

Shoosuva

Large Undead: (Extraplanar)

Hit Dice: 18d12 (117 Hp's)

Initiative: +7

Speed: 40 ft. (8 squares)

Armor Class: 26 (-1 Size, +7 Dex, +10 Natural),

Touch:16, Flat-Footed: 19

Base Attack / Grapple: +9/+20

Attack: Bite +15 Melee (1d8+ 10/15 - 20/x3 plus creeping paralysis)

Full Attack: Bite +15 melee (1d8+10/15 - 20/x3 plus Creeping Paralysis)

Space / Reach: 10 ft./5 ft.

Special Attacks: Augmented Critical, Creeping Paralysis

Special Qualities: Damage Reduction 10/cold Iron

and Good, Improved Evasion, Spell Resistance 21, Turn Resistance +4, Undead Traits

Saves: Fort +6, Ref +13, Will +12

Abilities: Str 25, Dex 24, Con -, Int 14, Wis 12, Cha 18

Skills: Hide +24, Intimidate +25, Knowledge (Religion) +23, Listen +22, Move Silently +28, Spot +22

Feats: Combat Expertise, Combat Reflexes, Dodge, Improved Critical (Bite), Mobility, Spring Attack, Whirlwind Attack

Environment: Infinite Layers of the Abyss

Organization: Solitary, pack (2—8), or cult (Shoosuva plus 2 - 8 3rd level gnoll rangers plus 5 - 4 5th Level gnoll clerics)

Challenge Rating: 8

Treasure: Standard

Alignment: Always Chaotic Evil

Advancement: 19 - 30 HD (Large), 31 - 42 HD (Huge), 43 - 54 HD (Gargantuan)

Level Adjustment: —



It squats hungrily an emaciated hyena of incredible size with bony ridges running down its spine, and a slavering jaw filmed with ragged teeth. Its patchy fur and mottled skin shine with a nauseating yellow light, as does the depth of its leprous throat and terrible bloated eyes.

Yeenoghu long ago developed the demonic undead known as the Shoosuva (translated to “returner” from the gnoll tongue) for use as an intermediary between him and his clerics. He vested in the shoosuva many of the traits of his other form of favored undead—the ghoul. Gnolls speak only rarely of the Shoosuvus, and believe that they are the incarnations of the spirits of the greatest of Yeenoghu’s shamans.

A Shoosuva is usually encountered in one of two ways on the Material Plane. Powerful gnoll spellcasters can conjure them using spells like greater planar binding and greater planar ally to do their will. And rarely, Yeenoghu sends a shoosuva pack to a particularly favored gnoll cleric to provide support and advice in times of need.

Shoosuvus speak Common, Abyssal, and Gnoll.

Combat

A Shoosuva is a savage combatant, and prefers to hurl itself into the midst of melee and lash out with its terrible bite. These undead often deliberately surround themselves; they have no fear of suffering sneak attack damage since they are undead, and can use their Whirlwind Attack feat to great effect in such situations.

- ! **Augmented Critical** (Ex): The Shoosuva's bite attack threatens a critical hit on a result of 18 - 20 and deals x3 damage on a successful critical hit. Most shoosuvras further enhance their bite by taking the Improved Critical (bite) feat, which increases their threat range to 15 - 20.
- ! **Creeping Paralysis** (Su): A creature bitten by a shoosuva must make a successful Fortitude saving throw (DC 23) or become afflicted with the creeping paralysis of the shoosuva. Upon becoming afflicted, the victim immediately takes 2 points of Strength drain and 2 points of Dexterity drain. On each round that follows, the victim takes an additional 2 points of Strength and Dexterity drain. Upon reaching 0 in either score, the victim becomes paralyzed until magic is used to restore any ability scores at a to at least 1. However, the power of the creeping paralysis is such that it persists even then, and on the round after being *restored* the victim starts taking Strength and Dexterity drain again. A *Remove Paralysis* spell can remove the creeping paralysis effect, but only if the caster makes a successful level check (DC 23), but this does not restore any drained ability scores. *Heal* automatically removes the creeping paralysis. The save DC is Charisma-based.
- ! **Improved Evasion** (Ex): If a Shoosuva makes a successful Reflex save against an attack that normally deals damage on a successful saving throw, it instead takes no damage. Even if it fails the saving throw, it takes only half damage from the attack.