

# GREEN VISAGE

**Source:** Homebrewed.

A green visage is a tall, sunflower-like plant that always grows above the grave of an intelligent humanoid. The green visage has a large melon-like bulb at the top that bears the face of whatever creature is buried beneath its roots. In addition, the green visage has many of the creature's memories and its personality bears a superficial resemblance to that of the creature upon whose remains it feeds, as well. A green visage's nature and demeanor both depend greatly upon the location and circumstances of its growth.

**Limited Mobility:** Although a green visage can move about, it must return to the body upon which it grows or else it will sicken and eventually die.

**Community Elders:** Some communities attempt to preserve the wisdom of their elders by planting a green visage on the grave of each elder. These green visage elders often serve their community willingly in return for meeting occasional demands for treasure, nourishment or entertainment. Some have strange preferences, demanding art, a nice house or wives.

**Wild Hermits:** Some green visages grow over the body of a creature that died far from others of its kind, in the wilderness. The humanoid elements of a green visage such as this will crave company, and may even go mad from loneliness. Such a green visage is highly unpredictable and more likely to act aggressively than a green visage with a community around it.

## Green Visage Level 3 Controller

Medium natural animate (plant)

XP 150

HP 46; Bloodied 23

Initiative -1

AC 17; Fortitude 15; Reflex 15; Will 17

Perception +5

Speed 3

## STANDARD ACTIONS

**(ranged) Destiny Dissonance** (psychic) \* **At Will**

*Attack:* Ranged 5 (one creature); +7 vs. Will.

*Hit:* 2d4+6 psychic damage and the green visage slides the target 4 squares.

**(close) Psychic Grumbling** (psychic) **Recharge 5 6**

*Attack:* Close burst 4 (each creature in burst); +5 vs. Will.

*Hit:* 2d8+3 psychic damage and the target is dazed (save ends).

*Miss:* The target is dazed until the end of its next turn.

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**Skills** any one knowledge skill +8

**Str** 9    **Dex** 6    **Wis** 18

**Con** 14    **Int** 14    **Cha** 16

**Alignment** any

**Languages** any spoken by the body beneath the green visage