



WICK **WALKER**

Raised by the prayers and rituals of long forgotten orders, this wax elemental serves only one.

WICK WALKER

Long forgotten orders and ancient places of worship dot the landscapes of the natural world. Shrines to things that may have long been forgotten are nothing new to adventurers. Often delving into these places for long lost riches is one of their favorite activities, but it is not without danger. In these ancient places of worship and ritual, so powerful are the old magics that they can sometimes breathe life to the candles used in their ceremonies. When wax takes form and stalks the halls of these holy and unholy locations, it is called a Wick Walker.

Wick Walkers typically form in ancient places of worship such as long forgotten churches, shrines, or monasteries. These creatures are living manifestations made of wax that was magically imbued as part of rites that were held in these old halls. As they are born of the rituals that take part within these places of worship, their alignment and who they serve often aligns directly with the peoples who used to worship in the site. This means their temperament can range from tolerant and peaceful to vengeance driven madness depending on the deities that were previously honored at

the site where they formed. No two Wick Walkers are exactly the same the ritual they eventually lead to their creation is rarely the same.

Rarely are Wick Walkers formed intentionally. They are often a byproduct of intense worship in a place over a long period of time, especially when many candles are involved in the process. While some worshipers are initially fearful of the creatures, they have come to be seen as a blessing amongst those that understand them. Singular in their purpose, to serve the deities whose worship brought them to life, they are often seen as fervent protectors of the shrines and monasteries where they have sprung to life. Few have been successful in trying to manufacture them on their own, as it seems that the touch of life that brings them into being is something beyond mortal comprehension.

Born of Prayer. Wick Walkers often spring to life as part of other rituals that take place where they are born. Sometimes they are rites of passage for young members, in which case they will defend those who were passing to a higher part of life. Some are born from protective or vengeful prayers and in which case, their desire will be to protect or avenge the order that created them.

WICK WALKER

CREATURE 4

N **LARGE** **ELEMENTAL**

Perception +11; motion sense 60 feet, darkvision

Languages One language that created it (can't speak any language)

Skills Athletics +12, Intimidation +12, Religion +12

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

Motion Sense A Wick Walker can sense nearby motion through vibration and air movement.

Waxy Aura The constant dripping wax from the Wick Walker creates a 10-foot-emanation of difficult terrain around it.

AC 21; **Fort** +14, **Ref** +11, **Will** +11

HP 61; **Immunities** bleed, paralyzed, poison, sleep; **Resistances** cold 5

Sticky Wax ☞ (manipulate); **Frequency** Twice per day; **Trigger** The Wick Walker is hit by a successful melee weapon Strike; **Effect** The Wick Walker twists its chandelier shield and attempts to Disarm the creature that struck it. When it attempts to Disarm in this way, it does not need a free hand.

Speed 25 feet

Melee ♦ chain whip +12 (reach 10 ft., trip), **Damage** 2d6+5 slashing

Chain Hook ♦♦ (manipulate); **Effect** The Wick Walker swings its chain towards a creature that it is aware of within 30 feet. The creature must attempt a DC 18 Reflex saving throw.

Critical Success The creature is unaffected

Success The creature is grabbed until the end of its next turn

Failure The creature is restrained until the end of its next turn

Critical Failure As failure, but the creature is also pulled 10 feet towards the Wick Walker

Difficult to Discern. Often unclear in their creation, these creatures can be terrifying at first to those who come across them. They can often understand the languages that were used to create them, but without the ability to speak, it can be hard to discern what may or may not anger a Wick Walker. Some have been known to be quite tolerant, while others lash out in anger the moment someone intrudes on their homes.

Left to Wander. Many Wick Walkers are the last living thing in their long forgotten homes. Their typical lifespan outlasts even elves and the spark that fuels them burns on for what could be eternity. It is not uncommon to find these creatures as the lone sentinels standing guard of places that have otherwise been forgotten by time and society.

TACTICS

As the personalities and personal directives of Wick Walkers is extremely variable, it can be difficult to say how they would go about any enemy. Determine beforehand if they would be hostile, potentially hostile, or friendly to your party when they enter.

- The best place to set an encounter with a Wick Walker would be an old place of worship. You should even say that they have a specific holy symbol embedded in them as part of the ritual that brought them to life. Give clues to your party that they seem tied to the place and if they understand the religious nature of the place, make it easier to get along.
- The Waxy Aura will make it difficult for melee combatants to move around freely. Use this in order to lock them in place and cause problems for those that rely on movement.
- Sticky Wax is a powerful shut down tool when used with Waxy Aura.
- Chain Hook is a good tool to pull creatures into the Waxy Aura and disrupt plans.

SUGGESTED PAIRINGS

Wick Walkers are often at home in long lost monasteries and places of worship. Think what else might be in places like that.

- Often times other creatures may seal away Wick Walkers and take up the rest of the ruins for themselves. Orcs, goblins, kobolds, and others would be capable of that.
- Think about other animated or autonomous guards that might be present or perhaps ghosts of long dead worshipers within the place.



LUMINAIRE

ITEM 4

LIGHT MAGICAL

Price 95 gp

Usage held in 1 hand; Bulk 1

What looks to have once been a hanging chandelier, has been ripped from whatever mechanism had previously kept it aloft. Now, a leather strap has been attached to the back turning this object into a *steel shield* (Hardness 6, HP 36, BT 18) that sheds bright light in a 20-foot radius (and dim light to the next 20 feet). When held, illusory wax drips from it, but disappears shortly after coming into contact with another surface. It seems the chandelier has been enchanted with some form of everburning magic to keep the appearance of fire where there is none.

Activate ✦ envision; **Effect** You picture darkness or light and either ignite or douse the flames on the shield.

Activate ➤ Manipulate; **Frequency** Once per hour; **Requirements** You have this shield raised; **Trigger** You are hit by a successful melee weapon Strike; **Effect** You move this shield in such a way to ensnarl the weapon that struck you in the melting wax of the shield. You attempt to Disarm the creature that struck you. You do not need a free hand to attempt to disarm in this way. You gain a +1 item bonus to your Athletics check when you attempt to disarm using this shield.

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