

PATHFINDER
COMPATIBLE

AB
ABYSSAL BREWS

A detailed illustration of a waterlily spirit, a humanoid figure with long, flowing, translucent blue hair and skin. The spirit is holding a large, ornate trident in its right hand. The background features a large, cascading waterfall and a stone archway. The overall color palette is dominated by blues and greens, with a soft, ethereal glow.

THE **WATERLILY**

A playful spirit of the waters
bound to protect its home.

WATERLILY

There exists a tradition of consecrating waters in the fountains of places long thought to be holy or important. This practice has seen all manner of waters be marked for their importance ranging from small babbling springs that pour from natural breaks in the earth, up to and including massive and ornate fountains featuring statues carved for the highest of the nobility. This blessing is meant to protect the waters from any who would see to harm the populace that come to enjoy them. For some though, another step was taken. With the right dedications and calls to deities of the natural world, occasionally a fountain would be blessed with a protector that would oversee its sacred nature for years eternal. These spirits of blessed fountains have been known as Waterlilies.

Their name was originally taken as a nod to their ability to keep peace within their waters as the lily is often used as a sign of peace or a truce. Often initially referred to as the lily of the waters, these creatures have an enthusiastic love for the fountains they are bound to. They delight in putting on shows

for the faithful that would come to gaze upon the waters.

Often joyous in nature, these elementals have been the delight of many fanciful gardens. They can't help but express their playful nature by occasionally squirting a passing guest or suddenly spewing a massive geyser next to the edge, drenching onlookers in a hanging mist. This playful nature is often welcome to those who gaze upon their fountains, but their most prized trick is something truly special.

Waterlilies have the magical ability to bend stone as needed, often taking up the form of a statue that was placed on the fountain. Embodying this rock form, they are able to express themselves more. They often spend time in their statue form, walking the grounds of the gardens they inhabit or talking with the guests of the gardens about why they are present.

It's rare for them to journey far beyond their bound fountain and even rarer to leave the place they were bound to. It is this inquisitive spirit that keeps Waterlilies most entertained. They will often want to trade poetry or song with

WATERLILY

CREATURE 5

CG **MEDIUM** **AMPHIBIOUS** **ELEMENTAL** **WATER**

Perception +12; darkvision

Languages Aquan, Common

Skills Arcana +13, Nature +13, Stealth +16

Str +5, **Dex** +3, **Con** +3, **Int** +4, **Wis** +1, **Cha** +2

Drenching Presence (aura, primal, water) 15 feet. The Waterlily is surrounded by spraying waters. Creatures in this aura are constantly drenched gaining weakness cold 1 and lightning 5.

AC 21; **Fort** +15, **Ref** +12, **Will** +12

HP 97; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** fire 5

Geyser ⤵ (primal, water); **Trigger** A creature critically succeeds on a melee strike against the waterlily;

Frequency twice per day; **Effect** The waterlily conjures a geyser below the triggering creature's feet. The creature must attempt a DC 19 Reflex saving throw becoming prone on a failure. On a critical failure, they also take 2d10+2 bludgeoning

Speed 25 feet, swim 60 feet

Melee ✦ trident +15, **Damage** 2d8+7 piercing

Ranged ✦ throw trident +13 (thrown 20 ft., returning), **Damage** 2d6+6 piercing

Douse ✦ (primal, water) The waterlily puts out all fires in a 5-foot emanation. It extinguishes all non-magical fires automatically and attempts to counteract magical fires (+14 counteract modifier).

Tidal Push ✦✦ (primal, water); **Frequency** twice per day; **Effect** The waterlily sends out a wave of rushing waters in a 15 foot cone in front of it. Creatures within the cone take 6d6+3 cold damage (DC 19 Basic reflex save). Creatures that critically fail are Pushed 10 feet.

those who would come to visit. Any who would spend time to offer tales, especially those involving water, will certainly have the ear of a Waterlily. While they are not quick to violence, Waterlilies are fiercely protective of their waters and any who would seek to harm or sully them will see swift correction. They typically will seek to dissuade first without resorting to outright combat, but if a Waterlily is pushed far enough, it will lash out to protect its home.

They have a special love for children of all species and often go out of their way to provide nourishing waters to any creatures that may visit their grounds. They prize curiosity and have little time for those that seem overly stoic or gruff. Truly a special creature, they are the jewel of many sacred gardens.

TACTICS

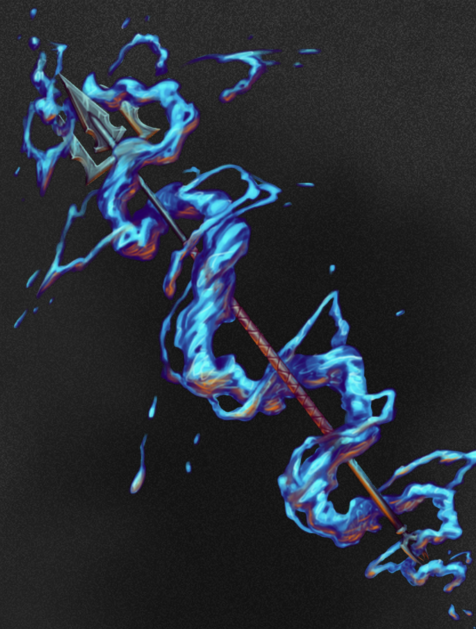
Waterlilies are slow to conflict and would much prefer to dissuade at first. They are intelligent beings and wish to understand the nature of a creature before they would consider harming it.

- Drenching presence is especially dangerous if you combine this with other creatures that deal damage of the types listed. While the Waterlily has limited access to cold damage, this is more of a consideration if you were to pair it with other elementals or elemental spirits that might deal cold or lightning damage. Consider the other creatures in the fight with this aura.
- Tidal push should be used early as a way to dissuade those that would sully the waters of a Waterlily.
- Geyser is an important defensive tool and can allow the Waterlily to buy some time or get away from combat. It's also really thematic.
- If the Waterlily thinks players are up to no good, it will not make its presence known at first. They will remain still and mimic a normal statue in stealth until it is more sure.

SUGGESTED PAIRINGS

Waterlilies are often present in sacred places and therefore, can often rely on allies in a fight.

- Common guards are a good pairing when planning a fight with a waterlily. They can take some pressure off while the Waterlily is the main disruptor.
- Consider dropping in magic casters that deal cold or lightning damage more reliably. This can cause a normal fight to become quite deadly though, so only do so if you are confident in your encounter preparation.



GEYSER

ITEM 5

MAGICAL **WATER**

Price 160 gp

Usage held in 1 hand; **Bulk** 1

The haft of this impressive *+1 returning trident* is covered in etchings that evoke the feeling of watching over the ocean as its waves move and roil. It has a comfortable leather wrapping to ease grip and the three points at the end are especially cold to the touch. Holding this trident causes illusory strands of water to wick out from it and swirl around the weapon so long as it is in your hands.

Activate ♦ envision, water; **Frequency** twice per day; **Effect** You strike the pommel of the trident on the ground causing a geyser to erupt from the earth in a space that you can see within 30 feet of you. If a creature occupies that space, it must attempt a DC 19 Reflex saving throw.

Critical Success The target is unaffected

Success The target is off-guard to the next strike that targets it

Failure The target is launched 20 feet into the air and falls back to land taking 10 bludgeoning and becoming prone on landing

Critical Failure As failure, but target is launched 30 feet into the air, taking 15 bludgeoning on landing.

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