



Phelantar's Guide
to
Creatures of the Night
for
The 13th Age Roleplaying Game



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Blood Sprout

To many people, the blood sprout appears to be any other flowering vine, but this magical plant has two unique features which makes it extremely dangerous to people and animals alike. The blood sprout, as its name implies, cannot germinate in soil or water but instead requires warm blood from living creatures to sprout. Once it's sprouted, it typically remains in soil as with any other plant. However, the second unique feature is that it is capable of using its roots and vines to locomote and to infect creatures with the seeds by spraying clouds of toxic pollen and whipping thorny vines directly into their flesh. The blood sprout isn't intelligent and as such has no preference for people, beasts, or other creatures, so long as they are alive and warm. It attacks indiscriminately when any creature comes within range and the scent of the flowers has been known to lure victims close enough to be infected.

Once a living creature has been infected, the blood sprout seeds influence the host through chemical and magical means. The instructions are very basic but often have a powerful effect on intelligent hosts. The host is directed to eat as much as possible, to build up nutrition for the germinating seeds as well as the newly sprouted plants. The host is also directed to sleep as much as possible, preferably in as warm a place as possible. The hosts themselves don't recognise these impulses as being unusual and often claim to just be feeling under the weather or in need of rest.

Sprouting doesn't immediately kill the host. Instead, the sprouting releases another set of instructions into the host, which is to attempt to infect as many new people as possible before dying somewhere secluded. The blood of the host is now flowing with the seeds necessary to infest others and this is the primary vector until the sprouts develop flowers after several weeks. Merely bleeding on an uninfected person or animal can lead to a new infection. The host becomes increasingly emaciated during this time as their body is used to nourish the blood sprouts within and their behavior and condition becomes more difficult to hide.

If the blood sprout is threatened, such as with healing magics or potions designed to treat diseases, it will send the host into a berserk frenzy and attempt to bleed on as many people and animals as possible, gouging deep wounds into their targets with their bare hands. If they have to, they'll even wound themselves to produce blood flow. Hosts will bite off their tongue and vomit on nearby targets, rip out their own eyes, even tear open major veins to send jets of blood around the area. The blood at this stage burns like acid and lingers as the seeds burrow into the skin of the target. At this stage, the seeds are easy enough to destroy with most typical antidote spells or potions without provoking the mindless frenzy, but if left untreated then will proceed as normal.

Eventually, the host dies and the blood sprout begins the cycle again. Entire villages can be wiped out this way if the blood sprouts are not found and destroyed as quickly as possible. The only thing left in these places are the five-petaled red flowers and green/black thorned vines, wrapped in the bones of the victims.

Adult Blood Sprout

Level 1 Spoiler (Plant)

Init: +0

C: Thorn Whip +6 vs AC - 5 poison damage.

Natural 16+ Hit - Target is Grabbed and takes 3 ongoing poison damage (save ends)

C: Toxic Spray +4 vs PD against 1d3

targets - 3 ongoing poison damage

Natural Even Hit - Target is Hampered (save ends)

Natural Even Miss - 3 poison damage

Limited Mobility - The Adult Blood Sprout may only move on turns where the Escalation Die is odd.

AC 16

PD 15 **HP 24**

MD 12

Berserk Infected Human

Level 2 Wrecker (Humanoid)

Init: +4

Tooth and Nail +7 vs AC - 7 damage

Natural 16+ Hit - Make a second attack at a -2

Natural 1-5 miss - The Berserk Infected Human takes 7 damage and gains a +2 to their next attack roll

C: Blood Spray +5 vs PD against 2 nearby

targets - 5 acid damage and 3 ongoing poison damage

Insane Rage - The Berserk Infected Human crits on an 18-20 roll.

AC 21

PD 18 HP 68

MD 16

Infected Dog

Level 1 Mook (Beast)

Init: +5

Rabid Bite +7 vs AC - 4 damage.

Bloody Waste - Enemies who hit the Infect dog with a melee attack take 3 damage

AC 18

PD 15 **HP 8 (mook)**

MD 10

Mook: For every 8 damage done to the mob, one Infect Dog is killed

Skintaker

The skintaker is a fiendish corruption of the doppelganger creature. Intrigued by their ability to change their face and shape, a Demon Lord known as Xerazoch captured hundreds of doppelgangers over many decades and performed excruciating and bloody experiments to learn the secrets behind their ability, then spent even more years attempting to imprint the ability upon thousands and thousands of the lowest ranked demons. Centuries passed, but Xerazoch eventually created a new strain of demon: the skintaker. In its natural form, the skintaker resembles a hairless and genderless ape-like figure with light blue-grey skin, small eyes, and a large mouth. They have no ears or nose and are thin to the point of appearing almost as skin and bones. Nevertheless they are very fast and dangerous even in this form. Two small horns rise from each temple, curving towards the back of its head.

The skintaker didn't have the inherent shapeshifting abilities of the doppelganger, but had its own way to take the appearances of others. The method which it could do this is where the demon gets its name. By killing any living creature of roughly the same mass, flaying the skin from it, then attaching the skin to its own body, the demon gains the ability to impersonate that exact creature. By taking the creature's face, the skintaker can mimic its head and voice. Impersonating the rest of the creature requires a majority of the body's skin or scales. The skintaker can also eat the brain of the victim and gain limited knowledge of the creature's personality and memories. Once these things are done, the skintaker has access to them for as long as they exist. There is no limit to the number of people that a skintaker can kill and impersonate.

The primary limitations of the skintaker are two-fold. The first is that removing the skin for the face is a delicate and time-consuming task that cannot be done very quickly, despite the skintaker's razor-sharp claws in its natural form as well as tremendous manual dexterity. The skin necessary for the body is more forgiving, but also there is a great deal more of it. Eating the brain is similarly a process that takes some time. This limits the skintaker in rushed situations. The second large limitation comes with the fact that the skintaker leaves a body behind when it kills someone to take their place. The very distinct needs of the skintaker often can clue in well-informed or wary opponents to be on their guard and treat people with more suspicion. Clever skintakers will be sure to spend extra time hiding a body, or even just eating it, but once again this places constraints on the skintaker when dealing with quickly-changing events.

These limitations mean that, unusually for a demon, most skintakers are relatively patient and methodical. In comparison to mortal spies and assassins they are still reckless and hopelessly aggressive, but by demonic standards they're known as exceptional planners. They will study a target for hours, or even days, and create a straightforward plan of action before making their move. This makes them surprisingly good at infiltrating and spying on their devil foes, since the skintaker understands the structure and hierarchy better than most of their fellow demons. In mortal realms, their ability to infiltrate is not as consistently successful, but they remain powerful demons that can fight free if they are discovered.

Skintaker

Level 6 Wrecker (Demon)

Init: +12

Hooked Claws +11 vs AC - 15 damage and 6 ongoing damage (save ends)

Natural Even Hit - Target takes -2 to all saving throws until the start of the Skintaker's next turn

C: Disturbing Visage +10 vs MD vs 1d3 nearby enemies - Target is Dazed (save ends). If the target is Staggered, then they are Stunned instead.

Quick Strike - When attacking an unaware opponent or moving to attack an already engaged foe, roll the attack twice and take the higher result.

Shed Skin - The Skintaker spend their entire turn on this ability. The skintaker creates a perfect, but temporary, clone of itself and becomes the clone's shadow. The clone "dies" after it is hit (not miss damage) and appears to be the real skintaker. The clone cannot use the Disturbing Visage attack or use Shed Skin.

AC 22

PD 20 **HP 85**

MD 16

Notes on using the Skintaker

The skintaker is a very capable combatant in a face-to-face fight, but is better used as a dangerous stalker that players encounter and fight multiple times before finally pinning it down and forcing it to fight to the death. Use the Shed Skin ability liberally to escape and live to fight another day, while ambushing players who are by themselves or otherwise in small groups. This should be an enemy that the heroes love to hate and celebrate to finally finish off. Or did they...?

Skintaker Assassin

Level 7 Wrecker (Demon)

Init: +14

Razor Claws (2 attacks) +12 vs AC - 14 damage

Natural Even Hit - The Skintaker Assassin may pop free. If it does this on the first attack, it may make the second attack against a different target.

Natural Even Miss - 7 damage

C: Mind Wipe +12 vs MD against 2 nearby enemies - The Skintaker Assassin is Invisible to the target. If the target is Dazed or Stunned, they become Confused (save ends)

Quick Strike - When attacking an unaware opponent or moving to attack an already engaged foe, roll the attack twice and take the higher result.

Shed Skin - The Skintaker spend their entire turn on this ability. The skintaker creates a perfect, but temporary, clone of itself and becomes the clone's shadow. The clone "dies" after it is hit (not miss damage) and appears to be the real skintaker. The clone cannot use Mind Wipe or Shed Skin itself.

AC 22

PD 20 **HP 124**

MD 16

Scarecrow Guardian

The scarecrow guardian, sometimes called a straw or hay golem, is a very very old magic which creates an animated creature out of straw or hay and binds them to protect an area from intruders of all sorts. Unlike many other golems, the scarecrow guardian is inexpensive to create, though it does take a fair amount of time and effort on behalf of the creators. The scarecrow guardian is often banned, or at the very least looked down upon, because the best way to create one involves a human sacrifice. Animal sacrifice can be done instead, but results in a less intelligent and harder to control golem.

A scarecrow golem is typically a 6-8 foot tall humanoid made of tightly bound hay wrapped around a skeleton of wood branches. They're often dressed in the local manner, given a face of rock or coal on a burlap sack situated where the head should be, and tied to a shovel, hoe, or pitchfork. For a typical scarecrow, it would then be hung up in a field to deter birds and other vermin.

The scarecrow guardian requires more effort and materials before it is ready. The scarecrow guardian is made up of numerous smaller branches to allow more for a much greater range of movement. Hands are created, often with claws or metal nails, as are booted feet. Dried and spices herbs such as basil, cinnamon, cumin, and oak leaves are stuffed into the hay. The hay is then soaked with fresh rainwater and sprinkled with the ashes from a fire created with holly branches. Then comes the key elements. A heart is cut out of a living person or animal and placed in the corresponding area of the guardian. The eyes are also cut out and placed into the "face" of the guardian. The still-warm blood is sprinkled on all four limbs as the creators chant in a long-dead language attributed to the first living people to walk the world. The creators, as well as all of those who are expected to control the scarecrow, drop three points of their own blood onto the heart. The guardian is then left out under the open sky for one full turning of the moon, at which point it is complete.

Scarecrow guardians are aware, but not especially intelligent. Ones created with humans are smarter, roughly that of a 5 year old child, but ones created with animals rarely are even as intelligent as a smart dog. The guardians can follow the instructions of anybody whose blood has touched its heart, but it is rarely smart enough to act on those instructions in a creative way. Scarecrow guardians are much, much faster and stronger than they would appear to be, though they suffer in regards to resilience and resistance to damage or even the weather. Fire, especially, is the bane of scarecrow guardians and one of the reasons they aren't more frequently used when sacrifice isn't a concern.

Scarecrow guardians are quick and dangerous combatants, though their intelligence usually limits their tactics to an initial ambush from cover and then a straight fight against the weakest looking opponent. Most guardians are also "programmed" to ring a bell hung around their neck to alert the farmhouse that there are intruders. Scarecrow guardians are, of course, well suited to drive birds and vermin away from crops and farm animals.

Bestial Scarecrow Guardian

Level 3 Trooper (Construct)

Init: +2

Vulnerable: Fire

Rusty Nail Hands +8 vs AC - 12 damage
Natural 16+ hit - The target is Grabbed

Inhuman Determination - The Bestial Scarecrow Guardian gains a +1 to attack rolls and +2 to damage each time it misses during a battle.

Bestial Speed - At the beginning of the Bestial Scarecrow Guardian's turn, roll a normal save. On success, the Bestial Scarecrow Guardian gains an additional move action.

Full of Straw - Scarecrow Guardians do not take double damage from critical hits unless they are from fire-based attacks, which do triple damage.

AC 19

PD 13 **HP 40**

MD 17

Scarecrow Guardian

Level 3 Wrecker (Construct)

Init: +4

Vulnerable: Fire

Weaponized Farm Tool + 8 vs AC - 12 damage

Natural 16+ hit - Engaged enemies not targeted by this attack take 4 damage

Wide Sweep +8 vs AC against 1d3 enemies - 7 damage and the target is moved to a nearby location of the Scarecrow Guardian's choosing. If this is a dangerous location (pit, cliff, fire), the hero may make a normal saving throw to avoid the danger.

Cunning Protector - The Scarecrow Guardian gains a +2 to attack and +4 damage against an enemy who has hit an ally this turn.

Full of Straw - Scarecrow Guardians do not take double damage from critical hits unless they are from fire-based attacks, which do triple damage.

AC 21

PD 18 HP 68

MD 16

Bloated Walker

In watery areas such as swamps, rivers, and lakes, zombies sometimes undergo a transformation. Their flesh swells with toxins, nodules full of acidic pus develop all over the body and they become increasingly aggressive, though in exchange their already-limited senses become even weaker. This often leads them to attack and consume other zombies or bloated walkers, which only increases the potency of their poisonous flesh and pus. Eventually, these bloated creatures find their way out of their watery domain and attack any living creature that they can reach. Despite their bloated appearance, bloated walkers are surprisingly agile in short bursts and can make enormous leaps to close with any creature which has caught their attention. Once they have gotten close, they throw themselves bodily at their target, clawing and biting. The pus nodules erupt to blind their target and keep them from mounting an effective defense or escape. Their poisonous touch slows down their prey and can slowly kill them even if they escape the bloated walker's assault.

Bloated walkers can be sometimes be "created" by trapping zombies underwater for extended periods of time. Stagnant or tainted water seem to be best, but the process that turns a zombie into a bloated walker is imperfectly understood and zombies can linger for years without changing while some will change within days of being submerged. Artificially created bloated walkers are usually used to defend an area. Very steep moats sometimes are loaded with walkers who can't easily escape but will brutally attack anything that falls in. Underwater passages that can be skipped by those in the know are often filled with bloated walkers and other undead to attack intruders who don't know the secret to bypassing the obstacle.

Although the watery walkers are the most common and best well known, there are others which transform after being subjected to extended time in other substances like lamp oil, wine, or even bat guano. They develop similarly to the others, with toxic flesh, extreme aggressiveness, and limited senses. The primary difference is that, instead of nodules full of poisonous pus, the pus is instead extremely flammable and even explosive under the right circumstances. These sorts of bloated walkers rarely form by accident. Trapping a zombie in a large cask of wine or barrel of oil is something that rarely occurs unless someone wants to create one of these creatures for some purpose.

Instead, bloated walkers created this way are used as walking bombs. Launched out of catapults as siege weapons, caged and detonated to blow up warehouses, jammed into a barrel then set out in a market with a long fuse, and so on. In and of themselves, the fiery walkers are almost as dangerous as a bloated walker, but become even more dangerous when others use their flammable nature. Even the lowly scorching ray spell, when combined with a well located fiery walker, can do tremendous damage to people, buildings, and the landscape.

Bloated Walker

Level 2 Trooper (Undead)

Init: +3

Infected Bite +7 vs AC - 7 damage

Natural 16+ hit - Ongoing 3 poison damage

C: Pustule Burst +5 vs PD - 3 acid damage

and the target is Dazed until the start of the Bloated Walker's next turn. While Dazed from this attack, the target must make a normal (11+) saving throw to move. Quick Action, 1/turn.

Giant Leap - Once per battle, the Bloated Walker may move twice as far as a normal creature and may not be Intercepted during this movement.

AC 21

PD 18 HP 68

MD 16

Fiery Bloated Walker

Level 2 Wrecker (Undead)

Init: +4

Vulnerable: Fire

Tear and Bite +7 vs AC - 8 damage

Natural Even Hit - Immediately make a Pustule Burst attack against the same target

C: Pustule Burst +6 vs PD - 4 acid damage and the target is Vulnerable (Fire) for the rest of the battle. Quick Action, 1/turn.

Natural Even Hit - The target is Hampered (save ends)

Giant Leap - Once per battle, the Fiery Bloated Walker may move twice as far as a normal creature and may not be Intercepted during this movement.

Sympathetic Detonation - If the Fiery Bloated Walker dies from Fire damage or is critically hit with fire damage, it detonates. Make the following attack against **all** nearby creatures. **+6 vs AC - 8 fire damage** and the target is Dazed (save ends). On a crit, the target is Stunned (save ends).

AC 21

PD 18 HP 68

MD 16

Porcelain Stalker

The porcelain stalker is a very rare magical construct in the shape of a human child's porcelain doll, created to be the most unlikely and overlooked of assassins. A porcelain stalker appears to be a doll about a foot tall, made completely out of porcelain, topped with a wig made out of horse hair and dressed in child's clothes. The dolls themselves are largely a human cultural occurrence, so most porcelain stalkers themselves resemble human children. The porcelain has been enchanted to increase its toughness, though it still remains relatively fragile. The enchantment serves to obscure the more substantial magics that animate and drive the stalker.

Most porcelain stalkers were created by wizards, sorcerers, or dark priests who needed a deniable method of harassing or eliminating a well-to-do enemy such as a nobleman or merchant. The stalker is given, through a third party, to the family and from there to the child or children. The stalker remains inanimate for weeks or even months, learning the habits of the household as well as the layout of the house and grounds. The stalker can also imitate voices, but requires time to learn to imitate them to perfection.

Once the stalker has gathered the information it needs, then it begins to work. The stalker almost never works directly against the target unless all other options have been exhausted. Stalkers are usually "programmed" with a deadline that their target must be killed by, but until that point their efforts are subtle and indirect. These might be placing rat poison into the flour, cutting through the straps on a horse saddle so that it breaks at a gallop, or weakening stairs so that they collapse when someone steps on them and then calling for their target using their vocal mimicry. The stalker works almost exclusively at night to avoid detection, though it will sometimes risk daylight hours if few or no people are nearby. The stalker rarely is created in such a way that collateral damage is a concern, so these attacks are just as likely to injure or kill others as they are to harm the target.

When the deadline for killing the target comes close, the stalker will make more direct action. It will attempt to stab the target, and the rest of the household, in their sleep. It will attempt to burn the house down after ensuring that nobody can escape their room. It will use its vocal mimicry to send the target into a dangerous area. The stalker will, only at the last resort, engage in direct combat with the target or their guards. Even then, it prefers to attack with surprise to cripple or kill as quickly as possible. Although the stalker is very strong and tough for its size and construction, it is still small and fragile and cannot hold up to the rigors of face-to-face combat very well.

When a stalker has completed its mission, the creature often takes it back to use again. However, not all stalkers are recaptured and they go "wild". They will pick someone at random, then integrate themselves into the family and lifestyle so that they can assassinate their "target". They will continue to do this until they are destroyed or captured. They are too single minded to find any other purpose and will continue to hunt and kill their self-declared targets for as long as they are able.

Stalker Doll

Level 1 Trooper (Construct)

Init: +3

Hamstring +6 vs AC - 5 damage and the target is Stuck until the start of the Stalker Doll's next turn.

Natural Even Hit - Stuck is now a save ends effect.

Opportunistic Attack - Attacks vs Stuck creatures crit on an 18+

Fragility - Critical hits against the Stalker Doll deal 3x damage.

AC 21

PD 18 HP 68

MD 16

Renegade Stalker

Level 2 Trooper (Construct)

Init: +4

Hidden Razor +7 vs AC - 4 damage and 3 ongoing damage

Natural 16 Hit+ - The saving throw against the ongoing damage is now 16+

Miss - 3 ongoing damage

Improvised Trap - As an Immediate interrupt once per battle, when an enemy moves to engage the Renegade Stalker, make the following attack. **+6 vs PD** - 7 damage and the target is Dazed (save ends).

Finishing Blow - Attacks vs enemies taking ongoing damage crit on an 18+

Fragility - Critical hits against the Renegade Stalker deal 3x damage.

AC 21

PD 18 HP 68

MD 16

Notes on the Porcelain Stalker

Although stats have been provided for the porcelain stalker, it's not a creature which is best used in a straight up fight, especially against a full group of adventurers. Instead, the porcelain stalker is best used when an adventurer is isolated and alone and the stalker can be scary and threatening. The porcelain stalker is a cunning and dangerous adversary which prepares traps and confuses opponents, so skill checks regarding detecting it and discovering its traps and ruses should always be considered Hard (DC 20) in favorable circumstances (such as well lit rooms or with multiple people searching) and Very Hard (DC 25) in situations where the stalker has an advantage (such as dark or decrepit areas or when someone is isolated). Liberal use of the Impromptu Damage Chart is recommended to keep the stalker an indirect threat. In a standard fight, the porcelain stalker only counts as being half an enemy.

Dread Legionnaire

Every day, soldiers, mercenaries, adventurers, guards, and other martially-oriented people die all over the world. Many of these deaths, unfortunate as they might be, end there. For some, however, the journey doesn't end there. When a soldier dies with a curse on their lips and no hope in their heart, dark powers would answer. The soul would venture to whatever afterlife it had earned, but the body would become a plaything for dark powers. Hate, rage, hopelessness, and despair fueled compact and the deceased soldier would join the Dread Legion. These undead soldiers are drawn to one another and form squads and companies of marauding warbands. The average band of Dread Legionnaires rarely numbers more than five to ten creatures, but sometimes balloon to twenty-five or thirty creatures. On very rare occasions, usually in more isolated regions, the Dread Legion numbers into the hundreds and can lay siege to forts or overrun outposts.

Their goal, as far as anyone can determine, is to grow their numbers by driving others to the limits of despair and then brutally killing them. Their primary targets seem to be other soldiers and people of a similar inclination, such as adventurers or guards. They rarely seem to attack innocents unless they are attacked first, though they have been known to raid villages or infiltrate cities in order to lure out a military response. The Dread Legion acts with military precision and uniform tactics despite the fact that many of these soldiers served in different places and in different eras and should, by all rights, us different styles of fighting on both a personal and group level.

Dread Legionnaires generally appear as skeletons with significant clumps of flesh still clinging to their bones. For unknown reasons, legionnaires never rot down to being a full skeleton, but always rot to some extent before seemingly stabilizing. The legionnaires predominantly wear the armor and use the weapons that they used in life, at least in small groups. They fight using skirmisher tactics, focusing on ambush and short decisive engagements against isolated opponents. When the band reaches between thirty and fifty members, tactics change and the members attempt to arm themselves more uniformly by raiding armories, caravans, and ambushing patrols. At this stage, they equip themselves like heavy infantry. Large shields, spears, heavy armor, javelins, and short swords are the preferred equipment. A band that becomes even larger will have a small number of troops that arm themselves as scouts and skirmishers. It's rumored that the biggest bands will field undead cavalry with nightmares or zombie wyverns, but these rumors have little basis in fact.

Dread Legionnaires do not seem to act like the person they were when they died outside of their combat skills and do not appear to recognise anybody that they would know. The legionnaires do not speak and almost seem to have a shared mind, but when caught unawares they seem to act like typical soldiers. They often build camps at night, despite not needing to rest. They will hunt and butcher animals despite not needing to eat. Sentries will lounge and relax as any living person might. Scholars would like to know more about this, but actually learning more is difficult at best and might be impossible.

Dread Legionnaire

Level 4 Trooper (Undead)

Init: +6

Sword and Board +9 vs AC - 12 damage enemies take -2 to attack rolls vs the dread legionnaire until the start of its next turn.

Natural Even Miss - The next enemy to attack the Dread Legionnaire takes a -2 penalty

Coordinated Assault +8 vs MD - The next ally to attack the target gains a +2 to attack and +4 to damage.

Natural 16+ Hit - The bonus increases to +3 to attack and +6 to damage.

Hold the Initiative - Enemies with a lower initiative score than the Dread Legionnaire deal -4 damage to the Legionnaire

AC 20

PD 17 **HP 60**

MD 14

Dread Legionnaire Veteran

Level 5 Leader (Undead)

Init: +8

C: Spear Fighter +10 vs AC - 18 damage. If the target attacked the Legionnaire Veteran and missed in the last turn, deal 22 damage.

Natural Even Miss - The next enemy to attack the Legionnaire Veteran takes a -2 penalty.

To the Front! - As a quick action, a nearby ally may immediately move. If they engage an enemy with this move, they gain a +2 to their next attack roll.

Banner Carrier - All nearby enemies take 5 less damage the first time they take damage each turn.

AC 21

PD 18 **HP 75**

MD 16

Dread Legionnaire Skirmisher

Level 3 Archer (Undead)

Init: +7

C: Javelin Throw +9 vs AC - 7 damage and the target is Hampered until the end of their next turn.

Miss - The target is Hampered until the end of their next turn

Quick Move - The skirmisher gains a +2 to disengage checks and takes half damage from opportunity attacks

AC 19

PD 13 **HP 45**

MD 17

Corpse Titan

The world is filled with undead creatures made up of the combined or connected bodies of other creatures. Flesh golems, faceless thralls, creeping defilers, and many more. For reasons not well understood, necromancers, wizards, and evil priests seem almost compelled to make many of these creatures as servants and guardians. The corpse titan is different from these other undead abominations in that it seems to be a creature which spontaneously rises from mass graves, battle sites, towns wiped out by disease, or any other location where large numbers of people have been killed in a relatively short amount of time. No explanation has been given for this terrible phenomena, but some scholars suggest that areas where mass death takes place might find the veil that divides the living world from the planes of the dead being weakened or strained long enough for the necrotic energy to seep through. However, this explanation does little to address why they form an enormous giant-like creature out of bodies and not, for example, a mass of zombies or skeletons.

Whatever the origin, the corpse titan is a dangerous and terrible creature. The corpse titan is a humanoid mass of conjoined dead bodies the size of a frost giant and is disturbing even to look at. Multiple fused bodies comprise each limb of the titan, with individual arms and legs forming fingers or toes. Each eye of the titan is a human or humanoid skull that glows with dark energy. The mouth is filled with teeth comprised of shattered and sharpened bones. The titan cannot speak, but only the foolish believe that lack makes the titan stupid. Corpse titans are on par with most humans in terms of intelligence, which only makes them more dangerous when encountered. They will drive wild creatures into an enemy to distract them and wear them down, throw rocks and rotting corpses at their targets from beyond the range at which they can strike back, and will even run away from a fight that is not going their way.

Much like their origins, the goal of any given corpse titan is mysterious and subject to debate. Some act as bloodthirsty brutes, slaughtering villages or laying waste to caravans. Others align themselves with dark gods, acting as the will of their chosen deity on the world. Some keep to the wilderness for unknown reasons, warring with giants and ogres for territory to roam. Some may inhabit old ruins for no fathomable reason, driving off or slaughtering any who would dare venture within. Some have suggested that some collective memories of the people who died to create the titan still resides within and this subconscious drives the titan in ways that may not be easily understood, even by the titan itself.

Not all corpse titans are free. Though intelligent and powerful, they can be captured and controlled through magic as any undead creature might be. Kingdoms have fallen and cities crushed when a necromancer or dark priest gains control of a corpse titan. Even those without magic may find a way to control a corpse titan, with collars and chains. However, a titan is a rebellious creature and the unwary or uncautious master may find themselves turned to bloody paste in the blink of an eye.

Corpse Titan

Huge Level 8 Trooper (Undead)

Init: +11

Meat Fist +13 vs AC (2 attacks) - 76 damage. Against Grabbed targets, the damage is 94

Natural Even Hit - The target is Grabbed.

Natural Odd Miss - 18 damage

Natural 1-5 Miss - The Corpse Titan takes 18 damage and any Grabbed enemies are released.

Shockwave Stomp +11 vs PD against 1d3 nearby enemies - 36 damage and the target is Stuck until the end of their next turn. Usable as a Quick Action once per turn.

Natural 16+ Hit - The target is Stunned until the end of their next turn.

Natural 1-5 Miss - Make another attack against a nearby ally.

Boneshard Bite +12 vs AC - 114 damage and the Corpse Titan heals 72 damage. Only usable against Grabbed targets. Usable as a Quick Action once per turn.

Natural 1-5 miss - The Corpse Titan takes 36 damage and any Grabbed enemies are released.

Multi-Limbed Monstrosity - Enemies which end their turn engaged with or Grabbed by the Corpse Titan take 18 damage.

Flesh Armor - The Corpse Titan may reduce the damage from an attack by half as an immediate interrupt. The AC and PD of the Corpse Titan goes down by 1 until the end of battle each time Flesh Armor is used.

AC 24

PD 22 **HP 444**

MD 18

Murderous Haunting

Malice, hatred, and violence in a community have a way of corrupting the people living there and physical locations within that community. Whether it be low level violence over the course of years or extreme acts of hatred taking place in minutes, the very spirit of an area can be warped and twisted and eventually it may manifest to unleash horrors on the residents of the area. The twisted spirit can manifest itself in several ways, each of which attempts to escalate the negative feelings that created the spirit in the first place. The worse the situation, the more power the spirit gains, which in turn allows it to inflict new torments upon those within the range of its control.

At the earliest stage, the murderous haunting has limited ability to affect the physical world. It can “possess” small groups of inanimate objects and move them around. This often results in poltergeist-like behavior where people are attacked by floating objects being thrown at them with bonecrunching force. More subtle methods of increasing confusion, hostility, and mistrust are known to happen as well, such as the haunting stealing a coin purse and planting it on an innocent person nearby. Gaslighting in homes and businesses is an insidious method that sometimes occurs with especially crafty hauntings.

When the level of hate and violence has increased further, the haunting gains the ability to influence living creatures as well as controlling inanimate objects. At this point, the haunting typically becomes a brutal serial killer. Most hauntings kill in gory and sadistic ways that further increase the overall feeling of fear and hate in a community. Often by this stage, there is one or two members of the community members who have a definite affinity with the haunting, either because they've been possessed before or because they're disturbed and violent people themselves. The haunting will hop between these hosts to increase the confusion and distrust. Even if one or more of these hosts gets killed, it only adds to the power of the haunting in the end.

At the final stage of its power, the haunting has direct control over its entire domain. It can possess most residents nearly at will. It can warp the geography of the area in impossible ways. Perhaps most disturbing of all is that by this time the haunting has developed a physical body that it can use to interact with the world. This body appears as a stitched together amalgamation of numerous residents of the area, though exactly which residents depends entirely on the viewer. This body is almost naked and bloody, smiling with a mouth full of sharpened teeth as it moves towards victims with a jerky and awkward gait. Once a haunting has progressed to this point, it will last long after the last resident within has died. Many a ruin in the wilderness still houses a lurking haunting waiting for new victims to come along.

At all stages, the haunting can be destroyed, though it gets much more difficult as it increases in power. It can go away naturally if the condition of the community improves, but more likely cleansing magic such as a priest's blessing or a wizard's ability to nullify magic will be necessary once the physical manifestation of the haunting has been subdued or destroyed.

Possessed Murderer

Level 3 Trooper (Humanoid)

Init: +6

Hooked Dagger +8 vs AC - 10 damage

Natural 16+ hit - Ongoing 3 damage

Feel No Pain - The first time an enemy hits a Possessed Murderer in an encounter, reduce the damage by half.

Only Hate - The first time a Possessed Murderer attacks an enemy in an encounter, roll 2d20 and take the higher of the two rolls. If both rolls are 16+, then it is a critical hit.

AC 19

PD 17 **HP 41**

MD 13

Murderous Haunting

Level 5 Trooper (Construct)

Init: +9

Multi-Arm Mauling (2 attacks) +9 vs AC -

12 damage. If both attacks hit the same target, make a Mouth Of Blades attack.

Miss - 3 damage

Mouth of Blades +10 vs PD - 12 damage and ongoing 6 damage.

Focal Point - All nearby Possessed Murderers and Poltergeist Objects gain +2 to all saving throws while the Murderous Haunting is not Staggered. When the Murderous Haunting is Staggered, they deal 3 additional damage.

Iron Flesh - The Murderous Haunting does not take miss damage

AC 21

PD 18 HP 68

MD 16

Poltergeist Object

Level 1 Mook (Construct)

Init: +5

Whirling Debris +6 vs AC - 4 damage and the Poltergeist Object pops free

Unpredictable Movement - The Poltergeist Object may move freely and does not have to roll to Disengage. It also cannot be Intercepted.

AC 17

PD 15 **HP 6 (mook)**

MD 11

Mook: Remove 1 Poltergeist Object for every 6 damage done to the mob

Grimoire Noir

It has been said throughout history, largely by wizards and scholars, that knowledge is power. Only through knowledge of the world can a person express control over their environment and exert influence over the people around them. This could be a knowledge of math to provide a comfortable living for yourself, a knowledge of the arcane to directly pluck at the strings that make up the world, or knowing how to use a sword and shield to defend yourself from those who would take your money or your life. If it can be said that knowledge is power, then it is not a difficult step to imagine that books are a potentially enormous source of power for those who might use the information contained within. From there, it's not an enormous leap of logic to suggest that books of magic are even more powerful since they can potentially allow the user to alter or influence reality itself in very specific ways.

A grimoire noir is a magical book, often a wizard's spellbook or other tome of magical lore, that has become alive and aware. They are not living in the sense of breathing or bleeding, but it can think and communicate. A grimoire noir thinks in alien ways compared to living creatures, even if someone is familiar with the contents of the book before it became self-aware. All examples of a grimoire noir have a few things in common. They are able to float and move slowly several feet off the ground. They are able to write within their own pages with no discernable writing implement. They are able to draw on the magics within their pages. Lastly, they have an insatiable desire to add to the knowledge between their covers.

Besides these four common traits, grimoires show a tremendous variety of abilities, needs, and desires. Usually this is based on the type of book they are, but some have developed and grown in unexpected ways that make them hard to predict. Some are immediately hostile to any living creature and especially so towards wizards or sorcerers. These grimoires linger around ancient libraries and other sources of knowledge, guarding them or cannibalizing them, depending on the grimoire in question. Others are incredibly curious and willing to speak with travelers to exchange knowledge. These can sometimes be found in towns or cities where they can interact with the greatest number of people. Others seclude themselves and conduct research and experiments. This research sometimes can be wide ranging and cover a large variety of topics and sometimes a grimoire will be utterly focused on a very narrow topic.

A grimoire is an incredibly potent, albeit fragile, combatant. By calling on the magic contained in their pages, they are able to cast spells much like a wizard or sorcerer. Many can summon creatures to their aid, including devils or demons. Only in the most dire of circumstances does a grimoire noir stay and fight until its own destruction. Even the most hostile grimoire noir will surrender rather than be destroyed, though such grimoires will often attempt to escape as quickly as possible and some will then seek revenge on those who forced it to submit.

Wizard's Grimoire

Level 8 Caster (Construct)

Init: +10

C: Cloud Kill +12 vs PD vs 1d4 creatures - 32 poison damage. If a creature hit by Cloud Kill does not move on their next turn, they take 16 additional damage.

Natural Even Miss - 16 poison damage

C: Power Word: Stun +13 vs MD - 19 psychic damage and the target is Stunned until the end of their next turn.

"Friendly" Fire - When the Cloud Kill attack targets an ally, the Wizard's Grimoire gains a +2 to all attack rolls that turn.

Slow Float - The Wizard's Grimoire can float several feet off the ground and does not take damage from and is not slowed by ground-based obstacles or dangers.

Counterspell - Once per battle the Wizard's Grimoire may use the Counter Magic ability as per the Wizard class with the following roll +12 vs MD. This ability may not be used against characters or creatures of 9th or 10th level.

AC 24

PD 18 **HP 124**

MD 22

Forbidden Tome

Level 9 Caster (Construct)

Init: +11

R: Summon Black Tentacles +13 vs PD against 1d3 nearby enemies - 40 damage and the target is Stuck (save ends)

C: Warp Blast +13 vs MD - 45 psychic damage and the target is Dazed (save ends)

Natural 16+ hit - A nearby enemy takes 20 psychic damage

Miss - 20 psychic damage

Eldritch Summoning - Once per battle, the Forbidden Tome may summon 5 mooks of the GM's choice (demons or some eldritch horror being suggested). The mooks may not be more than level 7. These mooks act in initiative order immediately after the Forbidden Tome.

Twisted Writing - Enemies which end their turn engaged with the Forbidden Tome take 18 psychic damage

Slow Float - The Forbidden Tome can float several feet off the ground and does not take damage from and is not slowed by ground-based obstacles or dangers.

AC 25

PD 19 **HP 160**

MD 23

The Headhunter

The Headhunter is a unique danger in that it used to be a well known, well understood threat that was confined to a relatively small area. A young Baronet by the name of Walter Thull ruled a village by the name of Caerberry and the surrounding area. Baronet Thull was engaged to marry the daughter of his liege, Count Millen, but was rumored to be sleeping with village women, gambling, and drinking. When the Count found out that he was cheating on his fiancé, the lawful punishment would be to break the engagement, demand a duel of honor, and demand a steep fine be paid. However, the Count was so enraged at Baronet Thull that he had Thull stripped naked in his own manor, horsewhipped through the town of Caerberry, and then beheaded in the town square. Thull's family line ended, the Count assigned the territory to one of his sons, and Walter Thull's head was displayed on the battlements of the Count's keep until the Count himself died almost 25 years later.

Shortly after Count Millen died, villagers reported seeing a mysterious horserider on the road between Caerberry and the Count's keep. The rider was dressed in the late Baronet's favorite clothes, had the late Baronet's cavalry sabre at his side, and was seemingly riding his favorite horse. Where a man's head would be instead sat a carved pumpkin streaming flames. For decades, the rider was seen between the keep and the town, riding down and beheading all those on the road. The headless rider could not pass the stream on the east side of town, nor could it cross the moat that protected the keep. Locals learned to never venture out onto the road on moonlight nights and only to travel during the day, but travelers, cocky locals, and Count's messengers would often turn up on the side of the road missing their head.

After nearly a century of this dangerous but well understood haunting, an insane wizard who called himself Albrecht Seidel came to Caerberry and had a close call with the headhunting apparition. Angry at the danger as well as the casual way that the villagers reacted to it, Albrecht decided to take extraordinarily extreme action. Albrecht found Baronet Thull's body, then his head and took them back to the now-abandoned manor and burned it down. Still the headhunting ghost persisted. Deciding that the ghost would never disappear while Count Millen's line still existed, Albrecht used his magic over the course of several months to hunt down and kill every person he could find that was related to Count Millen. Dozens of innocent nobles and peasants alike were murdered, but Albrecht counted it as a success because the headhunting figure disappeared.

Albrecht hid himself from retribution and justice and was thought dead for over a decade when rumors began to circle that the headhunting ghost was no longer limited to just the road between Caerberry and the old keep. Instead, the ghost was beginning to show up on full moon nights everywhere, beheading travelers and making off with the severed head to parts unknown. Albrecht, enraged, was sighted near Caerberry, promising to wipe the entire town off the map to end the ghost. Albrecht was never seen again with his head, but the headhunting ghost has made many appearances in the years since.

The Headhunter

Large Level 4 Wrecker (Undead)

Init: +8

Ancestral Blade +9 vs AC - 24 damage

Natural 16+ Hit - At the start of the next turn, roll a regular (11+) saving throw. On a failure, the Escalation Die does not progress.

Horse Kick +10 vs AC - 12 damage and the target pops free. Usable once per turn as a Move action.

Off with His Head! - The Headhunter crits on a roll of 18-20

Mounted Nightmare - The Headhunter has two Move actions and makes disengage checks with a +2 bonus.

Charging Dervish - The Headhunter gains a +1 to attack and +2 to damage for every move before making an attack.

AC 20

PD 18 HP 108

MD 14

Carrion Harrier

Level 4 Spoiler (Undead)

Init: +9

Rotting Bite +9 vs AC - 14 poison damage.

Natural 16+ Hit - The target is Stuck (save ends)

Natural 1-5 miss - The Carrion Harrier is Dazed until the end of it's next turn.

Baying of the Hounds - When more than one Carrion Harrier is engaged with a target, the target takes a -2 penalty to Disengage checks and other saving throws.

Chase the Prey - The Carrion Harrier may move twice as far as other creatures.

AC 19

PD 18 HP 45

MD 13

Abyssal Lurker

The abyssal lurker is an ancient creature from deep planes far removed from reality as it's known. The initial appearance is somewhat similar to that of a spider or an ant crossed with an octopus or squid. The body is about the size of that of a horse, covered in mottled black and grey chitin. At each end of the body is a head, similar to that of a soldier ant, but with multiple misshapen eyes that seem to have come from multiple different creatures ranging from humans to insects to dragons and even some that are all but unidentifiable. The tentacles are about 8-10 feet long and partially covered in the same spiky chitin as the body. The tentacles taper down in thickness and end with a curved claw the length of a dagger. The underside of each tentacle is covered in mildly-poisonous purple suckers that allow the lurker to crawl on any sort of surface, even if only a single tentacle is attached. Abyssal Lurkers typically feature between six and twelve tentacles, though examples with more or fewer tentacles are not unknown.

What makes the abyssal lurker unique is that it can create portals around each of its tentacles that allow them to functionally detach from its body. The lurker can move its tentacles several hundred feet away from the main body in this fashion. Each tentacle has a nodule with basic sensory organs that allow the lurker to tell what's going on where the tentacle is at. These sensory organs are not as sensitive or useful as the lurker's own, but the more tentacles in an area, the better the information that the lurker receives. This way, the lurker can coordinate attacks on enemies without putting itself in serious danger. Tentacles that are mangled and "killed" will slowly regenerate over several weeks.

The lurker likes to eat creatures who have magical potential, like latent sorcerers, as well as beasts and other creatures who have inherent magical powers. The lurker is not particularly intelligent, so it will often attack creatures who have had magic used on them in recent weeks or who are carrying magical items. Typically, the lurker will hide its body someplace difficult to reach, preferably with a good view of potential targets. Then the tentacles will do more specific searches, before grabbing a target and bringing it back to the lurker to be killed by the bone-crunching mandibles of either head. The lurker must eat one or two human-sized creatures a month and so prefers to hunt in places like cities where there are many targets and where missing people are less likely to be immediately noticed. Although most abyssal lurkers are encountered in the city, some hunt in the wilderness. Ancient forests full of magical creatures are just as good for hunting for the lurker.

The lurker would rather flee to find new hunting grounds than fight, if it is discovered. As the lurker is a very slow runner and the tentacles make very distinct tracks, a quick and thorough search can and often will find it and force the lurker into a straight up fight. The lurker fights viscously with the primary goal to break free of its pursuers. It will sacrifice as many as four tentacles to slow down or stop attackers and allow the main body to escape. The main heads can spew toxic webbing that sickens and slows down those hit with it. The webbing does not last long and is not suitable for hunting in and of itself, but is almost purely a defensive measure to help a lurker escape.

Abyssal Lurker

Large Level 4 Spoiler (Construct)

Init: +10

Barbed Mandibles +7 vs AC (2 attacks) - 10 damage and 10 ongoing damage

R: Toxic Web Spray +7 vs PD against 1d3 nearby enemies - 14 acid damage and the target is Stuck until the end of their next turn.

Natural 16+ Hit - The damage becomes 7 acid and 7 ongoing damage. The Stuck effect becomes save ends. Each effect must be saved against separately.

Two Heads, Two Minds, Many Eyes - The Abyssal Lurker is immune to Invisibility and illusions and may not be snuck up upon so long as 2 Lurker Tentacles are alive. In addition, attacks that target the Abyssal Lurker's MD deal half damage.

Limited Locomotion - The Abyssal Lurker may not move unless at least 2 Lurker Tentacles are next to it. If at least six Tentacles are attached, then the Abyssal Lurker may move twice.

AC 20

PD 14 **HP 98**

MD 18

Lurker Tentacle

Level 2 Spoiler (Construct)

Init: +10

C: Whipping Swing +7 vs AC - 7 damage and the target is Grabbed

Poison Suckers +6 vs PD - 7 ongoing poison damage. This attack may only be used against Grabbed creatures.

Headless - If the Abyssal Lurker is killed, Lurker Tentacles may have one final turn each, then die.

Teleportation - The Lurker Tentacle may move to any nearby area that it, or another Lurker, sees. It may not be Intercepted during this movement.

AC 16

PD 12 **HP 34**

MD 18

Ocular Servant

Necromancers, to no real surprise, tend to be widely disliked and make enemies easily. Even friendly necromancers who don't perform unspeakable experiments using the bodies of loved ones or attempt to slaughter the living in an attempt to create a vast undead army are likely to be hated by nearby communities. To keep an eye on potential torch-and-pitchfork mobs as well as pesky adventurers, necromancers created the ocular spy. Taking the eye of a human or similarly sized creature, the necromancer creates a mental connection to it so that he or she can look through it and animates it with necrotic energy so that it can fly around. These flying eyeballs are then usually dispatched to patrol the area around the necromancer's sanctum or to spy on nearby troublemakers. These ocular spies are semi-autonomous when not being directed by the necromancer and will stay hidden. They have no real means of self-defense and are amazingly fragile, so many necromancers give them a last resort measure where they blow up in a spray of poisonous liquid. This both serves as a deterrent as well as eliminates any concrete evidence of the necromancer's involvement.

The concept could have been left there, with a useful tool, but eventually necromancers realised that if they could animate an eyeball to spy on people, they could animate an eyeball for other functions as well. The first variation on the theme was an obvious one. Why just spy on troublemakers when you can kill them? Fortunately for most people, the human eyeball could not contain enough dark energy to do anything dangerous more than once. For something more dangerous, the necromancer would need a larger eye like from that of an ogre, giant, or other large creature. This eyeball could then be enchanted with enough power to be a true threat, spraying boiling, toxic blood at enemies. The same arcane power serves to protect the eye with an aura of armor that must be worn down by attackers before reaching the still-fragile eye. The resources needed to create these ocular assassins make them a much more rare encounter and are usually only sent after obvious threats.

The other common variation on the theme of animated eyeballs is a conglomeration of eyes attached to one another, set into a wall, and used as a defensive measure. Although one eye the size of a humans cannot sustain a dangerous amount of necrotic energy, a dozen or more sewn together could do even more damage than the ocular assassins. This construction prevents the mass of eyes from flying or moving around at all, but when attached to a wall they are an incredible sentry system for necromancers worried about their safety. These wall eyes send crackling bolts of electric energy at intruders that leaves them paralyzed and easier picking for other undead guardians no doubt lurking in the area, to say nothing of the necromancer themselves.

Ocular Assassin

Level 2 Spoiler (Undead)

Init: +6

C: Blood Beam +6 vs PD - 10 fire damage

Natural Even Hit - The target pops free

Miss - 5 fire damage

C: Sweeping Spray +5 vs PD against 1d3 nearby enemies - 5 fire damage and the target is Vulnerable (save ends)

Nimble Flyer - The Ocular Assassin is not damaged or blocked by ground-based obstacles.

Armored Aura - The Ocular Assassin ignores the first 4 damage done to it each turn.

AC 18

PD 16 **HP 24**

MD 12

Ocular Guardian

Level 3 Wrecker (Undead)

Init: +8

C: Red Lightning +7 vs PD - 12 lightning damage and the target is Hampered

Natural Even Hit - Make the same attack against a nearby enemy (max: 3 enemies)

Natural 1-5 miss - Make an attack against a nearby ally

Sight Beyond Sight - Ocular Guardians see through Invisibility and Illusion effects

Immobile - The Ocular Guardian cannot move

AC 19

PD 17 **HP 48**

MD 13

Ocular Spy

Level 1 Mook (Undead)

Init: +6

C: Poisonous Splat +5 vs PD - 4 ongoing poison damage and the mob takes 5 damage

Natural 16+ hit - Make the attack again at another nearby enemy

Goo Spray - When an Ocular Spy is killed by an enemy attack, immediately make a Poisonous Splat attack at an engaged enemy.

Nimble Flyer - The Ocular Spy flies and is not damaged or blocked by ground-based obstacles. It also gains +2 to Disengage checks

AC 16

PD 15 **HP 5**

MD 12

Mook: Remove 1 Ocular Spy for every 5 damage done to the mob.

Wendigo

Cannibalism is a special kind of forbidden amongst most intelligent beings. Even many violent and bloodthirsty cultures forbid the practice and kill those caught eating their own kind. Many cultures expand the taboo to include other intelligent creatures, such as humans eating elves or dwarves eating goblins and so on. In circumstances where cannibalism is the only way to survive it is grudgingly tolerated, but those who survive by doing so can expect a poor reputation at best. Only in the most depraved cultures or societies is cannibalism or anthropophagy accepted or encouraged.

One of the reasons behind the taboo is that cannibalism draws forth a terrible creature known as the spirit of hunger. Engaging in cannibalism once may or may not attract its attention, but doing it multiple times is almost guaranteed to draw one close. When the weak-minded, the desperate, or the dying attract a spirit of hunger, they may be taken over and changed into what is known as a wendigo. They are incessantly driven by the need to devour the flesh of living, intelligent creatures. At first, this need is animalistic and brutal. The new wendigo has tremendous strength and stamina and stalks its prey incessantly, tearing at it with bare hands and teeth.

As the wendigo eats more creatures, it becomes stronger and faster, and develops more physical abnormalities. It becomes emaciated, like a starved person. The face and head becomes like that of a carnivorous deer, with antlers and a mouth full of blade-like teeth. The arms elongate and reach all the way to the ground, sprouting barbed claws. The legs more closely resemble that of a goat. It becomes faster and stronger, as well as bigger and tougher. A fully "evolved" wendigo stands as large as an ogre and is even more dangerous.

It also becomes more cunning and a twisted personality emerges from the combination of the spirit of hunger and the original living being. Consuming the flesh of intelligent beings is still their ultimate goal, but they begin to treat it as only part of the overall experience. Instead of merely eating someone, they might torture them and consume their flesh raw in front of the still-living creature. Others will stalk a family for weeks or months, picking off members one by one and leaving what's left of their gnawed remains be found to increase the fear and despair in the rest of the family. Some wendigos enjoy finding a way to trick people into cannibalism, informing them of their horrific deed, and then slaying those who don't show signs of transforming into a wendigo themselves.

Wendigos are usually solitary creatures, especially in the early stages where they are driven by their insatiable hunger. At that stage, even other wendigos are merely prey to be hunted and eaten. As they develop more intelligence and cunning, wendigos will sometimes work with one another, but more frequently will collect a stable of creatures they can control that they have no interest in eating, such as ghouls or zombies. These minions can then be sacrificed to wear down a powerful creature that the wendigo wishes to eat or to delay wendigo hunters as the wendigo itself flees.

Bestial Wendigo

Level 3 Wrecker (Humanoid)

Init: +8

Pounce and Tear +8 vs AC - 8 damage and 4 ongoing damage.

Natural 16+ Hit - The target loses a Recovery and the Bestial Wendigo heals 10 damage

Natural 1-5 miss - The Bestial Wendigo is Dazed until the end of its next turn

Speedy Assault - If the Bestial Wendigo moves before attacking, it crits on an 18-20 roll

Tasty Prey - At the start of a battle with a Bestial Wendigo, each hero must roll an easy (6+) saving throw. On a failure, the Bestial Wendigo gains a +2 to all attack rolls against that hero, but the hero gains a +2 when attacking that Bestial Wendigo. This applies to each Bestial Wendigo involved in the battle.

AC 20

PD 18 HP 50

MD 11

Wendigo

Large Level 6 Spoiler (Giant)

Init: +8

Pain Talons +11 vs AC - 30 damage and the target is Dazed (save ends)

Natural 16+ Hit - Immediately make a Ravaging Bite attack against the target

Miss - 12 damage

Ravaging Bite - +10 vs AC - 44 damage

Natural 16+ hit - The target loses a Recovery and the Wendigo heals 20 HP

Scent of Impending Death - A Wendigo crits staggered enemies on a roll of 19-20.

Pain and Blood - An enemy hit by both Pain Talons and Ravaging Bite in the same turn is Weakened (save ends) instead of Dazed

Aura of Terror - Enemies which have less than 30 HP may not use the Escalation Die

AC 22

PD 20 HP 185

MD 16

Mourning Mask

Many cultures throughout history have had the concept of a “death mask”, in which a wax or plaster mask is made of a person’s face once they have died. Typically this is done for powerful or important people, to commemorate their life and honor their contributions to society. These masks often become the foundation for statues, plaques, or are used as reference for paintings and are considered part of the historical record. Other cultures approached death masks from a different perspective, crafting wooden, paper, or even metal masks with only vaguely humanoid features for every citizen to be buried or burned with them after their death. The thinking in these cases is that by preventing the soul from seeing the living world through the eyes of the corpse, they would not be tempted to linger and instead proceed to the realms of the dead.

Unfortunately, not every spirit wishes to depart peacefully and the mask itself becomes a focal point which can allow the restless spirit to remain. The spirits of those who still have business with the living world are most commonly able to anchor themselves to the mask, though what “business with the living world” means is so varied that it’s difficult to predict. People who have words to speak to loved ones, people who want to bring their killer to justice, and people who wish to finish an important task are relatively benevolent examples of haunted masks who disappear after accomplishing what they want to do.

Not all spirits which remain are so mild and quickly persuaded to venture to the planes of the dead. More malevolent spirits just as often are bound to their own death mask and use it as an opportunity to continue their act in life. Violent criminals and serial killers, deranged wizards, insane cultists, and followers of dark gods have all been known to become an evil mask. The masks, being just a mass of plaster, wax, wood, or paper, has little power in and of itself. What the mask does instead is tempt those who see it with subtle mind magics to place the mask on their face. Once the mask is on, the spirit within the mask attempts to take over the body. This is a difficult proposition as the spirits usually have little real power in the waking world. However, the mask can slowly build up their influence and eventually gain control. Usually this begins for minutes while the person is asleep, then builds up to hours. Eventually the mask may be able to influence the person while awake for a period of time or keep them asleep longer so their control will extend even longer.

Wearing the mask extends the control the spirit has over the person, so one of the first things that they will do is steal it and hide it. This, along with the unusual behavior when the person is supposed to be asleep, is one of the first clues that a mourning mask is active. The spirit, once it has appreciable control, will attempt to continue its living activities using the new body. Murder, theft, summoning eldritch horrors, and the like are all likely to begin once the spirit can do what it wants. Some spirits will attempt to gain control over multiple people to ensure that even if one of them is discovered, the others will be able to carry on. The most powerful of these masks can control multiple people at once, using them as though they were their own living limbs. The ultimate revenge for a criminal that has been executed is to take over and manipulate the community that killed them from beyond the grave.

Mask Possessed

Level 1 Trooper (Humanoid)

Init: +3

Vulnerable: Holy

Touch of the Spectre +6 vs PD - 5 cold damage

Natural Even Hit - Target is Hampered

Natural 1-5 miss - The Mask Possessed is Dazed until the end of its next turn

C: Scream of the Unquiet Dead +5 vs MD against 1d3 nearby enemies - 5 psychic damage and the target is Dazed. This attack may only be used once per battle.

Natural 1-5 miss - The Mask Possessed is Dazed until the end of its next turn

Muddied Reflexes- Enemies which go ahead of the Mask Possessed in initiative order crit on an 19-20 roll

Puppet Body - If the Mask Possessed is Stunned or Confused, roll a hard (16+) saving throw at the beginning of its turn. If the Mask Possessed succeeds, the influence of the Mask disappears temporarily and is no longer a combatant. Unless the GM has a compelling reason otherwise, this person usually faints or otherwise falls unconscious.

AC 17

PD 11 HP 27

MD 15

Masked Assassin

Level 2 Wrecker (Humanoid)

Init: +6

Vulnerable: Holy

Spectral Blades (2 attacks) +7 vs AC - 5 cold damage. If both attacks hit the same target, the target suffers 5 ongoing cold damage

Miss - 5 cold damage

R: Gaze of Madness +6 vs MD - 5 psychic damage and the target is Confused (save ends)

Natural 1-5 miss - The Masked Assassin is Dazed until the end of its next turn

Precise Strike - When attacking an unawares enemy or an enemy which is already engaged with another target, roll 2d20 and take the higher of the two rolls for attacks

Puppet Body - If the Mask Possessed is Stunned or Confused, roll a hard (16+) saving throw at the beginning of its turn. If the Mask Possessed succeeds, the influence of the Mask disappears temporarily and is no longer a combatant. Unless the GM has a compelling reason otherwise, this person usually faints or otherwise falls unconscious

AC 18

PD 12 HP 40

MD 16

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