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# RAKSHASAS & REAVERS

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**13TH AGE IS A FANTASY ROLEPLAYING GAME BY  
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# RAKSHASAS & REAVERS

Welcome to the launch of the second year of *13<sup>th</sup> Age Monthly*! This month, Jonathan and I present an assortment of monsters like the reaver and the kobold glinter that have so far only been inflicted on our Wednesday night gaming group, along with a few newcomers we've invented for this occasion.

We've put some thought into these creatures, aiming at new mechanics that produce new stories all on their own. Pit the PCs against kobold berserkers, and you may see the players rooting for another berserker transformation. Send reavers against a high-level party and watch the usually confident PCs reconsider their options round by round. Send the rakshasa named devourer of wizards against your Horizon-based party and watch the mage-blood splatter.

Thanks for joining the party!

## KOBOLD

We'd planned to present more kobolds in *13 True Ways* to capture the dynamics of the Three and the streets of Drakkenhall. We ran out of time and space. Now's our chance to catch up. Each of the three new kobolds below captures an aspect of the Three. Together they could be deadly.

### KOBOLD ASSASSIN

*Unlike solitary assassins of other races and creeds, kobold killers trained by the Black work in teams.*

*4<sup>th</sup> level spoiler [HUMANOID]*

Initiative: +10

**Black acid blade +9 vs. AC**—7 damage, and 5 special acid ongoing damage (no save; this special damage only ends if the creature affected uses a standard action to shake off all the special ongoing damage)

*Miss:* 4 damage.

**R: Blackscale throwing star +9 vs. AC (one nearby enemy)**—5 damage, or 10 damage against a creature taking special ongoing acid damage

*Natural 2-5:* Make another *blackscale throwing star* attack against a different nearby enemy.

*Skitter:* The kobold assassin can choose to roll an 11 whenever it rolls a disengage check. (In other words, it can get away from any one normal enemy, it takes two enemies and/or the need to roll at least a 12 to force the kobold assassin to actually roll the check.)

AC 22  
PD 19  
MD 17

HP 46



### Icons

Several evil icons have employed kobold assassin squads. Only the Blue and the Red, as part of the Three, can be sure that the assassins are truly working for them and not just serving the purposes of the Black.

### Assassin Tactics

GMs know that when you're trying to avoid just-killing the PCs, you spread the monster's attacks around, pitting each monster against a different PC for dramatic face-offs that the PCs try to end by ganging up. The kobold assassin's special ongoing acid damage makes spreading out to fight smart tactics—the more enemies suffering from the special ongoing acid damage the more enemies will have to waste an action that should have been an attack to shake off the acid burning.

**PC actions:** It's possible that the smart move for a PC is to wait until they've been hit twice or more by the black acid blades. The standard action shakes off all the special ongoing acid damage at once, so one action is a lot more efficient than using two or three actions at different times in the battle. Yes, waiting to shake the acid off, as you burn more every hit, takes some nerve.

**Tier advice:** This style of special ongoing damage is quite nasty. It's deliberate that we're attaching it to an adventurer tier kobold instead of a champion tier or epic tier threat. Combined with some higher-level monster abilities, this form of special ongoing damage might be too lethal. It's not an effect we want to use often, mostly because it cuts down on player fun. We've put special ongoing damage here, attached to kobolds, as a dramatic threat that can be somewhat easily dealt with instead of as a TPK-threat. If you see us use the ability again, on a higher level monster, it will be a sign that we're deliberately creating an extremely dangerous foe.



## KOBOLD BERSERKER

*Kobolds devoted to the Red have a way of fighting two or three times above their weight class.*

3<sup>rd</sup> level mook [HUMANOID]

Initiative: +7

**Two-handed chopper +8 vs. AC**—6 damage

*Natural 20:* This kobold berserker mook transforms into an undamaged really angry kobold after the attack.

*Group ability:* Each time an enemy attack reduces one or more kobold berserkers to 0 hit points, roll a single berserker transformation save for the entire mob of all kobold berserker mooks left in the battle. Add the number of kobold berserker mooks that were slain with the attack to the save (e.g., one big attack slays three kobold berserker mooks, roll a d20 save and add 3).

*Berserker transformation:* If the save result is 6+, transform one of the remaining kobold berserker mooks into a really angry kobold. If the save result is 16+, instead transform one of the remaining kobold berserker mooks into a red haze berserker.

AC 18	
PD 16	HP 12 (mook)
MD 13	

*Mook:* Kill one kobold berserker mook for every 12 damage you deal to the mob.

## REALLY ANGRY KOBOLD

*Now you've made it angry!*

3<sup>rd</sup> level troop [HUMANOID]

Initiative: +7

**Two-handed chopper +9 vs. AC**—9 damage

*Natural 20:* This really angry kobold transforms into an undamaged red haze berserker after the attack.

*Weakling:* When building battles using this monster, it only counts as half a normal monster.

AC 17	
PD 17	HP 26
MD 14	

## RED HAZE BERSERKER

*Uh-oh.*

3<sup>rd</sup> level wrecker [HUMANOID]

Initiative: +7

**Two-handed chopper +10 vs. AC**—10 damage

*Natural even hit or miss:* Deal 2d6 bonus damage to the target.

AC 16	
PD 18	HP 44
MD 15	

## Icons

Kobold berserkers are obviously most associated with the Red and the Three, but depending on the story of your campaign there are other options. If your campaign involves warlike kobolds who have somehow become devoted to the Great Gold Wyrms, this style of battlefield promotion can model heroic spirit instead of insane battle rage.

## TRANSFORMATION MECHANICS

We're expecting that you'll ordinarily start a battle with a big mob of kobold berserkers instead of starting with really angry kobolds and red haze berserkers, but you can mix it up however you like. Build the battle based on the starting creatures—the transformations are a GM bonus that makes the battle tougher, but don't feel obliged to account for it from the start since there's no way to know the extent to which the PCs' tactics and the dice will create berserker transformations. If that seems too harsh to you, and the PCs have had an amazing amount of trouble with transforming kobold berserkers, figure out whether the battle ended up counting as two fights *after* the PCs have won. If not, the PCs should suck it up and kill mooks faster!

When using up to eight kobold berserkers, it's probably better to make them all part of one mob. If you want even more berserkers, and more transformations, go ahead and split into two mobs, in which case you only roll the berserker transformation for the mob that lost one or more mooks.

When one of the mooks transforms into a more powerful warrior, bring them in as a full-strength warrior. If they had pretty obviously taken damage before, describe the transformation as they shake off their earlier flesh wounds.

When the berserker transformation save results in a transformed kobold berserker, you can choose a mook randomly or choose one that makes dramatic sense, the kobold who would have been most angered by their comrade's death!



*I'm pretty sure this is the first time a 13<sup>th</sup> Age mechanic has been inspired by Advanced Squad Leader. Kobold heroes!*

## KOBOLD GLINTER

*Drakkenhall is home to the Glinting Legion, a contingent of elite kobolds that serve as the Blue's shock troops. The unit's remarkable coordination and esprit de corps are the results of secret group rituals of questionable propriety. Glinting Legionnaires, or Glinters, are highly trained, well fed, smartly armed, intelligently led, and deadly effective. If kobolds were like this all over the worlds, they'd be running things.*

5<sup>th</sup> level mook [HUMANOID]

Initiative: +8

**Slick, stabby blade +10 vs. AC**—9 damage

*Natural 16+:* Each other glinter in the battle gains a +1 attack bonus (cumulative) until the end of the turn.





**R: Stick-launched dart +10 vs. AC—9 damage**

*Limited use:* A mob of glinters can use this attack only once during the battle. On the turn that they use the attack, each glinter in the mob can choose whether to make the attack or not. Any who don't use it, lose it.

*Home turf tricks:* The first time each enemy in a battle attacks a glinter mob, it must roll a save; on a failure, that attack is negated. The glinters have traps, hidden weapons, trick furniture, and other resources that they can use against attackers. Improvise some trick, ideally involving scorpions, that either protects the kobolds from the attack or interferes with the attacker, assuming the glinters are on familiar ground.

*Stubborn resilience:* Whenever three or more glinters drop from a single attack (possibly involving multiple attack rolls), one-third of those glinters are undamaged instead (round down).

*Free-form ability—Unstoppability:* Glinters can pour through small openings in large numbers, crowd into tight spaces, scramble over or through obstacles, and otherwise get into places faster than you would believe. This trait helps them overwhelm enemies with numbers that the unfortunate targets don't believe is possible.

### Nastier Specials

*Bitter resolve:* When a glinter mob is reduced to half its number or less, the surviving glinters gain a +4 bonus to all defenses until the end of the battle.

*Coordinated strike:* Once per battle as a free action, the glinter mob can utter a war cry in unison and each member of the mob gains a +4 attack bonus that turn.

**AC 21**  
**PD 21**  
**MD 16**

**HP 15 (mook)**

*Mook:* Kill one kobold glinter mook for every 15 damage you deal to the mob.

### Icons

These elite kobolds owe their superiority to the Blue, and they know it. Their devotion to her is total. They hate the Prince of Shadows without reservation, so if you're desperate for common ground with glinters who are about to take you out, improvise a lie about how the Prince of Shadows hates you too. It probably won't work, but it will make a good story for later PCs.



## GM STUNT: GLINTER ESCAPES

If your game is set in or near Drakkenhall, try this stunt the next time one of your compelling villains wants to flee a battle with the player characters . . . and survive!

When Glinting Legionnaires aren't busy actually waging war, many of them function as the cops of Drakkenhall. When these cops show up, it's not the "monsters" fighting the PCs who need to worry, it's the PCs.

If you have a villain or monster who's ready to flee, bring in three or four mobs of Glinting Legionnaires to show "that's enough, that's all, everybody who wants to live clear the area." Any PC who keeps fighting, going after the villain who is trying to flee, takes the following condition: Double damage from natural even kobold glinter attacks (hard save ends).

Make it clear to the PCs that they can go after their enemy if they're willing to open themselves up to what could be a serious amount of pain. If the villain escapes, they'll thank you for it eventually, because everyone loves recurring villains. And now they have something else to be angry at the Three about.

## RAKSHASA

The rakshasa in the core *13<sup>th</sup> Age* book (page 245) is an 8<sup>th</sup> level double-strength handful. Its nastier specials create very different battles, and it's not the type of monster that makes sense to face two or three of at a time.

That's a reasonable approach to rakshasas. You may decide that in your campaign, they prefer to associate with servants and slaves rather than other rakshasas. Or you could follow the lead of a couple other F20 games and portray rakshasa society as its own secret order.

We're going to present a couple rakshasas who probably operate as magical masterminds (one who is a higher-level update of the core book) and another who might operate as a lethal wanderer. For more epic tier rakshasas see the 9<sup>th</sup> and 11<sup>th</sup> level creatures that appear on page 76 of the upcoming *High Magic and Low Cunning*.

**Origins:** The word rakshasa is borrowed from Hindu demons. When F20 games borrow a monster from an active world religion, it's a good thing that the creature being borrowed is also a monster where it came from. That said, the Hindu rakshasas are only tangentially related to the traditional rakshasas of the F20 games. We'll focus on F20 lore rather than the original sources.

Both the ideas that follow work well when rakshasas are powerful masterminds who the PCs fight one at a time (with followers and minions) or at most two at a time. It's also possible that you'll want to use greater numbers of rakshasas in a battle, in which case these abilities will have much more of an impact.

**Charmed deaths:** Rakshasa lore features occasional stories in which the rakshasa can only be slain by a wooden crossbow bolt or some other oddly charmed weapon or spell. This type of mythic strength/weakness makes for interesting stories but sketchy roleplaying game mechanics. We have a few creatures that are proof against several types of attack (golems, for one), but compared to other F20 games we avoid this type of mechanic far more often than we indulge it.

So what shall we make of the charmed death stories? If you're interested in borrowing the mythic sense in which rakshasas are extremely difficult to kill, we suggest tying their perma-deaths in with the icon advantage mechanics. Play that rakshasas drop to 0 hit points and out of the battle like any other creature . . . but if the rakshasa's slayer or one of their allies doesn't immediately use an icon advantage and a convincing story to explain how the power of the icon (or magic related to the icon) ensures that the rakshasa's death is final, that rakshasa will resurrect soon, in a place of power, and surely attempt to thwart the PCs' plans in the future.

This ability turns the rakshasa's death into a story event with possible magical consequences, particularly if the icon advantage is from a 5 instead of a 6. You probably don't need to warn the PCs about this problem in advance. It makes for an interesting addition to the combat-story the first time it happens in battle, so feel free to keep it a secret unless a PC is extraordinarily well informed.

An extremely powerful rakshasa might require two or even three icon advantages to finish off! That gets even more interesting if lower-level rakshasa underlings drop to 0 hit points before the mastermind commander does; if you "save" the icon advantages for the hoped-for death of the mastermind, maybe the lower level rakshasa will have leveled up by the time they come back for vengeance!

If you're enamored of the story possibilities of a rakshasa who is almost certainly going to escape the first time the PCs "kill" her or him, use the following nastier special that plays off the rakshasa art Lee has created for this issue of the *Monthly*.

### Nastier Special for all rakshasas

**Lockheart:** The first time the rakshasa is dropped to 0 hit points, it dies but will definitely be reborn, even if the PCs attempt to use an icon advantage to prevent the resurrection. A PC who scores a critical hit against the rakshasa can attempt to nullify *lockheart* by choosing to ignore all other effects of the critical hit (*all* damage, not just the doubling) and attempting a normal save. If the save succeeds, *lockheart* is ignored this battle. If the save fails, *lockheart* is still in effect. A rakshasa can only use *lockheart* once in its lifetime.

Alternatively, instead of rolling saves, the PCs could go on a quest to find the *lockheart's* key before confronting the rakshasa! That's a story angle you get to manipulate as you choose.

The simplest way to use the key would be to allow a key in the PC's possession to nullify the *lockheart* ability. But the reason you're using charmed deaths and *lockheart* mechanics is to create more dramatic stories, so we recommend something a bit more *interesting*. Play that a PC still has to score a critical hit to destroy the *lockheart*, but possessing the key enables the PCs to use that critical hit normally instead of being forced to nullify it. If the rakshasa is taken out without the PCs scoring a critical hit, its *lockheart* ability could bring it back despite the PCs having quested for the key!







**Backwards hands:** You can tell from this month's cover that we opted against the one piece of F20 rakshasa lore that people are most likely to remember—that their hands are backwards, with their palms where the backs of their hands would be on a human.

This was Rob's call. He decided he didn't want to present a shapechanging mastermind that tended to reveal itself by having its hands facing the wrong way. But upon reflection, Rob has come up with a different way of handling the rakshasas' palms in his own game. If you want to bring this element of the lore into your world, give your rakshasas the following ability as a (slightly) nastier special.

#### Nastier Special for all rakshasas

**Backwards palms:** When staggered, the rakshasa's hands shapeshift so that its palms trade places with the backs of its hands. It not only looks extremely weird, it also presents the player characters with an odd choice: The next time the escalation die would advance, the PCs have to choose whether the escalation die will decrease by 1 (minimum 0) or whether this rakshasa gets to use the escalation die until the end of the battle. (If the players can't make up their mind, the decision goes to the PC with the fewest hit points.)

## RAKSHASA, DEVOURER OF WIZARDS

*The name might be a title. It's certainly a way of life.*

*Double strength 7<sup>th</sup> level caster* [HUMANOID]

Initiative: +12

**Terrible claws +11 vs. AC (3 attacks)**—15 damage, and target is hampered (save ends)

*Miss:* 5 damage.

**R: Psychic freeze +11 vs. MD (1d3 nearby enemies)**—30 psychic damage, and 10 ongoing psychic damage and target is stuck (save ends both)

**A taste for high magic:** The devourer of wizards adds the escalation die to its attacks and damage when it targets a creature that has one or more icon relationship points with the Archmage.

**Unstoppable pounce:** The first time an enemy tries to intercept the devourer of wizards each round, the devourer of wizards can roll a single *terrible claws* attack against the would-be interceptor. If the attack hits, the interception is ignored and the devourer of wizards can continue moving to its target unimpeded.

**Shapechange:** As a standard action, the rakshasa can change its form to that of any humanoid, or back to its own shape. Seeing through the shapechange requires a DC 20 skill check.

AC 21  
PD 20  
MD 21

HP 240



## RAKSHASA MASTERMIND

*One moment you're finally defeating your nemesis. The next you're dodging for your life.*

*Double strength 9<sup>th</sup> level caster* [HUMANOID]

Initiative: +13

**Decisive bite +14 vs. AC**—75 damage

*Miss:* 45 damage.

**R: Striped lightning bolts +14 vs. PD (1d3 nearby enemies)**—40 lightning damage, or 80 lightning damage against a staggered target

*Natural even hit:* The rakshasa can make a *rend mind* attack as a free action.

**C: Rend mind +14 vs. MD (one nearby enemy)**—30 psychic damage, and the target is confused (*make a basic or at-will attack vs. ally*) (save ends)

**Hidden plans:** As a standard action, the rakshasa mastermind rolls a d4 or a d6, your choice. If the roll is equal to or less than the escalation die, a number of the rakshasa mastermind's allies equal to the die roll will enter the battle in the *next* round. Each new ally should be about as tough as a single PC according to the building battles table. Explain this ability as the culmination of the rakshasa's cunning plans.

**Shapechange:** As a standard action, the rakshasa can change its form to that of any humanoid, or back to its own shape. Seeing through the shapechange requires a DC 20 skill check.

AC 25  
PD 20  
MD 23

HP 330



## Rakshasa Magician

*The nastiest villains are often those about to figure out that they are finally about to be outclassed.*

11<sup>th</sup> level caster [HUMANOID]

Initiative: +19

**Claws and bite +14 vs. AC (2 attacks)**—25 damage

*Natural even hit:* The rakshasa can make a *rend mind* attack as a free action.

**R: Striped lightning bolts +16 vs. PD (1d3 nearby enemies)**  
—25 lightning damage, or 50 lightning damage against a staggered target

*Natural even hit:* The rakshasa can make a *rend mind* attack as a free action.

**C: Rend mind +16 vs. MD (one nearby enemy)**—15 psychic damage, and the target is confused (*make a basic or at-will attack vs. ally*) until the end of the rakshasa's next turn

*Shapechange:* As a standard action, the rakshasa can change its form to that of any humanoid, or back to its own shape. Seeing through the shapechange requires a DC 25 skill check.

*Master of chaos:* The rakshasa gains a bonus to all defenses equal to the current number of confused enemies in the battle.

### Nastier Specials

*Reversal of fate:* Once per day as a quick action, the rakshasa steals the escalation die; until the end of the battle, the rakshasa gains an attack bonus equal to the die's value when it was stolen. Reset the escalation die to 0 for the players and increase it normally with each new round.

**AC 26**

**PD 23**

**MD 25**

**HP 280**

## Icons

Let's start by quoting the original text from the core book: "Rakshasas act as if the icons are beneath them, and as if they know a secret history in which mortal kingdoms are ephemeral side effects of a deeper history. They delight in pitting the icons against each other while accomplishing their true aims in the shadows. Puffing on their water pipes, wreathed in smoke, the rakshasas bask in their superiority, more or less forgetting that they are not alone in the shadows and that the smoke has a Prince."

That all still sounds great to us. The art Lee has created for this issue captures the rakshasas' sense of their place in the world. They don't see themselves as beneath the icons. They're not pawns, they're not servants. They think of themselves as hero-saints of evil and unlike the icons they don't care what anyone else thinks of them. They're the hero in their own story and the rest of the world can burn.

So overt connections to the icons aren't how the rakshasas work. But smoke coils into unexpected places and we want to mention one further delicious possibility.

What if the Prince of Shadows is a rakshasa? Shapechanger? Check. Wreathed in mystery? Check. Arrogant? Oh yeah. Supremely evil? Maybe. . . .

If the Prince of Shadows is a rakshasa, it seems most likely to us that a) the other rakshasas don't know it; and b) the Prince of Shadows isn't functioning like a typical rakshasa. More like a rakshasa that figured out how to win the enemy's game and is now keeping its own secrets. Or perhaps becoming an icon put the rakshasa into a very different magical web of obligations and precautions than it had anticipated.

Better yet, this is exactly the type of confusing rumor the Prince of Shadows might spread if it *wasn't* true. You could dangle this possibility in your campaign and not necessarily even have to make up your own mind on whether it's true.

*An ongoing plot:* Another approach to the idea would be that a rakshasa is trying to supplant the current Prince of Shadows. The PCs would probably end up opposing the move, but your PCs may vary.

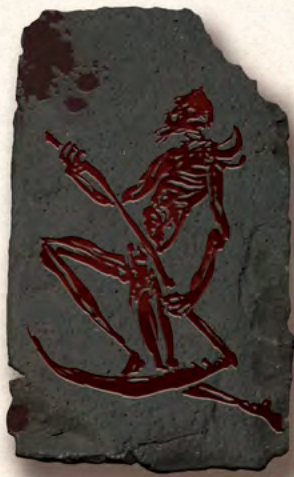


# REAYER

This monster owes its creation to two of the usual suspects. First, Lee Moyer created a monster tile during the production of the original *13<sup>th</sup> Age* book that captured his sense of how a kickass undead creature should look: “They carry a scythe, right?”

Well no, not exactly. We were thinking more of wraiths and wights and other sword bearers, so we saved the scythe-bearing tile for later. In your campaigns, it’s up to you whether the image of death carrying a scythe is a familiar image or if the reaver defines the look!

The reaver’s second creator is named Jonathan. He designed this monster because he noticed player characters surviving battles without being particularly terrified. The reaver’s abilities change the way the PCs fight. The higher-level gruesome reaver even has a nasty response to would-be holy energy warriors who usually take down undead with impunity.



## REAYER

*It’s said that these cloaked phantoms are sent by the Lich King to collect those who have cheated death five times too often. That’s you, adventurers. Good luck on the sixth cheat.*

*Double-strength 7<sup>th</sup> level spoiler* [UNDEAD]

Initiative: +13

Vulnerability: holy

**Reaping scythe** +12 vs. AC (2 attacks)—26 negative energy damage

*Both attacks hit the same target:* Until the end of its next turn, the target is affected by the reaver’s *fear aura* even if it has more than 36 hp.

*Phasing:* While the escalation die is odd, the reaver takes no damage and suffers no effects from attacks with natural attack rolls less than 18+ (or 16+ for attacks that deal holy damage). It does take full damage and effects from attacks that are able to affect it.

While phasing, the reaver can move but creatures can’t intercept it, and it can travel through solid objects but not end its turn in them. In addition, while phasing the reaver can’t attack (including opportunity attacks) or affect the physical world except in the following way: When an enemy starts its turn engaged with the phased reaver, it takes 13 negative energy damage.

The reaver can also use *phasing* outside of battle, but only for a short time.

*Call upon death shades:* Until the reaver drops to 0 hp, when one of its living (not undead or construct) enemies or living non-mook allies rolls a death save or dies, a death shade enters the battle. Death shades act immediately after the reaver in initiative order.

*Fear aura:* While engaged with this creature, enemies with 36 hp or fewer are dazed (–4 attack) *and* do not add the escalation die to their attacks.

*Flight:* Reavers ignore the bonds of gravity while they’re phasing.

AC 23

PD 21

MD 17

HP 185

## DEATH SHADE

*No matter how thoroughly you slay a reaver’s companions, they’re coming back to haunt you. Immediately.*

*7<sup>th</sup> level mook* [UNDEAD]

Initiative: +7, or immediately after the reaver that created it

Vulnerability: holy

**Soul-grab** +11 vs. PD—11 ongoing negative energy damage

*Natural 18+:* The target is dazed (–4 attack) until the end of its next turn.

*Flight:* Death shades can hover and fly about easily.

*Partial phasing:* As a quick action, a death shade can pass through a small or narrow solid object or pop free from all enemies engaged with it. When a creature intercepts a death shade, that creature takes 11 negative energy damage.

*Shadow of death:* A death shade gains a +2 attack bonus against the last creature in the battle to roll a death save. Death shades specifically target dying or helpless creatures unless somebody is actively attacking them while standing over the body of the dying or helpless creature.

AC 22

PD 21

MD 13

HP 25 (mook)

*Mook:* Kill one death shade mook for every 25 damage you deal to the mob.



## GRUESOME REAVER

A skeletal hand emerges from the darkness and beckons. The cloaked figure stepping from the wall didn't really expect you to come when it beckoned. It just likes to scare you before it scythes you to death.

Double-strength 10<sup>th</sup> level spoiler [UNDEAD]

Initiative: +16

Vulnerability: holy

**Reaping scythe +15 vs. AC (2 attacks)**—50 negative energy damage

*Both attacks hit the same target:* Until the end of its next turn, the target is affected by the gruesome reaver's *fear aura* even if it has more than 72 hp.

**Phasing:** While the escalation die is odd, the reaver takes no damage and suffers no effects from attacks with natural attack rolls less than 18+ (or 16+ for attacks that deal holy damage). It does take full damage and effects from attacks that are able to affect it.

While phasing, the reaver can move but creatures can't intercept it, and it can travel through solid objects but not end its turn in them. In addition, while phasing the reaver can't attack (including opportunity attacks) or affect the physical world except in the following way: When an enemy starts its turn engaged with the phased gruesome reaver, it takes 25 negative energy damage.

The reaver can also use *phasing* outside of battle, but only for a short time.

**Call upon gruesome death shades:** Until the reaver drops to 0 hp, when one of its living (not undead or construct) enemies or living non-mook allies rolls a death save or dies, a gruesome death shade enters the battle. Gruesome death shades act immediately after the gruesome reaver in initiative order.

**Death aura:** When the escalation die is 6+, all normal saves made during the battle become hard saves (16+).

**Fear aura:** While engaged with this creature, enemies with 72 hp or fewer are dazed (–4 attack) *and* do not add the escalation die to their attacks.

**Flight:** Reavers ignore the bonds of gravity while they're phasing.

**Marked by death:** When a creature disengages or moves away from a reaver that's phasing, that creature is vulnerable to negative energy until the end of its next turn.

**Unholy backlash:** Deal 3d10 negative energy damage to any creature that targets the gruesome reaver with an attack that deals holy damage.

AC 26

PD 24

MD 20

HP 380

## GRUESOME DEATH SHADE

What's that bright thing pulsing in the shade's hand after it reaches into your body? Part of your soul. . .

10<sup>th</sup> level mook [UNDEAD]

Initiative: +10, or immediately after the gruesome reaver that created it

Vulnerability: holy

**Soul-grab +14 vs. PD**—25 ongoing negative energy damage

*Natural 18+:* The target is dazed (–4 attack) until the end of its next turn.

**Flight:** Death shades can hover and fly about easily.

**Partial phasing:** As a quick action, a death shade can pass through a small or narrow solid object or pop free from all enemies engaged with it. When a creature intercepts a gruesome death shade, that creature takes 25 negative energy damage.

**Shadow of death:** A death shade gains a +2 attack bonus against the last creature in the battle to roll a death save. Death shades specifically target dying or helpless creatures unless somebody is actively attacking them while standing over the body of the dying or helpless creature.

AC 25

PD 24

MD 16

HP 50 (mook)

**Mook:** Kill one gruesome death shade mook for every 50 damage you deal to the mob.

### Icons

In what world is the reaver associated with someone other than the Lich King? Perhaps the Dwarf King has opened a deep tomb and inherited several dwarven reavers, and now wants them "taken care of" before the Lich King notices and asserts control. Or perhaps the necromancer in your party has inadvertently created these monstrosities and they trouble no one but the necromancer and her allies, until the PCs can get to the Necropolis and perform a ritual ending the curse.