



“Asanbonsam - shape 1” © deviantArt user “Asanbonsam”. Accessed at their gallery [here](#)

[Commissioned by [@wannabedemonlord](#). Another [Paranormal World Wiki](#) creature, this one seemingly emerging from a childhood confabulation. I love when those make their way into paranormal sighting collections—imaginative children see so many weird and wonderful things, much better than an endless parade of ‘squatches, lake monsters and UFOs. The description of a “walking haystack” could have gone in a plant based direction, but I had trouble finding hay or straw based monsters that were shaggier than a scarecrow, and searching “haystack” and “straw” on deviantArt got me lots of naked women lounging around on farms. Which must be uncomfortable, but that’s neither here nor there.]

Wazooey

CR 9 LE Magical Beast

This shaggy beast has a blunt snout, clawed paws and luminous red eyes. Its hunched back is covered with layers of matted fur, giving it an appearance like a mobile haystack.

A wazooey is a cruel creature that hunts using its mental powers. They are found in rocky deserts, favoring areas with cliffs, boulders and other terrain that they can use to their advantage. They speak a debased form of the Sphinx language, and combined with their vaguely humanoid appearance, has led some to speculate that they are corrupted or degenerate forms of sphinx, or perhaps an attempt to recreate the sphinx form through magical means. Sphinxes, for their part, do not comment on such rumors and find both them and wazooeys distasteful.

A wazooey prefers to attack from ambush, using its fear gaze to scatter opponents and then focus on

a single foe. It enjoys toying with prey using telekinesis, flinging objects at them to soften them up before pouncing, or grappling them so they cannot escape. If at all possible, a wazooey attacks in areas where it can fling foes into something sharp or off of a cliff, or in places where plenty of loose rocks can act as telekinetic projectiles.

A wazooey is highly territorial, and roams across a wide span of desert in order to find enough food to sustain it. They hate blue dragons, but are typically deferential towards them due to their superior power. A wazooey will break blue dragon eggs or kill wyrmlings if it thinks it can get away with it. They rarely associate with others of their own species, but a few mated pairs linger together longer than the raising of offspring requires. Both wazooeys care for their young for about a year before driving them out to find a territory of their own.

A wazooey is about nine feet long and weighs around five hundred pounds. They can rear up on their hind legs for short periods of time, but find walking on all fours to be more comfortable.

Wazooey **CR 9**

XP 6,400

LE Large magical beast

Init +1; **Senses** darkvision 60 ft., low-light vision, Perception +7, scent

Defense

AC 24, touch 14, flat-footed 23 (-1 size, +1 Dex, +10 natural, +4 deflection)

hp 115 (11d10+55)**Fort** +12, **Ref** +10, **Will** +5

Immune fear; **Resist** fire 10

Defensive Abilities telekinetic ward

Offense

Speed 40 ft.

Melee 2 claws +17 (1d6+6), bite +16 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks fear gaze, pounce, rake (2 claws +17, 1d6+6), telekinetic mastery

Spell-like Abilities CL 11th, concentration +15 (+19 casting defensively)

At will—*mage hand*, [*telekinetic projectile*](#)

3/day—*invisibility*, *levitate*, *telekinesis* (DC 19, CMB +15)

Statistics

Str 22, **Dex** 13, **Con** 21, **Int** 6, **Wis** 15, **Cha** 18

Base Atk +11; **CMB** +18; **CMD** 33 (37 vs. trip)

Feats Combat Casting, Dazzling Display, Intimidating Prowess, Shatter Defenses, Skill Focus (Stealth), Weapon Focus (claw)

Skills Acrobatics +6 (+10 jump), Climb +11, Intimidate +13, Perception +7, Stealth +11; **Racial Modifiers** +4 Stealth

Languages Sphinx

Ecology

Environment warm and temperate deserts

Organization solitary or pair

Treasure standard

Special Abilities

Fear Gaze (Su) 30 ft; panicked 1d4+1 rounds; Will DC 19 negates. The save DC is Charisma based.

Telekinetic Mastery (Su) A wazooey may concentrate on the sustained force or combat maneuver uses of *telekinesis* as a swift action.

Telekinetic Ward (Su) A wazooey gains a deflection bonus to its Armor Class and CMD equal to

its Charisma modifier.