptied only if the garappa willingly tips its head or a creature pinning the garappa forces it to do so (requiring a grapple check while pinned). If the water is emptied, the garappa becomes immobile and staggered. It can still take actions, but it cannot move from the spot on its own. If the emptied head bowl is refilled with water, the garappa recovers from this condition immediately. This replacement water doesn't have to be from the garappa's home, but the garappa refills its head bowl from there at its first opportunity.