

THE VAMPIRE BESTIARY

MOUNTAIN OF THE CANNIBAL GOD



CRAIG COCHRANE

THE VAMPIRE BESTIARY

MOUNTAIN OF THE CANNIBAL GOD



©2012 Eternity Publishing. All Rights Reserved.

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License.

All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20.

DUNGEONS & DRAGONS 4TH Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; ADVENTURER'S VAULT, written by Logan Bonner, Eytan Bernstein, and Chris Sims.

© 2008, 2009 Wizards of the Coast. All rights reserved.



CREDITS

Designer
Craig Cochrane

(Mountain of the Cannibal God) Cover & Interior Illustrations
Peter Szmer
www.peterszmer.com

(Full Vampire Bestiary) Cover Illustration
Joe Slucher
www.joeslucher.com

Special Thanks To
Billy Cochrane, Joe D'amato, Ruggero Deodato, Serge W. Desir, Dicefreaks, Drivethru RPG, Emma Dyer, ENWorld, Kelly George, Gary Gygax, Geneva Rosett-Hafter, Hammer Horror Pictures, Ray Harryhausen, Umberto Lenzi, Ingrid Koehler, Sergio Martino, Alister Mathers, Mongoose Publishing, RPGNow, Russell Morissey, Simon Newman, Eric Noah, Scott Rouse, Mike Shea, Alexander Simkin, Matthew Sprange, Ian Toltz, Wizards of the Coast.

For Supplemental Material Visit
<http://eternitypublishing.wordpress.com>
www.immortalshandbook.com

CONTENTS

	Page		Page
MONSTERS BY LEVEL & ROLE	4	Vampire Monsters	30
INTRODUCTION	4	Jenglott	30
BOSS BATTLES	5	Chupacabra	31
SOLO MONSTER DESIGN	8	Chon-Chon	32
ENEMY TERRITORY	10	Yara-Ma-Yha-Who	33
MORALE	11	Impundulu	34
LISTING OF MONSTERS (as they appear)		Asanbosam	35
Section Entry		Pey	36
Cannibal	12	Strix	37
Cannibal Crazy	12	Uktena	38
Cannibal Deathwalker	13	Soul Eater	42
Cannibal Sniper	14	Obayifo	43
Cannibal Headhunter	15	Wendigo	44
Fire Ant Swarm	16	Firefly Adze Swarm	44
Bullet Ant Swarm	16	Fire Wendigo	45
Cannibal Impaler	16	Lightning Bug Adze Swarm	46
Cannibal Witchdoctor	17	Mountain Wendigo Abomination	46
Piranha Swarm	18	Thunder Hornet Adze Swarm	47
Rabid Cannibal	18	Wendigo Behemoth	48
Cannibal Chief	19	Wight	50
Cannibal Spirit Chief	20	Wizard Wight	50
Jaguar	21	Bone Wight	50
Jungle Terrain Features	22	Marsh Wight	51
Jungle Hazards	22	Adventure	52
Dire Crocodile	23	Mountain of the Cannibal God	52
Cannibal Traps	26	Jungle Encounters	54
Cannibal Encounter Party	28	Village Encounters	55
Cannibal Lore	29	Swamp Encounters	56
		Mountain Encounters	57
		Previews	58

Shaded squares denote an illustration



MONSTERS BY LEVEL & ROLE

Monster	Level and Role	Page
HEROIC TIER		
LEVEL 1		
Cannibal Sniper	1 Artillery	12
Firefly Adze Swarm	1 Controllor	42
Jenglott	1 Soldier	28
LEVEL 2		
Cannibal Headhunter	2 Skirmisher	13
Chupacabra	2 Skirmisher	29
Fire Ant Swarm	2 Soldier	14
LEVEL 3		
Cannibal Witchdoctor	3 Elite Controllor (Leader)	15
Chon-chon	3 Controllor	30
Pey	3 Elite Lurker	34
Cannibal Crazy	3 Minion Skirmisher	10
Cannibal Impaler	3 Soldier	14
Wizard Wight	3 Soldier	48
LEVEL 4		
Yara-Ma-Yha-Who	4 Brute	31
Piranha Swarm	4 Brute	16
Cannibal Chief	4 Elite Brute (Leader)	17
Dire Crocodile (In Water)	4 Solo Lurker	21
Jaguar	4 Skirmisher	19
Dire Crocodile (On Land)	4 Solo Soldier	21
LEVEL 5		
Bone Wight	5 Brute	48
Cannibal Deathwalker	5 Minion Brute	11
Cannibal Spirit Chief	5 Elite Lurker (Leader)	18
Impundulu	5 Skirmisher	32
Bullet Ant Swarm	5 Soldier	14
LEVEL 6		
Rabid Cannibal	6 Brute	16
Lightning Bug Adze Swarm	6 Controllor	44
Asambosam	6 Lurker	33
Fire Wendigo	6 Elite Lurker	43
Obayifo	6 Elite Skirmisher	41
Mountain Wendigo Abomination	6 Solo Skirmisher	44
LEVEL 7		
Marsh Wight	7 Controllor	49
Pey	7 Lurker	34
LEVEL 8		
Uktena	8 Solo Controllor	36
Strix Swarm	8 Skirmisher	35
LEVEL 9		
Soul Eater	9 Lurker	40
LEVEL 10		
Obayifo	10 Skirmisher	40
PARAGON TIER		
LEVEL 11		
Wendigo Behemoth	11 Solo Brute	46
Thunder Hornet Adze Swarm	11 Controllor	45

INTRODUCTION

Welcome to the Vampire Bestiary: Mountain of the Cannibal God. I hope this book and eventual body of work goes some way to satisfying your thirst for bloodsuckers. This first book deals almost exclusively with the heroic tier (Levels 1-11). Later Vampire Bestiary books will cover a similar level spread but tackle higher levels.

WHY VAMPIRES?

Short answer, two words; Hammer Horror. In my formative years I had an immense fondness for horror movies. In particular, the offerings from the legendary Hammer studios which were (and still are) being rerun on television with relatively satisfying frequency here. I can safely say those movies made a massive impact on myself becoming a stepping stone towards fantasy and mythology. So in many ways this book is me revisiting the roots of my childhood.

VAMPIRE MYTHOLOGY

This book contains quite a number of obscure vampire types, and while these were certainly inspired by the myths and legends surrounding vampires, they are not shackles to be held to. Nor is this collective work to be considered any sort of encyclopedia on the subject, although I have tried to make it as in-depth a study of the subject material as possible.

NON-VAMPIRES

You may have noticed that not all the entries in this book are vampires, in fact many are not even undead. The reason for this is simply that variety is the spice of life, even unlife. While a good few of the entries may seem wholly unconnected to vampires, their inclusion was inspired by some link, tenuous or otherwise, to one form of vampire or another.

For instance, the cannibals were included because the wendigo is reminiscent of an undead King Kong. Further research into cannibals and primitive tribes in general uncovered many vampire monsters associated with witchdoctors.

Another Vampire Bestiary installment features the vampiric dakini from Indian mythology, which inspired me to include their mistress Kali, goddess of murder which in turn led to the inclusion of her Thuggee cult.

EPIC TIER?

While Eternity Publishing is known for its epic and immortal level products I wanted to get a better feel for 4th Edition by starting at the lower levels and working my way up. Of course I didn't expect things to take this long to complete, my apologies for that. Suffice to say that I'll get back to Epic and beyond as soon as possible.

...AND FINALLY

I hope you enjoy this body of work as much as I have enjoyed both researching it and indeed making it.

Yours sincerely
Craig Cochrane
Eternity Publishing

BOSS BATTLES

Fights with solo monsters have been much maligned, with criticisms such as too boring, too easy, or solo opponents not acting often enough as well as taking all their actions at once and battles taking too long. However, solo monsters are a staple of epic tier battles in particular, and as such it was in the best interests of Eternity Publishing to make them as challenging, exciting and interesting as possible.

But before we fix such problems we must understand them:

SOLO MONSTER PROBLEMS

1. Boring: Many complain that solo monsters just are not as fun to fight, probably because they output less actions and less variety of actions when contrasted with a group of multiple opponents.

2. Easy: Primarily a problem at epic levels where they quickly get condition locked or when their design does not follow the official parameters for damage.

3. Forgettable: Solo monsters carry the burden of being 'End Bosses' and often don't live up to the hype. In addition there is less of the unfolding sense of achievement that you get when one of a group of monsters is bloodied or killed.

4. Grinding: This occurs when the PCs are certain of victory but the monster still has lots of hit points remaining, leading to a laborious 'going through the motions' remainder of the battle. This is compounded in long fights where both the PCs and the monster have used their most powerful attacks at the beginning of the encounter.

5. Initiative: Groups of monsters acting on different initiative orders helps punctuate the action, this is something the solo monster lacks.

6. Static: Battles with solo monsters are inherently less dynamic than other encounters.

SOLO MONSTER SOLUTIONS

Counter many of the above problems with the following traits:

Bloodied Boss: Works to counteract Grinding (problem #4).

Boss Monster: Fixes initiative (problem #5) problems and makes the monster less boring (problem #1) by giving it a variety of actions and two turns per round.

Solo Resilience: Eliminates condition-locking that makes fights far too easy (problem #2).

Weak Spots: Makes fighting large monsters far more interesting (problem #3).

TRAITS

Bloodied Boss (optional...only suits certain monsters)

When bloodied, the boss attacks with wild abandon, throwing caution to the wind it deals 50% more damage with all attacks (including auras) but grants all attackers combat advantage.

Boss Monster

Each round the boss takes two full turns of actions. The first turn activates on its normal initiative score and the second on its initiative score -10. Each turn it can make a Standard, Move and Minor Action. The boss can also make two Immediate Actions each round. But can still only use 1 Action Point per round.

Solo Resilience

The solo monster is unaffected by conditions and negative effects until reduced to 25% hit points or below. (See also Weak Spot)

Weak Spots (optional...typically suits larger monsters)

The boss gains Resist All but has a specific weak spot that is Vulnerable All. To attack this weak spot characters must put themselves in a dangerous position (involving a skill check).

The following advice will also serve to improve solo encounters:

Boss Design: Move Actions in particular make a fight less static (problem #6).

Boss Phases: These can make a fight more cinematic and create far more memorable and unique encounters (problem #3). Recharging of powers and action points between phases helps alleviate grinding (problem #4).

ADVICE

Boss Design

Ensure the boss has at least one Standard, Move, Minor and Triggered Action.

Boss Phases

Divide the boss fight into three phases or 'acts'. The first phase of the fight is reducing the boss to its bloodied value. In the second phase of the fight the boss cannot be injured. The third phase of the fight is the fight to the death.

Between phases reroll Initiative, the boss recharges all powers, the PCs recharge all Encounter powers and all Action Points are regained.

BOSS PHASES

The primary goal is to make boss battles more cinematic. So what differentiates a boss battle from a solo monster? First and foremost, a boss battle is divided into three phases (or acts). Two of these phases are the Conventional Phases, one is the Unconventional Phase.

Each Conventional Phase is either devoted to fighting the solo monster, reducing it from full health to its bloodied value; or from its bloodied value to zero hit points (and thus defeat).

The Unconventional Phase adds a completely new element to the encounter. During the unconventional phase the PCs cannot hurt the boss monster, though it may be (potentially) able to harm the PCs.

ORDER OF THE PHASES

The two Conventional Phases happen in order, but the Unconventional Phase can be the first, second or third phase. Typically though it will be the second phase of the battle.

BETWEEN PHASES

Each phase is treated as a separate encounter, meaning the following happens each phase:

- Boss Recharges All Abilities
- Reroll Initiative
- PCs Regain Encounter Powers
- Action Points used in the first phase recharge by the third.

UNCONVENTIONAL PHASES

So just what happens during this phase? Basically anything you can think of that typically doesn't involve directly attacking the solo monster. Here are some broad examples.

GENERIC UNCONVENTIONAL PHASES

Chase Scene (Skill Challenge) - Skill Based

Either the boss tries to flee combat altogether or perhaps the heroes will try and escape from the boss. Success or failure determines which side gets to fight Phase 3 from favourable terrain.

Escape (Hazard) - Area Based (Total XP less than half bosses XP)

The heroes need to escape from the immediate area because its becoming hazardous to them: tremors collapsing the building or causing a cave-in, frozen lake beginning to crack; erupting lava, rising water levels. Phase 3 begins when the PCs escape the hazard.

Cocoon - Hit Points Based (equal to bosses bloodied value)

The boss erects a shield that the heroes must destroy before they can attack it again. Rather than simply a delaying tactic, each round within this cocoon the boss is growing in power (perhaps gaining a level) or gaining new abilities (e.g. A dragon grows an extra head for each round the heroes take to penetrate the force field). Phase 3 begins when the PCs destroy the barrier.

Reinforcements - Enemy Based (Total XP less than half bosses XP)

The boss disengages from combat and tries to soften up the PCs using its henchmen and minions. Phase 3 begins when these enemies are defeated.

Special: This could be changed to Phase 3 by having the boss monster transform into multiple weaker enemies upon death.

Survival (Trap) - Puzzle Based (Total XP less than half bosses XP)

The boss has fled the area but activated a trap in its wake. Phase 3 begins when the trap is deactivated.

Stop the Power-Up (Boss)/Power-Down (PCs) - Time Based

Give the PCs something more important to do than fighting the boss, such as stopping a ceremony that will give the boss a substantial power-up, or prevent the sacrifice of an ally, destruction of an artifact the PCs need.

Remember that you can use more than one such idea at a time.

e.g. Combine Cocoon & Reinforcements

In this example the boss summons a group of evil priests who begin a ceremony that protects the boss from harm and powers up the boss for every round the ceremony lasts.

e.g. Combine Reinforcements & Survival

This trap creates an interdimensional gateway that constantly adds more and more enemies until deactivated.

WHO'S THE BOSS?

Always try and keep in mind that the unconventional phase is still part of the actual boss battle and the boss itself should be the primary focus of the whole encounter. Even in cases where the boss may temporarily withdraw from the field of battle (maybe the PCs are having to deal with its minions or a nasty trap) you could always still have the boss pop-up for a round to launch an attack and remind the heroes their task is not yet complete.

This could be as simple as a dragon flying by to strafe with its breath weapon, a ghost phasing through the floor to sneak in and attack a distracted PC or a giant throwing one of the PC's pack mules at the party.

SAMPLE ENCOUNTERS

The following examples show how to apply unconventional phases to specific encounters. As a rule of thumb the GM might want each phase last roughly 3 rounds.

SPECIFIC THREE-PHASE EXAMPLES

The Crumbling Castle ("Escape" example)

Phase 1: The heroes fight the dragon boss at the top of a castle. Phase 2: When bloodied, the fall of the boss causes the castle to begin to collapse. The heroes must escape or at least endure three rounds of the castle falling to pieces.

Round 1: Easy DC Acrobatics/Athletics skill check - a fail results in 5 damage per tier. Success results in no damage.

Round 2: Medium DC Acrobatics/Athletics skill check - a fail results in 10 damage per tier. Success results in 5 damage per tier (a few scrapes and bruises).

Round 3: Hard DC Acrobatics/Athletics skill check - a fail results in 15 damage per tier and the target is knocked prone and restrained by falling masonry (Escape requires Hard DC strength check). Success results in 5 damage per tier and the target is knocked prone.

Phase 3: The enraged dragon emerges from the ruins and delights in attacking those heroes trapped in the rubble.

The Crystal Cocoon

Phase 1: The heroes do battle with the dragon caterpillar boss.

Phase 2: When bloodied, the boss weaves a protective crystalline cocoon around itself. This cocoon causes psychic copies of the heroes reflected in its shell to defend it. When those copies are defeated the cocoon shatters. The copies have the same powers as the PCs but only half their hit points.

Phase 3: The boss emerges from the cocoon a completely new form altogether, that of a gargantuan butterfly dragon.

The Sundering Sandstorm

Phase 1: The heroes battle the vile Elder Mummy atop his pyramid.

Phase 2: When bloodied, the Mummy explodes into a withering sandstorm that tries to blow the heroes tumbling back down the pyramid. The PCs must withstand 3 rounds of the sandstorm before it subsides.

Sandstorm Aura 20: All enemies of the mummy starting their turn within the aura are blinded

Secondary Attack: Close burst 20; 3 + Mummy's Level vs. Reflex
Hit: 10 necrotic damage per tier and the target is pushed 1d6 squares and knocked prone.

Miss: 5 necrotic damage per tier

Special: Each tier of the pyramid is 1 square wide.

Phase 3: The mummy cannot sustain the spell for long and soon reverts back to a, now unbandaged, humanoid form, more fragile than before (all hits against the unwrapped mummy are considered critical hits), but also much deadlier (all damage done by the mummy is a critical hit).

TIER DISPARITY

The power of PC characters increases at a notably faster rate than that of monsters and npcs. This difference is roughly about 20% (of a levels worth) per level. So a party of Level 10 PCs are about 1.8 levels comparatively better off against equal level monsters than they were at Level 1.

Therefore to retain the same difficulty between monsters and PCs in the higher tiers I suggest you use higher level monsters to compensate. Roughly as follows:

- Paragon Tier: 2-3 level difference
- Epic Tier: 4-5 level difference*

*Note that a 4-5 level difference basically means that in the epic tier, a solo monster is as threatening as an elite monster was at the heroic tier.

WEAK SPOTS

A boss monster may have one or more weak spots. However, to attack this weak spot the hero has to put themselves into potential jeopardy (typically by entering the bosses space). Do this by forcing the PC to make a Skill Check. Success means it can attack the weak spot, failure means something bad might happen.

e.g. The PC might have to jump on the monster's back (requiring an Acrobatics check) to attack a weak spot, if the check is unsuccessful the PC might fall to the ground or get swatted away by the monster.

SAMPLE SKILL USES	
Skill	Possible Use
Acrobatics	Leaping onto the back of a monster to attack its head, or dodging between its legs to attack its soft underbelly.
Athletics	Climbing up the body of a monster as it tries to shake you off, or swimming against the tide of a gargantuan water elemental to reach its crystalline heart.
Endurance	The monsters aura is so torturous that an Endurance check is required to get close to its weak spot.
Thievery	Steal the monsters damaged scales (or pieces of armour) to reveal weak spots.

BALANCING RISK & REWARD

The simplest method of balancing weak spots is to reverse the monsters resistance (such as Resist All 10), into a vulnerability and double it (such as Vulnerable All 20 in this case).

If you don't wish to use the above preferred method, simply allow an attack upon a weakspot to deal double damage.

RANGED ATTACKS VS. WEAK SPOTS?

Weak spots are primarily designed for melee combatants since using ranged attacks against weak spots could possibly be achieved without putting the attacker in danger (which defeats the whole risk and reward design). Allow ranged attackers to target a monster's weak spot (assuming they can see the weak spot) by making a 'Called Shot'.

A Called Shot against the monster's weak spot only hits on a critical hit. Anything other than a critical hit is treated as a complete miss, even if the attack roll would normally hit the monster. If the monster's defences are so high that the character would already need a critical hit to actually hit it, then it cannot make a Called Shot against the creature's weak spot(s).

e.g. A ranger needs a roll of 12 to hit the monster, and scores a critical hit on a 19 or better. When making a Called Shot against the monster's weak spot, any roll of 18 or less is treated as a miss.

If the same Ranger can only hit the monster on a 19 then it cannot attempt a Called Shot.

ADDITIONAL EFFECTS

Sometimes the striking of a weak spot may inflict a condition or cause some sort of additional lingering effect.

SAMPLE BOSS WEAK SPOTS	
Weak Spot	Notes
'Ankle'	Simply pick a spot on the monster and build some story significance around it...such as the ankle of Talos. Additional Effect: Variable.
Brain	An attack on the brain is guaranteed to discombobulate the monster. Additional Effect: Stunned (save ends).
Cancerous Growth	The monster has one or more cancerous growths upon its body. Of course its possible that damaging these growths could release other monsters within them. Additional Effect: Ongoing Damage (save ends).
Eyes	Nothing likes getting poked in the eye. Additional Effect: Blinded (save ends only if the creature has one functional eye remaining).
Genitals	While somewhat underhanded, an attack on the creatures 'unmentionables' is one of the oldest tricks in the book. Additional Effects: Dazed and Weakened (save ends both).
Internal Organ	Sometimes the only way to reach a weak spot is by entering the body of the monster and attacking unprotected organs. Additional Effect: Ongoing Damage (save ends).
Lodged Weapon	Some ancient weapon lodged in the creatures body, if it can be struck...
Old Wound	The creature already has a gaping wound, testament to its battles with some ancient enemy.
Other Being/Object	The bosses weak spot may be a different creature (perhaps even one of the PCs that has a mental link to it) like an Avatar, or object, such as an evil altar powering the monster.
Underbelly	Soft and squishy areas just waiting for someone to stick a sword or spear into.

EXAMPLE: GIANT CRAB

Their formidable armour (Resist All 10) has a weakspot, their soft underbellies. But to attack its exposed underbelly you need to position yourself directly beneath the monster. Any PC attempting to attack this weakspot must make an Acrobatics check each round to avoid being trampled by the Giant Crab.

If the Acrobatics check is successful, the PC can attack the monster's weakspot, where its Resist All 10 is instead Vulnerable All 20.

If the Acrobatics check is failed, the PC is automatically struck by the monster's legs; knocked prone and trampled. In addition the monster makes an immediate reaction Pincer Attack against the PC as a free action.

If the monster is slain while a PC is underneath it, that PC must make an additional Acrobatics check to avoid being crushed (and suffering damage) by the monster's toppling body in the throes of death.

INVULNERABLE ENEMIES

One possible variation on the weak spot idea is a to have an enemy that is invulnerable to attacks (or has a high Resist All ability) until the weak spot is struck. After which the enemy loses its invulnerability and can be damaged normally. However, once it saves the invulnerability returns and its weak spot must be hit again before it can be hurt.

SOLO MONSTER DESIGN

The ideas suggested on the previous page can spice up existing solo monster encounters, but if the monster itself is badly designed in the first place, then it may not be as fun an encounter as you had hoped.

The following set of guidelines will hopefully help steer solo monster design in the right direction.

HOW MANY POWERS?

This first table lists the suggested average number of powers for monsters of each rank. Traits should not be counted as part of those totals unless they are Auras.

Suggested Number of Powers per Tier				
Rank	Heroic	Paragon	Epic	Immortal
Solo*	8	9	10	11
Elite*	6	7	8	9
Standard*	4	5	6	7
Minion*	2	3	4	5

*Monsters that are also Leaders add +1 to the number of powers. this bonus power must have an effect upon its allies.

WHICH POWERS?

This next table sorts the various types of powers into primary and secondary. A primary power is something you should always have; whereas a secondary power is optional. A power that is both primary and secondary means that you should have at least one of these powers but additional uses are optional.

Suggested Types of Powers by Rank				
Type of Power	Solo	Elite	Standard	Minion
Aura	Secondary	Secondary	Secondary	Secondary
...when Bloodied	Primary	Primary	Secondary	Secondary
...upon Death	Secondary	Secondary	Secondary	Secondary
...per Encounter	Secondary	Secondary	Secondary	Secondary
Minor Action	Primary	Secondary	Secondary	Secondary
Move Action	Primary	Secondary	Secondary	Secondary
Standard Action (At-will)	Primary & Secondary	Primary & Secondary	Primary & Secondary	Primary & Secondary
Standard Action (Rechargeable)	Primary & Secondary	Primary & Secondary	Primary & Secondary	Secondary
Trait	Secondary	Secondary	Secondary	Secondary
Triggered Action	Secondary	Secondary	Secondary	Secondary

From the above tables we can see that a Level 12 solo monster should have about 9 powers. Of those 9 powers, the primary 5 should be: a minor action; a move action, a standard action (at-will); a standard action (rechargeable) and a new power that's gained when the monster is bloodied.

The other 4 powers can be chosen (or randomly determined) from the list of different powers.

Now that the number and types of powers have been determined, what are the parameters of those powers...

AREA OF EFFECT SIZE

Refer to the following table when determining the areas covered by an aura, blast or burst. Plus the potential range of burst attacks.

Suggested Area of Effect by type per Tier				
Tier	Aura	Blast	Burst	Ranged
Heroic	1-3	3-5	1-3	10-30
Paragon	3-5	5-10	3-5	30-50
Epic	5-10	10-30	5-10	50-100
Immortal	10-30	30-50	10-30	100-Sight

CRITICAL HITS

Increase the frequency of their critical hits as follows.

Suggested Critical Hit Range per Tier	
Tier	Critical Hit Range
Heroic	20
Paragon	19-20
Epic	18-20
Immortal	17-20

DAMAGE

Solo monsters are often criticised for not dealing enough damage, so make sure they average the following amount.

Average Damage by Action Type		
Action	Brute	Non-Brute
Standard (Encounter)	(Level +8) x1.75	(Level +8) x1.5
Standard (Recharge 4 or 5)	(Level +8) x1.5	(Level +8) x1.25
Standard (At Will)	(Level +8) x1.25	Level +8
Move Action	Level +8	(Level +8) x0.75
Minor Action	(Level +8) x0.75	(Level +8) x0.5
Triggered Action	(Level +8) x0.75	(Level +8) x0.5

e.g. When assigning damage, try to keep the bonus roughly half the total amount. A Level 15 Solo Soldier would average 23 damage with a Standard Action - At Will attack, 3d8 + 10 for instance.

DICE SIZE

The size of the dice used for attacks affects the variable result. With smaller-sided dice giving a more precise result whereas larger-sided dice give a bigger swing. As a result, larger dice are a better fit for more cumbersome creatures (and roles), as follows:

Suggested Dice Size by Role	
Role	Dice Size
Artillery	d6 (or d8: 2-handed weapon)
Brute	d10 (or d12: 2-handed weapon)
Controller	d6
Lurker	d6
Skirmisher	d6
Soldier	d8 (or d10: 2-handed weapon)

ONGOING DAMAGE

When adding ongoing damage (indeed any type of damage that repeats; such as poison) to an attack, ensure that this is added on top of the base damage (which should always be the maximum suggested). The following suggested numbers should be adhered to.

Suggested Ongoing Damage per Tier		
Tier	Ongoing Damage (At Will power)	Ongoing Damage (Recharging power)
Heroic	5	10
Paragon	10	20
Epic	20	40
Immortal	40	80

FATALITIES

Solo monster encounters can sometimes be criticised for being too much of a 'grind'. In that, there comes a point where the PCs know they will won't lose the combat, but it will still take a few rounds to whittle down the monster's hit points. The way to fix this mistake is to give solo monsters the capacity to transcend the basic damage rules. By dealing either damage equal to the PC's bloodied value or even the PC's full hit point total.

Suggested Fatality Damage per Tier				
Damage	Heroic	Paragon	Epic	Immortal
Drop to Bloodied	Encounter Action	Recharge Action	Standard Action	Minor Action
Drop to 0	No	No	Encounter Action	Recharge Action

RESISTANCE

A way to prevent solo monsters becoming pushovers is to give them the ability to resist damage. However, follow two rules when applying this. Firstly it should be done in a way that makes sense with regards the monster's identity. Secondly, always counter the idea with a weak spot.

The following table identifies between creatures of a natural physiognomy (ie. flesh and blood) and those of an unnatural physical form (ie. gaseous, incandescent, liquid or solid).

Suggested Resistance per Tier		
Tier	Natural Physiognomy	Unnatural Physiognomy
	Resist All/ Vulnerable All*	Resist All/ Vulnerable All*
Heroic	5/10	10/20
Paragon	10/20	20/40
Epic	20/40	40/80
Immortal	40/80	80/160

*Weak Spots

e.g. A (heroic tier) dire crocodile has Resist All 5 except for its weak spot (the inside of its mouth) which is Vulnerable All 10. Whereas Talos (epic tier with unnatural physiognomy) would have Resist All 40, but its weak spot would be Vulnerable All 80.

VARIANT BOSSES

Bosses need not be strictly solo monsters, in fact, using elite rank monsters as bosses opens up some potentially interesting dynamics.

MORPHING BOSSES

Even if you like the boss idea, this book only presents a limited number of examples. A quick and simple way to create potentially hundreds of bosses are to use two elite rank monsters as two halves of a solo monster.

eg. A Storm Titan might explode leaving a Thunderblast Cyclone in its wake. A two-headed necromancer could immolate itself leaving only a pair of Flameskulls behind. Upon his death a demon-possessed general could set free the mighty Balor within him.

As a quick rule of thumb, choose monsters of roughly the same level (+/-2 Levels at best). Sticking to a similar theme between the two also retains a greater measure of verisimilitude. Though a similar theme does not necessarily mean the two halves must share the same roles (Brute, Controller, Skirmisher etc.), in fact it makes for a more interesting encounter to have the second form have a different role.

STANDARD RANK BOSSES

Instead of two Elite rank monsters making up a boss, you could also use five Standard rank monsters (or even three Standard monsters and an Elite rank monster). For instance how about a wizard that keeps shapechanging into different forms. Or a chaos elemental that takes on the material of a different element each time its reduced to zero hit points.

TWIN BOSSES

As well as one elite rank monster morphing into another. One option is to have two elite rank monsters symbiotically linked, forming a single boss monster. For instance, imagine the PCs must drop both elite rank 'halves' to bloodied values before reaching Phase II. Perhaps no half can die while the other lives.

RECURRING BOSSES

A recurring boss, or nemesis, is an opponent that the PCs encounter multiple times over the course of an adventure. To achieve this, simply have the boss escape when bloodied (perhaps during phase II). Then use the boss again (healed up) later in the adventure. You can probably get away with this approach twice for the same boss. The third time the PCs fight that same boss ensure its a fight to the finish. Any more than three encounters with the same boss gets a bit stale.

SUPER SIZE ME

Okay, if you have followed all the advice over the past few pages, you should have enough ammunition to create some challenging, interesting and rewarding solo monsters. However, if after all this, your PCs are still running rough shod over your creations and conversions then I suggest returning for later volumes of the Vampire Bestiary where I will be showcasing 'Super-solo' monsters where monsters as big as a castle to potentially universe sized threats have the capacity to make regular solo monsters (of the same level) look like minions by comparison.

ENEMY TERRITORY

The following guidelines were devised to lend more dynamism to your encounters. Instead of adventures where you string one static encounter after another, by following these ideas you can create fluid and flexible encounters making enemy territory seem far more realistic simply by having it react to the actions of the PCs.

One failing of many scripted adventures is that the encounters you will face do not change regardless of the PC's actions. In movies and television, how many times have you heard the expression "Double the guards!" when the enemy stronghold expects an attack? Similarly, how about the phrase "Send a guard patrol" to investigate a disturbance. All too often these staples of the genre have no bearing upon adventures...until now.

RAISING THE ALARM

Before the enemy defenders can respond in any way, you first have to alert them. This can be done in several ways:

Appearance: Even a group's appearance can be enough to raise the alarm, especially if they are dressed differently or belong to a different race than the predominant defenders. The way to avoid this is of course to adopt a disguise; either magical or mundane.

Attacking: The most obvious way to raise the alarm is by attacking the guards. This will cause guards to shout for help (or ring a bell) unless they can be taken out swiftly and silently. Remember also that guards not reporting in (at given intervals such as the changing of the guard), can also cause the alarm to be raised.

Freeing Prisoners: Remember that any group is only as stealthy as its least stealthy individual. Trying to escort a bunch of malnourished, frightened, panicky slaves and keep them from bolting in every direction will be difficult.

Vandalism: Destruction to the base itself, especially if it creates a loud noise (such as breaking down a door or wall) will raise the alarm.

THREAT LEVELS

There are five main threat levels (used in real world military bases) which we can adopt here:

- **Low Risk (Green Alert):** Probably only in use after winning a war or in times of extended peace.
- **General Risk (Blue Alert):** Typical defensive arrangements.
- **Significant Risk (Yellow Alert):** Heightened security when the alarm is raised. **Effect:** Some guards mobilised.
- **High Risk (Orange Alert):** Area is definitely under attack or imminent attack. **Effect:** All guards mobilised.
- **Severe Risk (Red Alert):** Area is either under attack or faces imminent attack from a significant force the base suspects or knows it cannot handle on its own. **Effect:** Calls for reinforcements from headquarters or allies.

GUARD BARRACKS

Under normal conditions (see Threat Levels) approximately 50% of the guards will be off duty at any given time, stationed in the guard barracks. Larger compounds may have multiple guard barracks. As a good rule of thumb assume one guard barracks for every ten buildings or chambers (of a dungeon level for instance).

When a yellow alert is raised half of the guards in the barracks will be mobilised. When an orange alert is raised, all the guards will

be mobilised. With a red alert in progress, the defenders will try to contact headquarters and call for reinforcements. If the base under attack is headquarters then they may call for allies (if applicable).

A good plan of attack often involves taking out the guard barracks (preferably while they sleep) if possible so that the defenders won't receive any aid if and when the alarm is raised.

Non-living Guards: It's important to consider the difference between intelligent, living defenders and those who only serve one purpose, have no lives of their own and have no need to eat or sleep (such as golems and various undead). Areas defended by such creatures have no need of a guard barracks and can have all guards on duty all of the time.

GUARD POSTS

The first response when the alarm is raised is to strengthen all current guard posts. This is done by sending additional forces to each post (as noted in the table below). In such cases it's worth differentiating between a guard post and what is effectively just a monster encounter. For instance in a duergar stronghold, the guards will rush to the aid of other duergar, not the encounter with the green slime or the hydra.

GUARD POSTS		
Alert Status	Effect	Encounter Level Effect*
Red Alert	Guards Doubled	EL +4 (or better)
Orange Alert	Guards Doubled	EL +4
Yellow Alert	Guards increased 50%	EL +2
Blue Alert	Typical Guard numbers	EL +/-0
Green Alert	Guards decreased 50%	EL -2

*Where EL +/-0 is the default level for that base's security.

GUARD PATROL

In addition to strengthening all guard posts, a guard patrol will be dispatched to investigate, contain or destroy the threat.

Roving Patrol: May even be a lone guard or pair of guards whose duty is to simply sound the alarm. Consider these patrols active even before the alarm is raised.

Investigative Patrol: Dispatched to determine the nature of the threat after the initial alarm is raised.

Elite Guard Patrol: A search and destroy team of well trained, well equipped personnel. Other than important named NPCs this group should comprise the finest troops the base can muster.

Assassination Squad: A 'black-ops' kill team typically stationed at headquarters. A powerful group of named NPC adversaries. The length of time taken for the assassination squad to reach the base is up to the GM. However, level of magic at the high paragon and epic tiers should make their arrival relatively fast.

GUARD PATROLS		
Alert Status	Effect	Encounter Level*
Red Alert	Assassination Squad	EL +6
Orange Alert	Elite Guard Patrol	EL +3
Yellow Alert	Investigative Patrol	EL +/-0
Blue Alert	Roving Patrol	EL -3
Green Alert	No Guard Patrols	n/a

*Where EL +/-0 is the default level for that base's security.

MORALE

This book adds new rules for determining monster and NPC morale. The main reasons for this are to add a degree of dynamism and verisimilitude to encounters. Would cowardly goblins always fight to the death or is it more likely they'll run for cover once outnumbered?

The rules are of course optional. Feel free to ignore them if you so choose, but consider giving them a try first.

As you can see below, Morale is listed under Perception at the right hand side of a stat-block.

Cannibal Crazy Medium natural humanoid	Level 3 Minion Skirmisher XP 37
HP 1; missed attacks never damage minions AC 15; Fortitude 16, Reflex 15, Will 13 Speed 6	Initiative +1 Perception +1 Morale High

MORALE RULES

Morale is a measure of one's courage under stressful situations; in particular combat. The main factors in determining morale are obedience (to authority figures); self-discipline and willpower.

Those of lawful alignment typically have superior morale to those of chaotic alignment.

TYPES OF MORALE

There are five types of Morale.

- **Low:** Cowardly characters (e.g. Peasants, Goblins, Wolf)
- **Typical:** The average person (e.g. Town Guard, Starving Wolf)
- **High:** Determined individuals (e.g. Professional Soldiers, most Leader Types, Crazy People, Religious Martyrs)
- **Valorous:** Bonafide heroic figures likely to be decorated for acts of bravery (e.g. The King's Champion)
- **Fearless:** Those without the capacity to feel fear are unaffected by morale (e.g. Golem, Vine Horror)

EFFECTS OF MORALE

The following table lists the effects morale has on an encounter.

EFFECTS OF MORALE	
Morale Level	Effect
Fearless	No Effect
Valorous	Gains a valor bonus if the last man standing
High	Will fight to the death
Typical	If outnumbered and the last man standing will try to flee (if possible) or surrender
Low	If outnumbered will try to flee (if possible) or surrender

MORALE MODIFIERS

There are several outside factors key in modifying morale.

Anger: Even a lowly peasant or cowardly goblin can be motivated to acts of bravery if for instance: their daughter is kidnapped, their house is burnt down, their crops destroyed, or their life savings are stolen.

Fear: Certain monsters (such as dragons) can cause fear by their very presence. Others can magically induce fear via their attacks.

Those with a morale of low that is further reduced by fear will flee in terror (if escape is possible) or cower in a crumpled heap.

Leadership: Any group with a leader will always use the leader's morale rating in place of their own, albeit only so long as their leader is conscious and alive.

Level: A peasant may love his wife, but its unlikely he'll attack Orcus for killing her. Some threats are simply too big to overcome. When an individual enemy is more than 10 levels higher morale just gets thrown out the window.

Love: True love will transcend any factor other than Level, raising any morale rating to Valorous. However, true love is exceptionally rare.

In order of trumping: Level > Love > Leadership > Anger = Fear

VALOR

Only in the darkest moments do true heroes (or anti-heroes) shine. If a valourous character finds himself outnumbered and alone, only then will a true hero dig deep within themselves to not only find the courage and will, but to convert their resolve into something palpable.

You could allow PCs to take Valor as a feat, remembering that it only comes into play when they are the last man standing.

VALOR	
Monster/NPC Role	Effect (lasts until the end of the Encounter)
Artillery	+5 Bonus to Attack
Brute	+50% Damage
Controller	Saving throws against the controller's conditions and ongoing damage at -5, Size of area attacks increased by +1 per tier
Lurker	With combat advantage, all hits become critical hits
Skirmisher	Gains an additional standard action each round
Soldier	+5 Bonus to AC/Defenses

ESCAPE

The flipside to the heroic actions of the Last Man Standing are the cowardly actions of those who flee and live to fight another day.

The suggestion here is that such characters will come back in a later encounter. How much later depends on the GM of course. It may be in the very next encounter (or more likely the next encounter featuring creatures of the same race). The more important the escaping NPC, the longer the amount of time between their attempt at some payback. No one is likely to remember the random goblin that escaped beyond that gaming session. But they may well remember Vampire Baron Ducatt weeks and months later.

Encounter Boost: It may be that the goblin scampers off to find its allies deeper in the caves. In this case you may have had a pre-set encounter planned to which you can now add the escaped goblin(s).

SURRENDER

The idea of surrender opens up a lot of roleplaying possibilities. Can good aligned characters justify killing in cold blood? Will prisoners slow the PCs progress, try to escape at every opportunity and attempt to warn their allies if the PCs approach? Are some prisoners actually redeemable or are they just trying to gain your confidence? Such a thing cannot be handled by mechanics though.

CANNIBAL

DEGENERATE SAVAGES WHO EAT THEIR ENEMIES, and friends alike. Such humanoid tribes are found in far away places untouched by the hand of civilisation. While having no aversion to killing enemies, cannibals will generally prefer to capture prey alive whenever possible. This is primarily because cannibals have no method of preserving meat, and a dead corpse decomposes very quickly in the jungle due to high moisture and large numbers of insects.

CANNIBAL TRIBES

Typically, tribes of cannibals number between about 150-300, with probably two-thirds of those noncombatants.

Typical Cannibal Tribe		
Title	Numbers (in typical tribe)	Level & Role
Cannibal Spirit Chief	0-1 (1d2-1)	Level 5 Elite Lurker
Cannibal Chief	1-2 (1d2)	Level 4 Elite Brute
Cannibal Witchdoctor	1-2 (1d2)	Level 3 Elite Controller
Cannibal Impaler	10-20 (2d6+8)	Level 3 Soldier
Cannibal Headhunter	20-40 (4d6+16)	Level 2 Skirmisher
Cannibal Sniper	10-20 (2d6+8)	Level 1 Artillery
Cannibal Deathwalker	5-10 (1d6+4)	Level 5 Minion Brute
Cannibal Crazy	10-20 (2d6+8)	Level 3 Minion Brute
Cannibal Female*	50-100 (10d6+40)	n/a
Cannibal Young*	50-100 (10d6+40)	n/a

*Non-combatants, though sometimes cannibal crazies are female.

FAILURE TO COMMUNICATE

Most cannibals communicate through a series of gestures and grunts. This is noted within their entries under languages as 'Mumming' (ostensibly mime with noises but no words). Anyone wishing to converse with such a character must do so in this fashion. Unsuccessful attempts (GM's decision) will be met with much head scratching by the cannibal, maybe dislodging some lice in the process.

The exceptions to this rule are the witchdoctors and spirit chiefs, who are more intelligent than the others and capable of conversation, albeit in crude common, probably picked up from listening to the pleas and screams of those captured, begging not to be eaten, or in dealings with powerful explorers they may sometimes trade with.

CANNIBAL CRAZY

"...the creature before you resembles a feral looking humanoid, with wild unkempt hair and teeth filed down to points. Its body sparsely clothed in animal skins, with naked areas often covered with crude shapes painted using dried white mud, probably with no meaning in themselves. Its motions are erratic and fidgety, when it sees you it screams before leaping to the attack..."

THESE HOWLING HUMANOIDs are unstable even by cannibal standards. Torture, malnourishment and bizarre religious practices can even cause the most primitive mind to unhinge and snap. Dementia is commonplace amongst these tribes and the results are an even more violent breed of psychopath.

Cannibal crazies are as much animal as not, and many will scamper on all fours like packs of wild dogs.

Cannibal Crazy Medium natural humanoid		Level 3 Minion Skirmisher XP 37
HP 1; missed attacks never damage minions AC 15; Fortitude 16, Reflex 15, Will 13 Speed 6		Initiative +1 Perception +1 Morale High
TRAITS		
Madness		
Each round roll a d6, on a 1 the cannibal crazy does not attack but instead something bewildering such as: impressions of animals, climbing a tree, sitting quietly, dancing or even relieving itself.		
STANDARD ACTIONS		
④ Grab and Bite ♦ At Will		
Attack: Melee 1 (one creature); +6 vs. Reflex		
Hit: No damage but the cannibal crazy grabs the target and attempts to bite them. A medium size grabbed target is slowed.		
Special: If two cannibal crazies grab the same (medium size) target it becomes immobilized.		
Follow-up Attack: Melee 0 (creature grabbed); +6 vs. Fortitude		
Hit: 5 damage		
TRIGGERED ACTIONS		
Blood Revelry		
Trigger: An adjacent enemy is bloodied		
Effect (Immediate Reaction): Gains a free basic attack		
Str 14 (+3)	Dex 13 (+3)	Wis 6 (-1)
Con 14 (+3)	Int 6 (-1)	Cha 8 (+0)
Alignment unaligned		Languages Mumming

TACTICS

The cannibal crazy attacks!

Cannibal Entry Overview					
Name	Level	Rank	Role	Notes	Page #
Cannibal Crazy	3	Minion	Skirmisher	Unpredictable cannibals suffering from dementia	12
Cannibal Deathwalker	5	Minion	Brute	Hard to kill cannibals placed in a zombie-like trance	13
Cannibal Sniper	1	Standard	Artillery	Sneaky, blowgun wielding cannibal cowards	14
Cannibal Headhunter	2	Standard	Skirmisher	Typical cannibal tribesmen who go out foraging for food	15
Fire Ant Swarm	2	Standard	Soldier	Nasty insect swarms that attack when their nests are disturbed	16
Bullet Ant Swarm	5	Standard	Soldier	Nastier insect swarms that attack when their nests are disturbed	16
Cannibal Impaler	3	Standard	Soldier	Tough cannibal warriors who defend the village	16
Cannibal Witchdoctor	3	Elite	Controller	Clever cannibals with limited magic use	17
Piranha School	4	Standard	Brute	One of the more deadly aquatic menaces found in jungle rivers	18
Rabid Cannibal	6	Standard	Brute	Dangerous, deranged cannibals that attack others on sight	18
Cannibal Chief	4	Elite	Brute	Big, dumb cannibal bullies	19
Cannibal Spirit Chief	5	Elite	Lurker	Powerful cannibal kings strong in might and magic	20
Jaguar	4	Standard	Skirmisher	Jungle predators tamed by the cannibal spirit chief	21
Dire Crocodile	4	Solo	Variable	Huge amphibious reptiles with crushing jaws	23

CANNIBAL DEATHWALKER

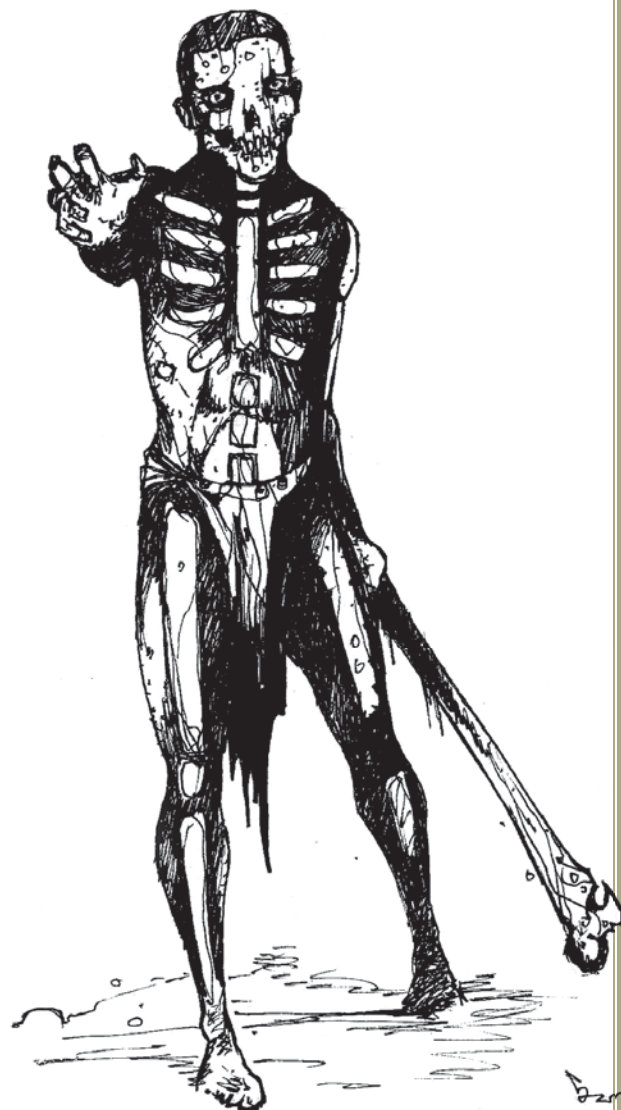
"...a large man stands motionless before you. Other than a loin cloth his body is naked, but painted with dried white mud to look like a skeleton. His face is covered by a grisly mask assembled from pieces of a skull. At closer inspection you can make out that his eyes are glazed and lifeless. He is motioned to attack by one of his allies and does so without pause. He carries a large bone, possibly of animal origin, which it holds as a crude weapon. Raising the weapon he ambles forward seeking to cave your skull in..."

TRAPPED SOMEWHERE BETWEEN LIFE AND DEATH, cannibal deathwalkers are the unfortunate recipients of vile necromantic magic. Transformed via these foul rituals, they are placed in a trance like state to serve as slaves for a witchdoctor or spirit chief. This is often the fate befalling the tribes criminal element or enemies captured from rival tribes...assuming they don't end up served for dinner.

Cannibal Deathwalker Medium natural humanoid	Level 5 Minion Brute XP 50
HP 1; missed attacks never damage minions AC 17; Fortitude 18, Reflex 14, Will 15 Speed 5	Initiative -1 Perception +2 Morale Fearless
TRAITS	
Mostly Dead	
When reduced to 0 hit points or less the deathwalker gets a saving throw to determine if its all dead or mostly dead; the latter of which is still slightly alive. If the saving throw is successful, the cannibal deathwalker gets back to its feet the round after it was killed. If the saving throw is failed, the deathwalker is dead.	
STANDARD ACTIONS	
Ⓢ Bone Club (weapon) ♦ At Will	
Attack: Melee 1 (one creature); +10 vs. AC Hit: 7 damage and the deathwalker slides the target 1 square	
Str 18 (+6) Con 18 (+6)	Dex 8 (+1) Int 4 (-2)
	Wis 10 (+2) Cha 5 (-1)
Alignment unaligned	Languages -
Equipment bone club	

TACTICS

The cannibal deathwalker generally follows the orders of the witchdoctor or spirit-chief who presided over the ritual of their 'rebirth'. With none of those present, it will obey the commands of whomever it was last instructed to obey.



HISTORICAL CANNIBALS

THE AGHORI

A once powerful Hindu sect who, in the past, terrorised rural areas of India. The cult venerates Lord Bhairava, an avatar of Shiva. The Aghori consume the flesh of the dead believing it lends them supernatural powers of healing and regeneration. They dwell in charnal grounds, much like graveyards, but with the bodies left to decompose above ground.

THE LEOPARD SOCIETY

A secret society of west Africa up until a century ago. Its members dressed in leopard skins and ambushed travellers, attacking with claw like weapons. Victims had the flesh cut from their bodies and distributed throughout the local population for consumption.

MYTHICAL CANNIBALS

THE ABATWA

The abatwa are a tribe of cannibals cursed by a demon and shrunk to one-hundredth their original size. So small are the Abatwa that they can hide behind blades of grass and are known to ride ants into battle.

Represent the Abatwa tribe by converting cannibal stat blocks into swarms, or alternately by shrinking the PCs to their size.

THE LAESTRYGONIANS

These giant cannibals are similar to Hill Giants but much bigger (Huge size). They live within a great stone stronghold called Teleplyus.

Represent the Laestrygonians by adding 10 levels to the given cannibal stat blocks.



TACTICS

The cannibal sniper is the consummate coward, attacking from cover with their *blowguns*. Often their positions are protected by squares of concealed sharp sticks. They will generally run away when outnumbered. If cornered they will attack wildly with their *stone knives* and *feign death* when wounded, then run away to warn others.

Cannibals (in particular cannibal snipers) will hide in dense foliage to give them cover. But a nasty trick they use is to set up the area immediately in front of them with sharp sticks disguised by the jungle plants (see page 24). Anyone charging at them head on will run foul of these spikes.

Typically the sniper will arrange the sticks in 1-4 squares of terrain (depending on how much time to prepare it has; each square takes about 1 minute's preparation). Often a 2x2 square area in front of a bottlenecked space where it plans to attack from (its cover). Sometimes, when an attacker is skewered by the spikes, especially devious cannibals will retreat to a secondary location that is also protected by hidden sharp sticks.

In some cases (where the cannibals have enough time) the sticks are laced with poison exactly the same as that used on their darts.

CANNIBAL SNIPER

"...you catch a glimpse of this skulking humanoid hiding in the undergrowth. Its body is thin but wiry, sparsely clothed in animal skins, with naked areas painted to give it a crude camouflage in its natural environment. It carries a wooden stick, probably too thin to be a club. When spotted, it tries to escape back into the dense terrain..."

CUNNING CANNIBAL ASSASSINS are those members of the tribe deemed either too weak or too cowardly for combat become snipers. Often beaten and maltreated they learn quickly to hide and sneak. These runts are often seen as the least respected members of the group and usually the first to be eaten in the absence of outsiders.

Cannibal Sniper		Level 1 Artillery
Medium natural humanoid		XP 100
HP 20; Bloodied 10		Initiative +3
AC 13; Fortitude 11, Reflex 14, Will 13		Perception +6
Speed 6		Morale Low
TRAITS		
Sniper		
When the sniper misses with a blowgun attack it remains hidden		
STANDARD ACTIONS		
④ Stone Knife (weapon) ♦ At Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d6 + 3 damage		
⑤ Blowgun (poison, weapon) ♦ At Will		
Attack: Range 10 (one creature); +8 vs. AC		
Hit: 1 damage and ongoing 5 poison damage (save ends)		
First Failed Saving Throw: Target is slowed (save ends)		
Second Failed Saving Throw: Target is weakened (save ends)		
Third Failed Saving Throw: Target is unconscious		
TRIGGERED ACTIONS		
Feign Death ♦ Encounter		
Trigger: The cannibal sniper is first bloodied		
Effect: The cannibal crumples into a heap. Roll a Bluff check for the cannibal. If successful, he has convinced his attacker he is dead or dying. If unsuccessful he is prone. Unless a PC specifically states they are checking the body, don't give them a Perception roll to uncover the ruse.		
Skills: Bluff +4, Stealth +8		
Str 8 (-1)	Dex 16 (+3)	Wis 13 (+1)
Con 8 (-1)	Int 9 (-1)	Cha 8 (-1)
Alignment unaligned		Languages Mummung
Equipment blowgun and 20 poisoned darts, poison, stone knife		

CANNIBAL POISON

The poison used by cannibal snipers is harvested from various types of frog native to humid, tropical environments. These brightly coloured frogs secrete or 'sweat' the toxin which the cannibal snipers wipe the tips of their darts upon. These frogs must be found in the wild, because the amphibians do not synthesize their own poison, instead its sequestered through their diet of ants and centipedes. In wounds the poison acts like a natural chloroform, capable of rapidly rendering a target unconscious. Ideal then for the cannibals who seek to take prisoners alive.

CANNIBAL HEADHUNTER

"...a wild humanoid, with hair crudely spiked into a sort of mohawk, its teeth filed down to points. Its body barely clothed in animal skins, with naked areas often painted in mud with basic shapes and handprints. Tied around its belt are a motley collection of shrunken heads. It wields a stone handaxe in one hand and carries a rope net in the other. It sees you and screams before hurling itself into battle..."

THESE VICIOUS FIGHTERS are the hunter-gatherers of the cannibal tribes. Known for decapitating their enemies and subsequently adorning themselves with the severed head after its been shrunk. Perpetrators of this custom believe that in wearing the head, they gain the enemy's strength. Some will have as many as a dozen shrunken heads hanging by a necklace or from its belt. Others weave these grisly trophies into their nets. Cannibal headhunters spike their hair with animal fat and either cut or pull out the hair on the sides of their heads to give them a more intimidating appearance.

Cannibal Headhunter Medium natural humanoid	Level 2 Skirmisher XP 125
HP 40; Bloodied 20 AC 16; Fortitude 14, Reflex 13, Will 11 Speed 6	Initiative +6 Perception -1 Morale Typical
TRAITS	
Mania ♦ When Bloodied	
The cannibal headhunter grants combat advantage to all enemies	
STANDARD ACTIONS	
④ Stone Handaxe (weapon) ♦ At Will	
Attack: Melee 1 (one creature); +7 vs. AC Hit: 2d6 + 3 damage (2d6 + 8 while bloodied/manic) and the cannibal headhunter can shift 1 square.	
⑤ Thrown Handaxe (weapon) ♦ At Will, Limited (3 Handaxes)	
Attack: Range 5 (one creature); +7 vs. AC Hit: 2d6 + 3 damage (2d6 + 8 while bloodied/manic) Special: The cannibal headhunter will never leave itself without one handaxe for melee.	
⌘ Net (weapon) ♦ Recharge ☐ ☐ ☐ ☐	
Attack: Range 3 (one creature); +5 vs. Reflex Hit: Target is restrained (and grants combat advantage)	
TRIGGERED ACTIONS	
Blood Revelry ♦ At Will	
Trigger: An adjacent enemy is bloodied Effect (Immediate Reaction): Makes a handaxe attack	
Hack & Slash ♦ At Will	
Trigger: The headhunter has combat advantage against the target Effect (Immediate Reaction): Makes a handaxe attack	
Skills: Athletics +9, Intimidate +5, Stealth +9	
Str 16 (+4) Con 16 (+4)	Dex 16 (+4) Int 6 (-1)
Wis 6 (-1) Cha 8 (+0)	
Alignment unaligned	Languages Mummung
Equipment 3 stone handaxes, net	

TACTICS

Cannibal headhunters will attempt to restrain foes using their *nets*. Once restrained, they pounce at their prey hacking wildly with their crude, but effective *stone axes*. They can also provide limited ranged support and are adept at throwing these same hand axes, but will be careful to always keep one handaxe for melee.



TRIAL OF MANHOOD

Various primitive tribes have a peculiar test of manhood for anyone who would become a full fledged member of the tribe. This trial is typically undertaken by male cannibals during their teenage years, though on very rare occasions outsiders may be considered for the test.

The trial itself first involves bullet ants (see page 14) to be knocked out using the same poison cannibal snipers use for their blowgun darts, itself a primitive type of chloroform. Several of these ants are then sewn into the insides of a leather glove, pincers pointing outwards. The boys must wear the gloves for a full ten minutes without screaming to prove their manhood. A boy cannot become a man until they have passed the test twenty times.

Those cannibals too weak or too cowardly to pass the test often become snipers. Those who eventually pass the tests, but with some instances of screaming become headhunters. Those who pass all the tests without uttering a sound become impalers.

ANT SWARM

"...a carpet of blood red insects seems to almost 'spill' out of the disturbed loose soil. Each individual...one quarter of an inch long (Fire Ants), [or more than an inch long (Bullet Ants)], a three-segmented body shape with six legs on the middle segment. The head segment displaying antennae and pincers. Thousands of such insects make up the swarm. But you don't have time to count them before the mass sweeps forward and is almost upon you..."

TERRITORIAL WARRIOR INSECTS who aggressively defend their nests. Ant swarms are more of a nuisance than a threat but can be dangerous to overconfident adventurers. The poison sting of a fire ant is painful and induces a burning sensation, giving them their name, while those subject to bullet ant stings find themselves in agony.

Fire Ant Swarm		Level 2 Soldier
Medium natural beast (ant, swarm)		XP 125
HP 40; Bloodied 20 AC 18; Fortitude 15, Reflex 15, Will 15 Resist half damage from melee/ranged attacks Vulnerable 10 against close/area attacks Speed 4, burrow 2, climb 4 (spider climb)		Initiative +6 Perception +4 Tremorsense 4 Morale High
TRAITS		
Swarm		
The swarm can occupy the same space as another creature, and an enemy can enter its space which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.		
⚙ Swarm Attack ♦ Aura 1		
Attack: Melee 1 (all creatures in aura); +5 vs. Fortitude Hit: 1d8 + 6 damage (2d8 + 6 against prone targets) and ongoing 5 poison damage (save ends) and the target is marked.		
Str 13 (+2) Con 16 (+4)	Dex 16 (+4) Int 1 (-3)	Wis 16 (+4) Cha 8 (+0)
Alignment unaligned		Languages -

Bullet Ant Swarm	Level 5 Soldier	
Medium natural beast (ant, swarm)	XP 200	
HP 66; Bloodied 33 AC 21; Fortitude 18, Reflex 17, Will 17 Resist half damage from melee/ranged attacks Vulnerable 10 against close/area attacks Speed 4, burrow 2, climb 4 (spider climb)	Initiative +7 Perception +4 Tremorsense 4 Morale High	
TRAITS		
Swarm		
See Fire Ant Swarm		
⚙ Swarm Attack ♦ Aura 1		
Attack: Melee 1 (all creatures in aura); +8 vs. Fortitude Hit: 2d6 + 6 damage (4d6 + 6 against prone targets) plus ongoing 5 poison damage and the target is weakened (save ends both) and the target is marked.		
Str 15 (+4) Con 18 (+6)	Dex 15 (+4) Int 1 (-2)	Wis 16 (+5) Cha 9 (+1)
Alignment unaligned		Languages -

TACTICS

Ant swarms attack those disturbing their nests. The sting of the first ant releases pheromones signalling the others to attack. If the swarm has no target to attack within its movement range, it will retreat to the nest and begin rebuilding. Cannibals know that ant swarms are more deadly to prone targets and use this advantage whenever possible.

CANNIBAL IMPALER

"...this tall, muscular humanoid, carries a serrated stone-tipped spear and a shield of stretched animal hides covering a wooden frame. Its face is pierced in parts with crude jewelry made from bone. It is clothed in animal skins and furs, spattered with blood. It rhythmically beats its spear on the shield, drumming out a noise possibly to frighten you, or perhaps to alert its fellows. From behind its shield it advances, then it lunges to attack..."

THESE FEROCIOUS WARRIOR CANNIBALS are reknowned for leaving victims skewered on poles. This procedure has become a widespread intimidation tactic, although it also serves the more practical purpose of preparing a victim for roasting over a fire.

Cannibal impalers rarely stray far from the village they defend. Usually the chieftain will retain the toughest of these strong fighters for his personal bodyguard.

Cannibal Impaler Medium natural humanoid		Level 3 Soldier XP 150
HP 50; Bloodied 25 AC 19; Fortitude 17, Reflex 15, Will 13 Speed 6		Initiative +5 Perception +1 Morale High
TRAITS		
Interlocking Shields		
A cannibal impaler gains a +2 bonus to AC and Fortitude defense when adjacent to another cannibal impaler. This bonus does not apply to an attacker with combat advantage.		
Mania ♦ When Bloodied		
The cannibal impaler grants combat advantage to all enemies		
STANDARD ACTIONS		
④ Spear (weapon) ♦ At Will		
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC <i>Hit:</i> 1d8 + 6 damage (1d8 + 11 while bloodied/manic) and the target is marked until the end of the cannibal impaler's next turn. <i>Special:</i> If the target is prone this attack deals an extra 1d8 damage		
MINOR ACTIONS		
‡ Shield Bash ♦ At Will		
<i>Attack:</i> Melee 1 (one creature); +6 vs. Fortitude <i>Hit:</i> The target is pushed 1 square and knocked prone. The cannibal impaler can shift into the formerly occupied square as a free action.		
TRIGGERED ACTIONS		
Blood Revelry ♦ At Will		
<i>Trigger:</i> An adjacent enemy is bloodied <i>Effect (Immediate Reaction):</i> Makes a spear attack		
Skills: Athletics +9, Intimidate +6, Stealth +8		
Str 17 (+4) Con 18 (+5)	Dex 14 (+3) Int 6 (-1)	Wis 10 (+1) Cha 10 (+1)
Alignment unaligned		Languages Mumming
Equipment spear, hide shield		

TACTICS

The cannibal impaler will try to push enemies into disadvantageous positions such as ant nests, fires, quicksand, pit traps and the like using its *shield bash*. If such options are not available it will simply try to knock a target prone and attempt to *skewer* them with a *spear* attack.

Groups of cannibal impalers will often fight side by side gaining extra protection by *interlocking shields*.

CANNIBAL WITCHDOCTOR

"...these bizarrely dressed creatures, presumably humanoid, are covered almost top to toe in long, straw-like grass, possibly doubling for hair. While a great mask covers not only where their heads would be, but also their bodies as well. You can just about make out its hands and feet from the shaggy mass. It carries a pair of skull-topped maces, braided with hanging bits of bone and teeth you think. It waves these about as if banging an imaginary drum, all the while dancing and chanting some unintelligible mumbo-jumbo..."

Cannibal Witchdoctor		Level 3 Elite Controller (Leader)
Medium natural humanoid		XP 300
HP 80; Bloodied 40 AC 17; Fortitude 14, Reflex 15, Will 16 Speed 6 Saving Throws +2 Action Points 1		Initiative +3 Perception +6 Morale Typical
TRAITS		
Elite Resilience		
The witchdoctor is unaffected by conditions and negative effects until bloodied.		
STANDARD ACTIONS		
⚔ Bone Mace (weapon) ♦ At Will		
Attack: Melee 1 (one creature); +8 vs. AC Hit: 1d6 + 4 damage (crit: the target is also dazed (save ends)).		
🪄 Pins and Needles (psychic) ♦ At Will		
Attack: Range 20 (one creature); +6 vs. Will Hit: 2d6 + 4 psychic damage and the target grants combat advantage until the end of the witchdoctor's next turn.		
🌀 Shake, Rattle and Roll (psychic) ♦ Recharge ☐ ☐ ☐		
Attack: Area burst 3 within 10 (all enemies in burst); +6 vs. Will Hit: 3d6 + 4 psychic damage and the target slides 2 squares and is knocked prone. Miss: Half damage		
MOVE ACTIONS		
🗣 Incite Mania (psychic) ♦ At Will		
Effect: Close burst 10 (all cannibal allies with the Mania Trait); Targets gain the effect of the Mania Trait even if not yet bloodied. Special: While using this power the cannibal witchdoctor cannot move more than 2 squares on its turn.		
🌫 Puff of Smoke (teleport) ♦ Recharge ☐ ☐ ☐		
Effect: The cannibal witchdoctor teleports up to 12 squares. Anyone adjacent to the witchdoctor when he disappears is dazed until the end of their next turn.		
MINOR ACTIONS		
👐 Healing Hands (heal) ♦ Recharge ☐ ☐ ☐		
Effect: The cannibal witchdoctor or one adjacent ally is healed for 1d6 + 4 points of damage and gains a +2 bonus to attacks until the end of its next turn.		
☠ Mortified (necrotic) ♦ At Will		
Effect: Close burst 20 (one dead cannibal); The target is revived as a cannibal deathwalker (see page 11). Special: This power does not work on cannibal minions		
Skills: Arcana +6, Insight +9, Intimidate + 8, Religion +9, Stealth +8		
Str 11 (+1)	Dex 14 (+3)	Wis 17 (+4)
Con 8 (+0)	Int 11 (+1)	Cha 14 (+3)
Alignment evil		Languages Common
Equipment bone mace rattle		

THESE MASKED MENACES are the spiritual leaders of cannibal communities. They teach a reverence to acts of slaughter and savagery, overseeing ritual sacrifices to the gods of the moment. Typically each tribe will only have one witchdoctor. However, sometimes there are



two, usually one young, one old, vying for the approval of the chief. Often this politicking instigates a change of religion, with the new witchdoctor advocating the worship of a different destructive force.

TACTICS

The cannibal witchdoctor will begin with *incite mania* and *shake, rattle and roll*. He will then primarily rely on *pins and needles* until *shake, rattle and roll* recharges itself. If attacked in melee he will retaliate with his *bone mace*. Should an ally fall during the battle, it can be revived using the *mortified* power.

CANNIBAL WITCHDOCTOR SLAVES

A cannibal witchdoctor is often accompanied by a personal servant completely in its thrall, acting as spy, bodyguard or general dogsbody. The following represents the most likely candidates for the position.

Cannibal Witchdoctor Slaves		
d6 Roll	Name	Level and Role
1	Bone Wight	5 Brute
2	Cannibal Deathwalker	5 Minion Brute
3	Chon-Chon	3 Controller
4	Impundulu	5 Skirmisher
5	Jenglot	1 Soldier
6	Yara-Ma-Yha-Who	4 Brute

PIRANHA SCHOOL

"...these small, thin fish are not much bigger than your hand. Deep red in coloration with yellow underbellies, they are vicious looking creatures with glazed golden eyes and a mouth full of razor sharp teeth. They seem to cut through the water at an alarming rate and the multitude of mouths descend upon you in no time at all..."

VORACIOUS FRESHWATER KILLERS that can strip a victim of flesh down to the bone in a matter of moments. These typically docile creatures, once alerted by movement in the water, home in on the disturbance to investigate, taking a nibble. Once they draw blood they enter a feeding frenzy becoming doubly dangerous.

Piranha School Medium aquatic beast (fish, swarm)	Level 4 Soldier XP 125
HP 55; Bloodied 27 AC 18; Fortitude 16, Reflex 17, Will 16 Speed Swim 6	Initiative +8 Perception +1 Morale High
TRAITS	
Bloodlust	
Piranha gain a +2 attack bonus against wounded targets <i>Special:</i> Any target that has taken damage is treated as wounded	
Swarm	
Resist half damage from melee and ranged attacks Vulnerable 10 against close and area attacks	
STANDARD ACTIONS	
⚔ Swarm Attack ♦ At Will	
<i>Attack:</i> Close burst 1 (creatures in burst); +9 vs. AC <i>Hit:</i> 2d6 + 5 damage.	
TRIGGERED ACTIONS	
⚔ Feeding Frenzy ♦ At Will	
<i>Trigger:</i> The target is wounded <i>Effect (Immediate Reaction):</i> The Piranha School makes another swarm attack against the target	
Str 15 (+4) Con 15 (+4)	Dex 18 (+6) Int 1 (-2) Wis 16 (+5) Cha 8 (+1)
Alignment unaligned	Languages -

TACTICS

The piranha will swarm targets biting until they sense blood whereupon they become even more aggressive and enter a *feeding frenzy*, biting twice as vigorously.

While the cannibals cannot control the piranha, by throwing a chunk of bloodied meat such as a partially eaten limb into nearby waters they can generally attract the fish to the vicinity.

RABIES

Rabies is a fatal disease affecting warm-blooded animals, transmitted through the bite of those infected, typically animals such as dogs and wolves. It causes inflammation of the brain that eventually infects the nervous system (at which point it becomes irreversible via normal means) and ultimately leads to death.

The signature aspect of the disease is that in its latter stages, those affected become mad and extremely aggressive. Having lost any reasoning power they will attack even former friends and loved ones without hesitation.

RABID CANNIBAL

"...this angry humanoid has bloodshot eyes leaking tears of blood. Its face is contorted in blind rage and also appears to be foaming and slaving at the mouth. When it sees you it ushers a rasping scream and charges to attack..."

MANIACAL ENGINES OF DESTRUCTION, those cannibals infected by rabies are extremely dangerous and must either be killed or segregated from the group lest they infect the whole tribe. Wildly strong and ferocious they attack all those unaffected by the same disease.

These doomed souls are captured by the cannibals and kept prisoner in pits with bamboo cage trapdoors. They are released only to be used as shock troops against those invading the village. If necessary, the trapdoor can be opened from hiding and the rabid cannibals will scramble forth and attack the first targets they see.

Rabid Cannibal Medium natural humanoid	Level 6 Brute XP 250
HP 90; Bloodied 45 AC 18; Fortitude 20, Reflex 17, Will 14 Immune charm, Resist 5 poison Speed 6	Initiative +4 Perception +1 Morale Fearless
STANDARD ACTIONS	
⚔ Raging Punch ♦ At Will	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC <i>Hit:</i> 2d10 + 6 damage <i>Special:</i> Attacking from a charge this attack will also knock a character prone when it hits.	
⚔ Bite (disease) ♦ At Will	
<i>Requirement:</i> Must have combat advantage against the target <i>Attack:</i> Melee 1 (one creature) +9 vs. Reflex <i>Hit:</i> 2d10 + 6 damage and ongoing 5 damage (save ends) <i>Follow-up Attack:</i> Melee 0 (same creature) +9 vs. Fortitude <i>Hit:</i> The target contracts rabies	
Str 20 (+8) Con 20 (+8)	Dex 13 (+4) Int 4 (+0) Wis 6 (+1) Cha 8 (+2)
Alignment unaligned	Languages -

TACTICS

The rabid cannibal will charge the closest non-rabid character it sees and attempt to bludgeon them with *raging punches*, if it knocks them to the ground it will leap on them and attempt to *Bite* them.

Other cannibals will hide if they know rabid cannibals are being released. If the rabid cannibals defeat the attackers, then the cannibals will try to recapture them with nets and put them back in their pits.

RABIES	LEVEL 6 DISEASE
This deadly disease is transferred via bites from infected animals and humanoids, leading to insane rage and eventual death.	

Endurance Check: At the end of each extended rest:

Worsen (DC 17 or less), Maintain (DC 18-22), Improve (DC 23+)

Stage 0: The target recovers from the disease

Stage 1 (Initial Effect): The target develops headaches (-2 on all rolls)

Stage 2: The target becomes feverish and weak (weakened)

Stage 3: The target develops full blown mania (attacks all non-rabid targets, even allies). No longer treat as weakened or at -2 on attack rolls, but it does grant combat advantage to all targets. ***This stage of the disease cannot be improved without magical assistance.**

Stage 4: The target dies

CANNIBAL CHIEF

"...a great, tall humanoid stands before you. Powerfully built, its otherwise muscular frame carries a bit of a paunch. Clothed in animal pelts and adorned in crude jewelry, it is clearly a regal figure. Where flesh is visible you can see the scars of past battles proudly displayed. It wields a large, white spear with a wicked looking, serrated bone tip. A brace of skulls hang from the spear and others from his belt, will yours soon be joining them..."

Cannibal Chief		Level 4 Elite Brute (Leader)
Medium natural humanoid		XP 350
HP 140; Bloodied 70		Initiative +3
AC 16; Fortitude 18, Reflex 15, Will 16		Perception +2
Speed 6		Morale High
Saving Throws +2 Action Points +1		
TRAITS		
Elite Resilience		
The chief is unaffected by conditions and negative effects until bloodied.		
Mania ♦ When Bloodied		
The cannibal chief grants combat advantage to all enemies		
STANDARD ACTIONS		
⬇ Greatspear (weapon) ♦ At Will		
Attack: Melee 2 (one creature); +9 vs. AC		
Hit: 2d12 + 2 damage (2d12 + 7 while bloodied/manic)		
Special: If the target is prone the chief deals an extra 1d12 damage		
⬇ Bloody Standard (weapon) ♦ Recharge ☞ ☞		
Attack: Reach 2 (one creature); +9 vs. AC		
Hit: 2d12 + 5 damage (2d12 + 10 while bloodied/manic) and the target (of medium size or smaller) is lifted and thrown up to 3 squares and knocked prone.		
Secondary Attack: Secondary target within 3 squares from primary target's square; +7 vs. Reflex.		
Hit: 1d12 + 5 damage and the secondary target is pushed 1 square and knocked prone.		
MOVE ACTIONS		
⬇ Pole vault Kick (weapon) ♦ Recharge ☞ ☞		
Attack: Melee 3-6 (one creature); +9 vs. Fortitude		
Hit: 2d12 + 2 damage (2d12 + 7 while bloodied/manic) and the target is knocked prone.		
Special: Use of this power does not provoke opportunity attacks		
MINOR ACTIONS		
⬇ Bloody Nose (weapon) ♦ At Will		
Attack: Melee 1 (one creature); +7 vs. Fortitude		
Hit: 1d12 + 5 damage (1d12 + 10 while bloodied/manic) and ongoing 5 damage (save ends)		
⬅ Hail To The Chief ♦ Encounter		
Effect (Immediate Reaction): Close Burst 10 (all cannibal allies in burst); each ally can make a basic attack.		
TRIGGERED ACTIONS		
Blood Revelry ♦ At Will		
Trigger: An adjacent enemy is bloodied		
Effect (Immediate Reaction): Makes a greatspear attack		
Your Chief Needs You ♦ At Will		
Requirement: The chief must have an adjacent ally		
Trigger: The chief is struck by a melee or missile attack		
Effect (Immediate Interrupt): Make a saving throw for the chief, if successful, the chief uses an adjacent ally as a shield who takes the attack for him.		
Skills: Athletics +11, Intimidate +9, Stealth +8		
Str 18 (+6)	Dex 12 (+3)	Wis 9 (+1)
Con 20 (+7)	Int 6 (+0)	Cha 15 (+4)
Alignment unaligned		Languages Mummung
Equipment greatspear		



THE BIGGEST AND BADDEST member of the tribe is the cannibal chief. A domineering bully, the end result of a perfectly engineered product of the society that birthed and raised him.

While smaller cannibal tribes will only have a single chief, larger tribes, particularly those led by a spirit chief, may have more than one. In such cases these characters should be considered sub-chiefs, or even princes to the spirit chief's kingly position. They will fill the roles of generals within the tribe, although probably commanding no more than a few dozen warriors in total.

TACTICS

The cannibal chief will begin combat with a Pole vault Kick. If successful he will attack the prone target with a Greatspear attack, or if not he will instead use Bloody Standard, attempting to toss one enemy into another. When enough of his allies are engaged in combat he will use his Hail to the Chief power.

The chief will always try and keep at least one ally adjacent to him (preferably a durable cannibal impaler). This allows the chief to use the Your Chief Needs You ability to escape some damage.

CANNIBAL SPIRIT CHIEF

"...this tall, humanoid figure wears an ornate golden mask, its imposing frame made to seem even taller thanks to its feathered headdress. The man also wears necklaces of gold and jewels as well as bangles on its wrists and ankles, similarly feathered. He wields a large flail, the head of which is a spiked golden skull weeping black tears. A booming laugh echoes from behind the mask as with supernatural speed he moves to strike, so fast that his body leaves behind a shadowy echo..."

THESE SINISTER WARRIOR-WIZARDS combine the best, or should that be worst, attributes of the witchdoctor and chieftain. Spirit chiefs, sometimes referred to as cannibal kings (or in rare cases of female leaders, cannibal queens) are the rulers of large cannibal tribes commanding perhaps hundreds of individuals.

Stronger and smarter than the average cannibal, they possess the dark power to stretch their spirit from their corporeal forms. This gives them the illusion of supernatural speed almost making them appear in two places at the same time. When their spirits leave their bodies they look like shadowy black echoes.

TACTICS

The spirit chief will *spirit travel* into melee and attempt to *chain strangle* with its flail. If attacked he will use *spirited away* if hit, and *spirited strike* to punish an attack that misses him. If two or more enemies clump together he will throw a *fire flask*. Once injured he will use his *healing salve* to regain some health. Especially troubling enemies will be assaulted with *spirit wrack*.

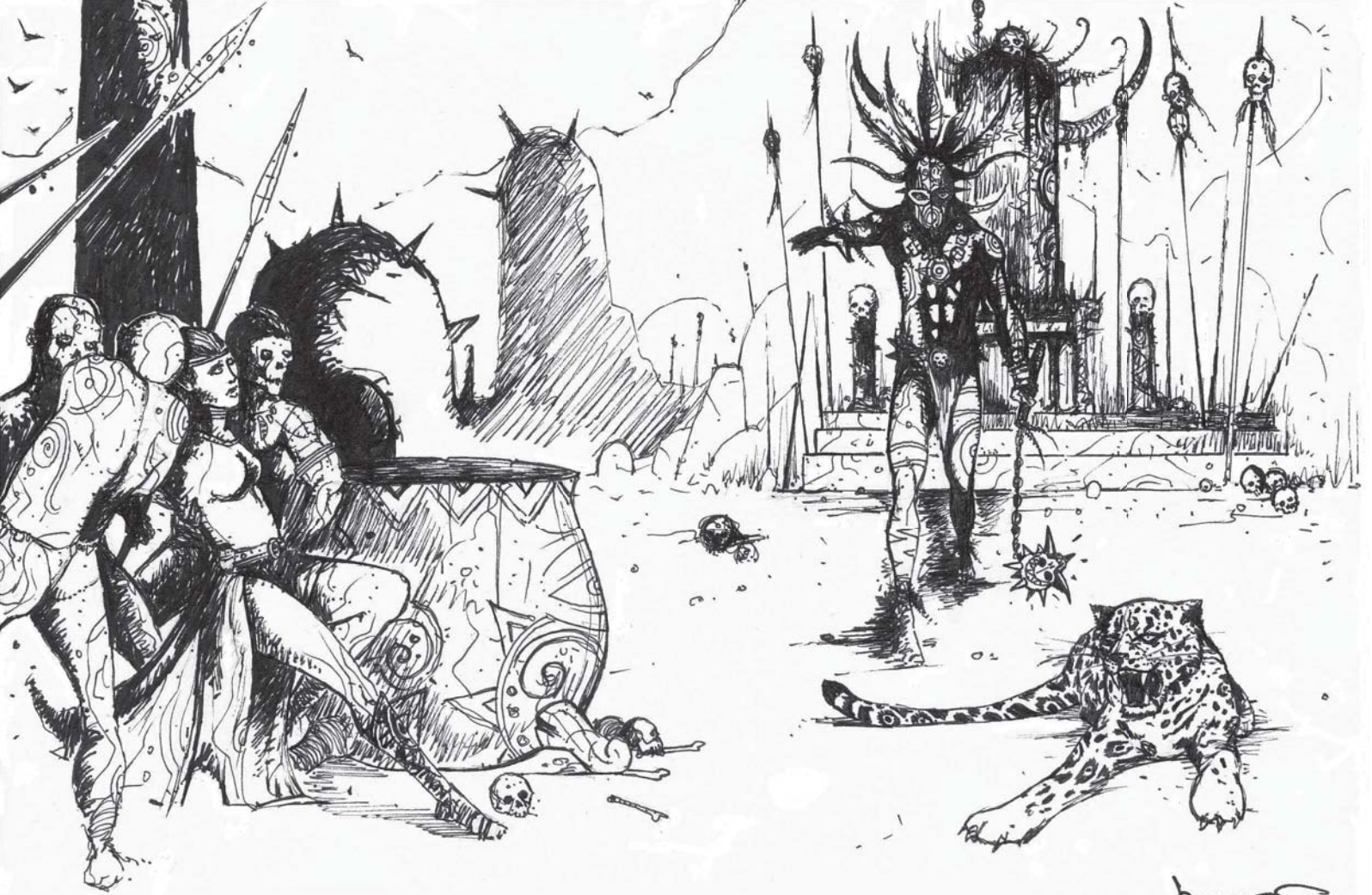
SPIRIT CHIEF PETS

As a further symbol of status the cannibal spirit chief will often keep a dangerous jungle animal as a pet. This serves to reinforce the spirit chief's power and its seeming mastery over nature, the taming of the beast. It also keeps the uneducated majority of the tribe sufficiently impressed. Although in reality there is no magic involved here. The creatures are simply captured young and hand-raised by the spirit chief. The beasts themselves are trained to attack those who incur the displeasure of the spirit chief.

Cannibal Spirit Chief Pets		
d8 Roll	Pet	Level and Role
1	No Pet	n/a
2	Crocodile*	Level 4 Soldier
3	Dire Boar	Level 6 Brute
4	Gorilla	Level 4 Brute
5	Jaguar	Level 4 Skirmisher
6	Tiger	Level 6 Brute
7	Viper	Level 5 Brute
8	Two Pets (both same) Roll again ignoring rolls of 1 and 8	n/a

*Or Young Dire Crocodile

Cannibal Spirit Chief		Level 5 Elite Lurker (Leader)
Medium natural humanoid		XP 400
HP 100; Bloodied 50 AC 19; Fortitude 18, Reflex 18, Will 17 Resist necrotic 5, poison 5 Speed 6 Saving Throws +2, Action Points 1		Initiative +10 Perception +6 Morale High
TRAITS		
Elite Resilience		
The spirit chief is unaffected by conditions and negative effects until bloodied.		
STANDARD ACTIONS		
④ Skull Flail (weapon) ♦ At Will		
Attack: Melee 1 (one creature); +10 vs. AC Hit: 2d6 + 6 damage and ongoing 5 poison damage (save ends)		
† Chain Strangle (weapon) ♦ At Will		
Requirement: Must have combat advantage against the target Attack: Melee 1 (one creature); +8 vs. Reflex Hit: No damage but the target is grabbed (until escape) Secondary Attack: Melee 1 (one creature); +8 vs. Fortitude Hit: 4d6 + 6 damage Miss: Half damage Aftereffect: The target is dazed until the end of its next turn		
☞ Spirit Wrack (necrotic) ♦ Encounter		
Attack: Ranged 5 (one target); +8 vs. Will Hit: The target takes necrotic damage equal to its bloodied value Miss: Half damage Special: This attack recharges when the spirit chief is bloodied		
MOVE ACTIONS		
Spirit Travel ♦ Recharge ☞ ☞ ☞		
The spirit chief shifts up to 6 squares and has combat advantage against all targets until the start of his next turn. Special: When the spirit chief uses this power all marks against him are removed.		
MINOR ACTIONS		
✱ Fire Flask (fire, weapon) ♦ At Will (Limited: 3 uses)		
Attack: Ranged 5, Area Burst 2 (all creatures in burst); +8 vs. Reflex Hit: 2d6 + 4 fire damage and ongoing 5 fire damage (save ends) Miss: Half damage and no ongoing damage		
Healing Salve (healing) ♦ At Will (Limited: 6 applications)		
Effect: The spirit chief uses an application from a fire flask to undo the damage caused by the previous attack. Special: The spirit chief has 3 fire flasks each with 2 applications of healing medicine. When 1 application is used, that particular flask's damage drops to 1d6 + 4 damage.		
TRIGGERED ACTIONS		
Spirited Away ♦ Recharge ☞ ☞ ☞		
Trigger: The spirit chief is hit by an attack Effect (Immediate Interrupt): The spirit chief avoids the attack by using Spirit Travel to shift up to 6 squares away. Special: The spirit chief can even avoid area attacks in this manner provided it can move out of the area of effect. Use of this power will force the spirit chief to break its stranglehold from a Chain Strangle on a target.		
Spirited Strike ♦ At Will		
Trigger: A melee attack misses the spirit chief Effect (Immediate Reaction): The spirit chief can make a basic attack against the target as a free action. Special: Use of this power will force the spirit chief to break its stranglehold from a Chain Strangle on a target.		
Skills: Arcana +9, Athletics +11, Insight +10, Intimidate +10, Religion +9, Stealth +11		
Str 18 (+6) Con 14 (+4)	Dex 18 (+6) Int 14 (+4)	Wis 16 (+5) Cha 16 (+5)
Alignment evil		Languages Common
Equipment skull flail, fire flasks (3; each with 2 remaining healing applications for 2d6 + 4 fire damage)		



JAGUAR

"...this muscular feline quadruped is about four to five feet in length, its tan fur is dappled in black patches and spots..."

THESE FELINE JUNGLE PREDATORS, have a nasty habit of leaping down on unsuspecting victims from tree branches above.

Jaguar		Level 4 Skirmisher
Medium natural beast		XP 175
HP 50; Bloodied 25		Initiative +8
AC 18; Fortitude 16, Reflex 17, Will 16		Perception +4
Speed 8; climb 6		Morale Typical
TRAITS		
Combat Advantage		
The jaguar deals an extra 2d6 damage with combat advantage		
STANDARD ACTIONS		
⬇ Bite ♦ At Will		
Attack: Melee 1 (one target); +9 vs. AC		
Hit: 2d6 + 5 damage and the jaguar shifts 2 squares		
⬇ Savage Pounce ♦ Recharge ☞ ☞ ☞		
Requirement: The jaguar must charge		
Attack: Melee 1 (one opponent within 3-10 squares); +7 vs. Reflex		
Hit: 3d6 + 5 damage and the target is knocked prone		
Miss: The jaguar grants combat advantage to the target until the start of its next turn.		
Skills Stealth +9		
Str 13 (+2)	Dex 16 (+4)	Wis 16 (+4)
Con 16 (+4)	Int 1 (-3)	Cha 8 (+0)
Alignment unaligned		Languages -

LIFE AFTER DEATH

Cannibal witchdoctors and spirit chiefs make many pacts to their dark masters. In return for this power their soul is forfeit to the whims of these grim gods.

If a cannibal witchdoctor or spirit chief dies as a result of natural causes (old age for instance) then chances are they will become a soul eater. Fated to forever feast on the souls of the living. This event will occur sometime after their body is buried. It is taboo for cannibals to eat the flesh of those with magical powers.

If the witchdoctor or spirit chief is slain through violent means, then there is a chance its body becomes a portal to the elemental plane and a wendigo is summoned into the world. Biting and clawing its way out of the corpse of the cannibal as if eating it from the inside to get out. An ironic end for such beings indeed. This horrific rebirth will happen one round after the death of the cannibal. Its body starts to convulse and then seemingly rip itself apart from the inside. The element associated with the wendigo is random, but often relative to the environment.

The likelihood of each metamorphosis is entirely in the hands of the GM, though a flat 50% chance is suggested if you want to leave it to the whim of the dice.

It's also possible that soul eaters and wendigos are not the only form of eternal torture awaiting such cannibals, but these are certainly the most commonly known.

TERRAIN FEATURES

JUNGLE AREA: CANNIBAL TERRITORY

Those either brave or foolish enough to enter territory of cannibal tribes should be prepared for nasty surprises.

Ant Hill	Single-Use Terrain
...a pile of loose, sandy soil some three to four feet high...	
Detect Perception DC 10 Immune attacks	Initiative -
TRIGGERED ACTIONS	
Disturbed Nest ♦ Encounter	
<i>Trigger:</i> The ant's nest is disturbed <i>Effect:</i> A swarm of either fire ants (Level 2 Soldier) or bullet ants (Level 5 Soldier) emerge to defend their nest. <i>Special:</i> Any character disturbing the nest, either by striking it in melee will be bitten by a lone ant	
COUNTERMEASURES	
♦ Once detected the squares can simply be avoided or can be safely passed through albeit treating the square as difficult terrain. ♦ A square of sticks can be automatically uprooted/destroyed by an adjacent character using a standard action.	

STRATEGY

The cannibals, particularly cannibal impalers, enjoy knocking enemies into an ant's nest.

Giant Cooking Pot	Multi-Use Terrain
...a giant clay pot of boiling water filled with various vegetables awaits its main ingredient...	
Detect Perception DC 5 HP 25; a missed attack never damages a minion AC 10, Fortitude 10, Reflex 5, Will - Immune necrotic, poison, psychic, forced movement, all conditions, ongoing damage Resist 20 fire	Initiative -
STANDARD ACTIONS	
◀ Topple ♦ At Will	
<i>Requirement:</i> You must be adjacent to the pot <i>Check:</i> Athletics check (DC 21) to topple <i>Attack:</i> Close Blast 2 (all creatures in blast); Level +3 vs. Reflex <i>Hit:</i> 10 fire damage and ongoing 5 fire damage (save ends) <i>Miss:</i> 5 fire damage	
TRIGGERED ACTIONS	
↓ Boiled Alive ♦ At Will	
<i>Trigger:</i> A restrained or unconscious character is dumped into the pot <i>Effect:</i> Ongoing 15 fire damage <i>Aftereffect:</i> The target suffers ongoing 5 fire damage (save ends)	
COUNTERMEASURES	
♦ An unbound character within the pot can use a full round action to escape the pot. However, if they are hit before the start of their next turn, they fall back in. ♦ A bound character within the pot can aid others in trying to topple the pot over. ♦ An adjacent character can try to topple the pot over. ♦ An adjacent character can try to destroy the pot. The pot has AC 10; Fortitude 10; Reflex 5; Resist 20 fire; Hp 25.	

STRATEGY

Every village has a giant cooking pot as the focal point of assembly for the tribe. The cannibals won't topple the pot themselves (though PCs might try to), but they will throw restrained enemies (such as those caught in a headhunter's net) into the pot if they can.

Logslide	Single-Use Terrain
...a brace of logs have been set on a small slope. One lurking cannibal cuts the rope restraining the logs and the whole area is buried under a pile of wood...	
Detect Perception DC 23 Immune attacks	Initiative -
STANDARD ACTIONS	
◀ Timber! ♦ Encounter	
The logs roll down the slope (itself typically a 3x3 square area) and also cover a 3x3 square area at the bottom of the slope. The logs can move through a creature's space. When they do so make the following attack: <i>Attack:</i> Level +3 vs. Reflex <i>Hit:</i> 20 damage and the target is knocked prone and restrained (escape DC 20). While restrained the target takes ongoing 5 damage. <i>Miss:</i> 5 damage and the target is knocked prone	

STRATEGY

Logslide traps are fairly rare as the amount of work involved typically isn't worth the payoff. However, most cannibal villages may likely have one logslide prepared somewhere near the village, preferably in an area that must be passed through to reach the village itself. A staging point for the last line of defense before the village proper.

Mass Grave	Multi-Use Terrain
...a pit filled almost to the brim with disease ridden corpses...	
Detect Perception DC 10 Immune attacks	Initiative -
TRIGGERED ACTIONS	
↓ Impaled ♦ At Will	
<i>Trigger:</i> You enter the 2x2 area of the mass grave. <i>Effect:</i> Tripping and slipping amongst the dead bodies you become helpless (save ends). <i>Attack:</i> Level +3 vs. Fortitude <i>Hit:</i> The target contracts the	
Beyond the Grave	
<i>Trigger:</i> A cannibal witch-doctor uses his incite mania power within range of the mass grave. <i>Effect:</i> One of the formerly dead bodies rises from the grave each round (each round the incite mania power is in use) as a Cannibal Deathwalker (see page 11).	

STRATEGY

While cannibals typically eat their dead, this is not always the case. Cannibals know enough not to eat diseased flesh. Any such outbreak is swiftly dealt with, the corpses are taken at least a mile from the village and thrown into a pit. Often those too sickly with the disease are thrown in before they have died. The chanting from the tribe's witchdoctor can sometimes rouse these unfortunates into action.

TYPHOID FEVER	LEVEL 5 DISEASE
This disease is typically transmitted by the ingestion of contaminated food or water.	
Endurance Check: At the end of each extended rest: Worsen (DC 17 or less), Maintain (DC 18-22), Improve (DC 23+)	
Stage 0: The target recovers from the disease Stage 1 (Initial Effect): Light fever, healing effects halved Stage 2: High fever, the target is weakened Stage 3: The target is helpless, bed ridden and delirious	

DIRE CROCODILE

[If the Dire Crocodile attacks from the water...]

"...suddenly a set of great green jaws erupt from the water's edge snapping violently before retreating back beneath the surface of the murky depths..."

[If the Dire Crocodile ventures onto land...]

"...this massive reptilian quadruped has a thick scaled hide, large powerful jaws and a tail. Its ridged back is a dark brown-green, while its paler underbelly a dirty white colour. The beast seems ponderous at first but then breaks into a run, the burst of speed almost catching you offguard and at its mercy..."

THESE FEARSOME FRESHWATER PREDATORS are sometimes worshipped as gods by primitive tribes. Of course such supplication is irrelevant to these beasts themselves, but the creatures are intelligent enough to take advantage of the free meals the tribes recurringly leave near the shore by way of sacrifice to their god.

Dire crocodiles, much like their smaller brethren, prefer warm climates and make their dwelling places in areas of quiet, preferably murky water. Placid lakes and dismal swamps are ideal for them. Prey includes fish, turtles and mammals that stray too close to shore or even venture into the water. Generally they won't venture far from the water, but hungrier they get the further inland they will forage.

Average litter size of these creatures produces 2 offspring (1d3). Young dire crocodiles are often confused with their regular sized cousins. Adult dire crocodiles can grow to 45 feet from snout to tail, but most are 30 feet long or thereabouts and weigh in around 7-8 tons.

Dire crocodiles are comparable to prehistoric predators like *Deinosuchus* and *Sarcosuchus*.

TACTICS (IN WATER)

The dire crocodile will attempt to *rock the boat*, knocking targets into the water. With *combat advantage* against non-aquatic targets in the water it will try to bite and set up *clamping jaws* and ultimately, *death roll* on this primary target while using *snout slam* and *tail sweep* against bothersome secondary targets.

If no targets are knocked into the water, then the dire crocodile may *retreat to the murky depths* and try to *rock the boat* again.

TACTICS (ON LAND)

The dire crocodile will go on a *rampage* to get it into melee, then *bite* the nearest target. If the *bite* is successful it will *bash* the same target, otherwise it will make a *stomp* attack. If attacked itself, it will lash out with a *tail sweep*.

GM's Notes: This encounter could very easily kill one or more characters as the dire crocodile is very *melee* focused for a solo monster. Ensure that the beast uses its *Rampage* ability as often as possible to move from one PC to another. In addition, have it ignore those seemingly lifeless individuals reduced to 0 hit points or less while its still being attacked.

CANNIBAL INTERFERENCE

Cannibals will often leave prisoners bound by the wrists and ankles and suspended upside down over a body of water as an offering to their 'god'. If the dire crocodile is attacked in such areas, cannibals will try and assist from distance rather than running in to aid the great beast in *melee*. Dart and handaxe attacks by cannibal snipers and head-hunters respectively, being typical

BOATING TRIP

The following represent the stats for a (well constructed) rowboat and a (hastily constructed) raft.

Naval Vessels

Type	Size	AC/Reflex	Fortitude	Base HP/Damaged	Resistance*
Raft	Large	4	12	40/20	Resist All 5
Rowboat	Large	4	13	50/25	Resist All 5

*All except fire

A vessel is damaged when reduced to half hit points or less. A damaged vessel becomes unseaworthy and will sink within one round for each current hit point.

Each time the vessel is damaged below half hit points that damage must be patched (Perception Check: Standard Action DC 20, Minor Action DC 25).

e.g. A raft is reduced to 16 hit points by an attack. That raft will sink within 16 rounds unless successfully patched.

If the raft takes another 12 points of damage (leaving it with 4 hit points) it will now sink within 4 rounds.

The dire crocodile can either attack the vessel directly or attempt to overturn it.

STANDARD ACTION

⚔ Rock the Boat ♦ At Will

Attack: Melee 3 (one vessel of Huge size or less); +7 vs. Fortitude
Hit: 1d8 + 5 damage and the boat is rocked (crit: the boat is instead overturned)

Rocked Boat: Everyone on the boat must make an Acrobatics or Athletics check (DC 20) to avoid being knocked off the boat. Anyone specifically holding on before the attack gets a +2 bonus to the roll.

Overturned Boat: Roll a saving throw for the boat. On a roll of 10 or better the boat is rocked instead of overturned.

FEEDING TIME

The cannibals like to suspend prisoners above the water hanging from ropes lashed across bamboo poles. The prisoners have their hands and feet tied, are gagged and have a bag placed over their heads. Their dirty, near-naked bodies are also daubed with ritualistic sigils painted in dried mud. It can be difficult to tell prisoners apart.

Each prisoner can be freed by a single adjacent PC (or NPC) using a standard action to cut the ropes. However, that will drop the prisoner into the water. Two adjacent characters acting in concert each using a standard action can free the prisoner and ensure they don't fall into the water.

STANDARD ACTION

⚔ Devour Prisoner ♦ At Will

Requirement: The dire crocodile has access to a restrained prisoner
Attack: Melee 3 (one creature); automatic hit

Hit: 3d6 + 5 damage and the target is swallowed. While swallowed the target takes 10 acid damage at the end of its turn. The dire crocodile gains 40 temporary hit points.

Keep in mind that this battle at such a low level could easily result in PC casualties...but thats what happens when you challenge the gods.

Dire Crocodile (In Water)		Level 4 Solo Lurker
Huge natural beast (aquatic, reptile)		XP 875
HP 232; Bloodied 116 AC 18; Fortitude 19, Reflex 14, Will 16 Resist All 5 (see Mouth), Fire 15 Speed swim 9 Saving Throws +5; Action Points 2		Initiative 21, 11 Perception +4 Morale High
TRAITS		
Boss Monster		
Each round the dire crocodile takes two full turns of actions. The first turn activates on an initiative score of 21 and the second on 11. Each turn it can make a Standard, Move and Minor Action. The dire crocodile can also make two Immediate Actions each round. But can still only use 1 Action Point per round though.		
Combat Advantage		
The dire crocodile automatically has combat advantage against non-aquatic targets in the water and deals an extra 2d6 damage when it has combat advantage against a target.		
Solo Resilience		
The dire crocodile is unaffected by conditions and negative effects until reduced to 25% hit points or below. (See also Weak Spot)		
Weak Spot ♦ Mouth		
<i>Effect:</i> Anyone grabbed in the crocodile's jaws can attack the inside of its mouth which is Vulnerable All 10 and ignores the solo resilience trait. If injured in this vulnerable spot the dire crocodile will drop a target it is biting.		
STANDARD ACTIONS		
④ Bite ♦ At Will		
<i>Attack:</i> Melee 3 (one creature); +9 vs. AC <i>Hit:</i> 2d6 + 5 damage and the target is grabbed <i>Special:</i> The dire crocodile cannot make bite attacks while grabbing a creature, but can use <i>clamping jaws</i> or <i>death roll</i> .		
‡ Clamping Jaws ♦ At Will		
<i>Attack:</i> Reach 0 (one creature already grabbed); +7 vs. Fortitude <i>Hit:</i> 3d6 + 5 damage <i>Miss:</i> Half damage		
‡ Death Roll ♦ Recharge ☹☹		
<i>Attack:</i> Reach 0 (one creature already grabbed); +7 vs. Fortitude <i>Hit:</i> The target takes damage equal to their bloodied value <i>Miss:</i> Half damage		
MOVE ACTIONS		
Retreat to the Murky Depths ♦ Recharge ☹☹☹☹		
<i>Requirement:</i> Cannot have a grabbed target in its jaws <i>Effect:</i> The dire crocodile becomes invisible until it attacks		
MINOR ACTIONS		
‡ Thrash ♦ At Will		
<i>Attack:</i> Melee 0 (one creature already grabbed); +7 vs. Fortitude <i>Hit:</i> No damage but the target is dazed (save ends).		
‡ Snout Slam ♦ At Will		
<i>Attack:</i> Melee 2 (one creature); +7 vs. Fortitude <i>Hit:</i> 1d8 + 5 damage and the target (of large size or smaller) is lifted and thrown 3 squares and knocked prone. <i>Miss:</i> Half damage		
TRIGGERED ACTIONS		
‡ Tail Sweep ♦ At Will		
<i>Trigger:</i> The dire crocodile is struck by an attack <i>Effect (Immediate Reaction):</i> Melee 3 (one or two creatures); +7 vs. Reflex <i>Hit:</i> 1d8 + 5 damage and the target is knocked prone		
Skills: Stealth +7		
Str 21 (+7)	Dex 11 (+2)	Wis 15 (+4)
Con 18 (+6)	Int 3 (-2)	Cha 10 (+2)
Alignment unaligned		Languages -

Dire Crocodile (On Land)		Level 4 Solo Soldier
Huge natural beast (aquatic, reptile)		XP 875
HP 232; Bloodied 116 AC 20; Fortitude 19, Reflex 14, Will 16 Resist All 5 (see Mouth) Speed 6 Saving Throws +5; Action Points 2		Initiative 19, 9 Perception +4 Morale High
TRAITS		
Boss Monster		
Each round the dire crocodile takes two full turns of actions. The first turn activates on an initiative score of 19 and the second on 9. Each turn it can make a Standard, Move and Minor Action. The dire crocodile can also make two Immediate Actions each round. But can still only use 1 Action Point per round though.		
Solo Resilience		
The dire crocodile is unaffected by conditions and negative effects until reduced to 25% hit points or below. (See also Weak Spot)		
Weak Spot ♦ Mouth		
<i>Effect:</i> Anyone grabbed in the crocodile's jaws can attack the inside of its mouth which is Vulnerable All 10 and ignores the solo resilience trait. If injured in this vulnerable spot the dire crocodile will drop a target it is biting.		
STANDARD ACTIONS		
④ Bite ♦ At Will		
<i>Attack:</i> Melee 3 (one creature); +9 vs. AC <i>Hit:</i> 2d6 + 5 damage and the target is grabbed (escape ends). <i>Special:</i> The dire crocodile cannot make bite attacks while grabbing a creature, but can use <i>clamping jaws</i> .		
‡ Clamping Jaws ♦ At Will		
<i>Attack:</i> Reach 0 (one creature already grabbed); +7 vs. Fortitude <i>Hit:</i> 3d6 + 5 damage <i>Miss:</i> Half damage		
‡ Swallow Whole (acid) ♦ At Will		
<i>Requirement:</i> The target must be dazed, stunned or unconscious <i>Attack:</i> Reach 0 (one creature already grabbed); +7 vs. Fortitude <i>Hit:</i> 3d6 + 5 damage and the target is swallowed (until escape). While swallowed the target takes 10 acid damage at the end of its turn.		
MOVE ACTIONS		
‡ Rampage ♦ Recharge ☹☹		
<i>Effect:</i> The behemoth crocodile moves up to its speed +3 and makes a snout slam attack against all targets in its path.		
MINOR ACTIONS		
‡ Bite Bash ♦ At Will		
<i>Attack:</i> Melee 0 (one creature already grabbed); +7 vs. Fortitude <i>Hit:</i> 1d8 + 5 damage and target is dazed (until the end of its next turn) <i>Miss:</i> Half damage		
‡ Snout Slam ♦ At Will		
<i>Attack:</i> Melee 2 (one creature); +7 vs. Fortitude <i>Hit:</i> 1d8 + 5 damage and the target (of large size or smaller) is lifted and thrown 3 squares and knocked prone. <i>Miss:</i> Half damage		
TRIGGERED ACTIONS		
‡ Regurgitate ♦ At Will		
<i>Trigger:</i> The dire crocodile is injured by a swallowed creature <i>Effect (Immediate Reaction):</i> Ongoing 5 acid damage (save ends) and the target is deposited into an adjacent square and knocked prone.		
‡ Tail Sweep ♦ At Will		
<i>Trigger:</i> The dire crocodile is struck by an attack <i>Effect (Immediate Reaction):</i> Melee 3 (one or two creatures); +7 vs. Reflex <i>Hit:</i> 1d8 + 5 damage and the target is knocked prone.		
Str 21 (+7)	Dex 11 (+2)	Wis 15 (+4)
Con 18 (+6)	Int 3 (-2)	Cha 10 (+2)
Alignment unaligned		Languages -



TRAPS

JUNGLE AREA: CANNIBAL TERRITORY

While primitive, cannibals are fairly cunning hunters and traps. In addition to those detailed here, cannibals will also employ:

- ◆ False-Floor Pit (Level 1 Warder)

Rope Snare Trap	Level 1 Minion Warder XP 25
...a covered loop of rope and some branches are rigged to snare anyone walking upon it, hoisting them into the air...	

Detect Perception DC 20

Initiative -

Immune conditions, force movement

TRIGGERED ACTIONS

↓ Ankle Snare ◆ Encounter

Trigger: A creature that enters the 1 square area of the trap
Effect (Immediate Interrupt): The target is snared and hoisted by the ankle 10 feet into the air. The target takes no damage but is restrained.

Secondary Attack: +4 vs. Reflex

Hit: The target drops anything it is holding in its hands

Special: When the trap is sprung, chimes and rattles attached to it alert anyone within the nearby vicinity (20 squares during the day, 50 squares at night).

COUNTERMEASURES

- ◆ An adjacent character can trigger the trap with a DC 10 Thievery check (standard action). The ground becomes safe.
- ◆ An adjacent character can disable the trap with a DC 20 Thievery check (standard action). The ground becomes safe.
- ◆ A character who makes an athletics check DC 6 (or DC 11 without a running start) can jump over the trap square.
- ◆ The target can cut the rope snaring their ankle by dealing 10 points of cutting damage to the rope which is AC 10. The target is at -4 to hit (-2 for being restrained and a further -2 for being upside down and somewhat disorientated). When the rope is cut the target falls to the ground; takes 1d10 damage and is knocked prone.
- ◆ An adjacent character can spend a full round to undo the knot and release the rope (the target falls to the ground, takes 1d10 damage and is knocked prone).
- ◆ An adjacent character can spend two full rounds to undo the knot and lower the rope slowly so the target takes no damage. Though the target is still knocked prone.

UPGRADE TO ELITE (200 XP)

- ◆ Increase the Perception and Thievery DCs by 2. The snare hoists the character 20 ft. into the air.
- ◆ Increase the Thievery DCs by 2. The snare covers a 3 x 3 square area (actually a giant rope net) and activates whenever 2 or more characters step into the area.

STRATEGY

Rope snare traps are very common in cannibal controlled territory. With the more well travelled paths likely to feature at least one such trap near to positions where cannibals wait in ambush.

Some very crafty cannibals have learnt to combine this trap with a pit trap. When the rope snare is sprung the unfortunate victim is wrenched into the air from an angle that just happens to dangle them directly over a concealed pit (rather than the typical rope snare trap which simply hoists them straight up in the air).

Sharp Sticks Terrain	Level 1 Minion Lurker XP 25
-------------------------	--------------------------------

...an area of the ground has been planted with sharp, foot-long stakes concealed at an angle in high grass or dense undergrowth...

Detect Perception DC 20

Initiative -

Immune conditions, forced movement

TRIGGERED ACTIONS

↓ Impaled ◆ At Will

Trigger: You pass through a square of planted sharp sticks without detecting them.

Effect (Immediate Interrupt): 5 damage and the target is immobilized
Aftereffect: The impaled target can choose to either use a standard action to free themselves suffering ongoing 10 damage (save ends), or they can instead use two standard actions to slowly free themselves, only suffering a further 5 damage.

Special: An adjacent character can spend a standard action to aid the first in freeing themselves.

COUNTERMEASURES

- ◆ Once detected the squares can simply be avoided or can be safely passed through albeit treating the square as difficult terrain.
- ◆ A square of sharp sticks can be automatically uprooted/destroyed by an adjacent character using a standard action.

UPGRADE TO ELITE (50 XP)

- ◆ The sticks are laced with poison:

Hit: 5 damage and ongoing 5 poison damage (save ends) plus the target is immobilized.

First Failed Saving Throw: Target is slowed (save ends)

Second Failed Saving Throw: Target is weakened (save ends)

Third Failed Saving Throw: Target is unconscious

STRATEGY

Sharp sticks are primarily used by cannibal snipers to defend their positions. Typically a 2x2 square area in front of them (preferably a bottlenecked area) is planted with the sticks hidden amongst the long grass or foliage.

Poison Dart Totem Trap	Level 2 Blaster XP 125
---------------------------	---------------------------

...a crude wooden figure of gruesome visage is partially obscured by the undergrowth...

Detect Perception DC 10 (totem); 20 (pressure plate)

Initiative -

Immune attacks

TRIGGERED ACTIONS

☞ Poison Dart (poison) ◆ At Will

Trigger: The trap activates whenever pressure plates in a 5x5 square area in front of the totem are stepped upon.

Attack (Immediate Interrupt): Range 5; +5 vs. Reflex

Hit: 5 damage and ongoing 5 poison damage (save ends)

First Failed Saving Throw: Target is slowed (save ends)

Second Failed Saving Throw: Target is immobilized (save ends)

Third Failed Saving Throw: Target is unconscious

COUNTERMEASURES

- ◆ An adjacent character can disable the totem with two successful DC 10 Thievery checks (standard actions) or two DC 15 Thievery checks (minor actions).
- ◆ An adjacent character can disable a pressure plate with a DC 10 Thievery check (standard action) or DC 15 Thievery check (minor action). The ground becomes safe in that one square.
- ◆ An adjacent character can destroy the totem (AC 10, Fortitude 10, Reflex 5, Hp 20, Resist 5 weapon, Vulnerability 5 fire).

STRATEGY

Poison dart totems are used to ward areas of particular religious significance such as burial grounds and shrines.

Spiked Mud Ball Trap	Level 10 Minion Lurker XP 125
...a tripwire is sprung and a large ball of mud with dirty bamboo spikes swings at the target like a wrecking ball...	
Detect Perception DC 26 Immune attacks	Initiative -
TRIGGERED ACTIONS	
↔ Mud Ball Swing (disease) ♦ Encounter	
<p>Trigger: A 1 square section of the ground hides a tripwire, which when tripped causes a ball of mud to swing down and impale the target.</p> <p>Attack (Immediate Interrupt): +13 vs. Reflex</p> <p>Hit: 15 damage and the target is impaled and restrained (requires a standard action to lift yourself off the spikes, or a minor action if aided by another character)</p> <p>Aftereffect: 5 damage and ongoing 5 damage (save ends)</p> <p>Miss: The target must make an Acrobatics check (DC 16) or be forced to shift 1 square left or right along the path of the mudball's swing. Failure to do so results in a hit.</p> <p>Secondary Miss: The spiked mud ball attacks another target immediately behind the primary target. The swing of the spiked mud ball covers 3 squares in a line (so the next creature in line within one of those squares will be attacked).</p> <p>Secondary Attack (if the mudball misses): +9 vs. Reflex</p> <p>Hit: 5 damage and the target is impaled</p> <p>Secondary Attack (any target hit by the mudball): +13 vs. Fortitude</p> <p>Hit: The target contracts the Infected Wound disease (see below)</p>	
COUNTERMEASURES	
<ul style="list-style-type: none"> ♦ An adjacent character can trigger the trap with a DC 10 Thievery check (standard action). The ground becomes safe. ♦ An adjacent character can disable the trap with a DC 20 Thievery check (standard action). The ground becomes safe. ♦ A character who makes an athletics check DC 6 (or DC 11 without a running start) can jump over the trap square. 	
UPGRADE	
The spiked mudball activates while the PCs are crossing a narrow ledge with a pit either side.	

STRATEGY

The cannibals use these deadly traps to defend bottlenecked areas as preludes to ambushes. The tribe will have several traps along well travelled paths into the village. Those traders and the few outsiders trusted by the cannibals may be led into the village (often blindfolded so they don't know the safe path) by cannibals easily avoiding the traps.

INFECTED WOUND	LEVEL 4 DISEASE
This disease is caused by wounds inflicted by sharp objects or weapons covered with fecal matter.	

Endurance Check: At the end of each extended rest:
Worsen (DC 16 or less), Maintain (DC 17-21), Improve (DC 22+)

Stage 0: The target recovers from the disease

Stage 1 (Initial Effect): The target loses 1 healing surge

Stage 2: The target loses 2 healing surges and takes a -2 penalty to AC, Fortitude defense and Reflex defense.

Stage 3: The target is weakened, loses 3 healing surges and still suffers the -2 penalty to AC, Fortitude defense and Reflex defense.

HAZARDS

JUNGLE AREA: CANNIBAL TERRITORY

Quicksand Hazard	Level 4 Lurker XP 175
...the ground before you appears solid but is really a viscous mix of sand, clay and salt water...	
Detect Perception DC 28 Immune attacks	Initiative -
TRIGGERED ACTIONS	
↓ Sinking Feeling	
<p>Trigger: Anyone who enters the 3x3 square area of the quicksand</p> <p>Attack (Immediate Interrupt): +7 vs. Reflex</p> <p>Hit: The target falls forward into the centre of the quicksand and is helpless.</p> <p>Miss: The target steps into the quicksand but is fast enough to react so that they are only caught near the edge. The target is still treated as helpless.</p>	
COUNTERMEASURES	
<ul style="list-style-type: none"> ♦ The target can try to escape the quicksand by using a full round action and making 1 successful saving throw (from the edge of the quicksand). After one successful saving throw from the centre of the quicksand a target is now considered at the edge of the quicksand. 	
First Failed Saving Throw: -2 penalty on future saving throws to exit the quicksand.	
Second Failed Saving Throw: -5 penalty on future saving throws to exit the quicksand.	
Third Failed Saving Throw: Target is pulled underneath and can attempt no more saving throws. See the rules for Drowning.	
<ul style="list-style-type: none"> ♦ An adjacent character can try to personally pull the target free from the edge of the quicksand, adding a +5 to any escape attempts (saving throws). This is a full round action and the adjacent (helping) character must be prone. ♦ An adjacent character can try to pull the target free from the edge or middle of the quicksand using a rope (or long stick, staff or similar item), adding a +5 to any escape attempt. This is a full round action. ♦ Two adjacent characters can try to personally pull the target free from the middle of the quicksand, adding a +5 to any escape attempts (saving throws). This is a full round action and both adjacent characters must be prone. 	

STRATEGY

Quicksand is a naturally occurring hazard, but the cannibals know every patch of quicksand within their territory and use them to their advantage. These areas are one of the favoured cannibal ambush spots.

CANNIBAL ENCOUNTERS

EARLY HEROIC TIER (JUNGLE AREA)

While not particularly bright, cannibals are cunning, resourceful and experienced at jungle warfare. As such, they should be underestimated at your peril.

The following encounters encompass the basic response structure of the tribe to those entering their territory. That of intelligence gathering (Scouting party); capture of enemies/food if possible (Hunting party); killing of dangerous enemies (Raiding party) and finally the protection of the village with all remaining resources (Guard party).

...these tribes are always at war with one another and remain ever vigilant. Multiple scouting parties will typically be on patrol at any given time.

CANNIBAL SCOUTING PARTY

LEVEL 1 ENCOUNTER (XP 375)

- ◆ 1 cannibal sniper (level 1 artillery)
- ◆ 1 cannibal headhunters (level 2 skirmisher)
- ◆ 1 cannibal impaler (level 3 soldier)

Notes: If they spot an enemy force first, they will only attack if they outnumber their foes. If the scouting party is ambushed the cannibal snipers will fire one shot and then run away to warn the rest of the tribe.

Chance of encounter (each hour) within less than 5 miles from the village is 1 in 6, increasing by 1 for each mile closer.

Cannibal Patrols	
Miles from Village	Chance of Encounter
6 or more	1 in 20*
5	1 in 6
4	2 in 6
3	3 in 6
2	4 in 6
Within 1	5 in 6

*Cannibals rarely stray far from their village. Possible exceptions may include one group of cannibals launching a raid upon a rival village.

...when a tribe is alerted by some outside threat they will send a hunting party to investigate:

CANNIBAL HUNTING PARTY

(NO LEADER) LEVEL 3 ENCOUNTER (XP 750)

(+ WITCHDOCTOR) LEVEL 5 ENCOUNTER (XP 1050)

- ◆ 2 cannibal snipers (level 1 artillery)
- ◆ 2 cannibal headhunters (level 2 skirmisher)
- ◆ 2 cannibal impalers (level 3 soldier)

Leader

- ◆ 1 cannibal witchdoctor (level 3 elite controller leader)

...if the hunting party is defeated, a powerful raiding party will be sent to deal with the threat:

CANNIBAL RAIDING PARTY

LEVEL 5 ENCOUNTER (XP 1125)

(+ LEADERS) LEVEL 7 ENCOUNTER (XP 1775)

- ◆ 3 cannibal snipers (level 1 artillery)
- ◆ 3 cannibal headhunters (level 2 skirmisher)
- ◆ 3 cannibal impalers (level 3 soldier)

Leaders

- ◆ 1 cannibal witchdoctor (level 3 elite controller leader)
- ◆ 1 cannibal chief (level 4 elite brute leader)

...the last line of defense is the personal guard of the spirit chief.

CANNIBAL GUARD PARTY

LEVEL 7 ENCOUNTER (XP 1500)

(+ LEADERS) LEVEL 9 ENCOUNTER (XP 2550)

- ◆ 4 cannibal snipers (level 1 artillery)
- ◆ 4 cannibal headhunters (level 2 skirmisher)
- ◆ 4 cannibal impalers (level 3 soldier)

Leaders

- ◆ 1 cannibal witchdoctor (level 3 elite controller leader)
- ◆ 1 cannibal chief (level 4 elite brute leader)
- ◆ 1 cannibal spirit chief (level 5 elite lurker leader)

Notes: If encountered within the village itself, add 1d4-1 cannibal crazies each round until the main force is defeated. Remember also that the Witchdoctor and Chief (or Sub-Chief if there is a Spirit Chief) may have already been killed in previous encounters.

CANNIBAL TERRITORY

As noted, the listed encounters are the simplest groups presentable. But these groups do not take into account the various options also presented in this book, such as: animals, terrain features, traps/hazards, vampiric allies (typically of the Witchdoctor) and so forth. Use these elements to mix things up and keep the heroes guessing and suitably challenged.

GM NOTES

Those parties of adventurers traversing cannibal territory should probably be at least Level 3-4. While those making an assault on the village itself should be closer to Levels 5-6. The level spread of not only the cannibals in this book but also the various vampiric monsters ranging from levels 1-10 allows for a healthy combination of easy, challenging and difficult encounters across the whole of the Heroic Tier.

In addition, watch out for certain combinations of either cannibals or monsters which are slightly more dangerous in conjunction with one another. For instance the cannibal impaler has an attack which knocks the target prone and an ant swarm deals more damage to a prone target.

CANNIBAL LORE

A character knows the following information with a successful Nature check.

DC 10: Cannibals are feral humans (or even other humanoids like dwarves and elves) who live off the land as hunter-gatherers. While they mainly hunt animals for food, they have no moral compunctions about eating other humanoids, this includes even members of their own tribe.

DC 15: The cannibal's tribal society is ruled by the biggest and strongest cannibal, the tribe's chief. Though often the real power behind the throne is wielded by the more intelligent witch-doctor. While uneducated and for the most part primitive, cannibals have an animalistic cunning, being well versed in setting ambushes and traps.

Cannibals are driven to ecstasy by extreme amounts of blood and gore. They attack even more wildly and ferociously when exposed to such visceral imagery.

DC 20: Cannibals respect only savagery and revere destructive forces beyond their comprehension. They also have relatively short attention spans leading to the worship of 'local gods'. These could be anything from a powerful creature like a giant crocodile or great ape to a more exotic monster such as a pey, varcolac or wendigo. Or it could be a natural hazard like a volcano or even a supernatural, magical hazard.

RANDOM JUNGLE ENCOUNTERS

HEROIC TIER

Cannibals are found in remote jungle areas where they use the terrain and natural features, as well as inherent dangers to their advantage. Whilst they have few if any allies as such, cannibals are also found in the company of those they worship as their gods.

Jungle Encounters		
d20	Encounter	Notes
1	Ants	Giant ants or swarms
2	Apes	
3	Beetles	Giant beetles or swarms
4	Behemoths	
5	Cannibals	
6	Centipedes	Giant centipedes or swarms
7	Crocodiles	
8	Drakes	
9	Hags	
10	Hazard/Trap	Quicksand or a trap set by the cannibals
11	Humans	Possibly an adventuring party
12	Lizard-folk	
13	Ogres	Essentially large, primitive man-eaters
14	Panthers	
15	Snakes	Giant snakes or swarms
16	Tigers	
17	Vine Horrors	Or other plant based monsters
18	Undead	See this book for possible types of undead likely to be found in a jungle
19	GM's Choice	
20	Special	Roll twice, ignoring rolls of 20 this time

CANNIBAL GODS

The local gods a cannibal tribe worships can have a direct impact on the customs of the tribe; how they adorn themselves and even how they operate and the bestial or monstrous company they keep.

The following are some suggestions for these 'small gods' and their effects upon the tribe. Remember that to be 'relevant' to the adventurers you probably want to keep the 'god' as a solo opponent within the high heroic tier/low paragon tier bracket (roughly levels 6-15).

Random Cannibal Gods

d10	'God'	Notes
1	Ape God	Behemoth Ape, Demon or Wendigo
2	Bird God	Demon, Roc or Thunderbird
3	Dragon God	Any adult dragon
4	Man God	Traveller, most likely an arcane spellcaster
5	Plant God	Vine Horror or similar carnivorous plant
6	Reptile God	Behemoth or Giant Crocodile
7	Serpent God	Naga or Uktena
8	Tiger God	Behemoth Tiger
9	Volcano God	Requires nearby active volcano
10	Special	GM's choice

Carnivorous gods will likely have human or animal sacrifices as part of any ceremonies of worship. In such cases, captured outsiders will be offered up in preference to a member of the tribe.

Ape God: Such villages will be walled off to protect them from the brutality of the ape god. Tests of strength will be common and determine social status amongst the warriors.

Bird God: Those tribes following a bird god will decorate themselves with feathers. Villages may either be high in the mountains or built on raised platforms in the trees.

Dragon God: A dragon's intelligence, power and mobility really put the tribe at its mercy. The tribesfolk will paint themselves the same color as their dragon god as a sign of allegiance.

Man God: A traveller who can demonstrate sufficient power to impress and cause fear in the locals (sufficiently beyond what the witchdoctor might achieve) can sometimes set themselves up as a king or even a deity to the cannibals. Such tribes may attempt to duplicate the style or mannerisms of the man god.

Plant God: The villages themselves may be hidden within the thickest and densest areas of the jungle. With the tribes warriors camouflaged with bits of foliage.

Reptile God: A carnivorous dinosaur or giant crocodile will be given a relatively wide berth by the tribe. With sacrifices left in the place the god frequents.

Serpent God: A village placating a serpent god will keep pits full of snakes. The witchdoctor may have a live snake carried on their shoulders. The tribe will have access to and more readily use poison and have a built-in resistance against it.

Tiger God: Tribesmen in reverence of a tiger god will be even more adept at camouflage and hunting. They will employ claw-like weapons for combat and their leaders will be adorned in tiger skins.

Volcano God: Tribes following such a god will rub their bodies with volcanic ash. The use of fire and torches will be prevalent. The cannibal settlement may itself be located within a system of caves.

VAMPIRE MONSTERS

STRAINS OF VAMPIRISM exist in many forms. While the classic vampire figure is commonly known and largely responsible for the fearsome reputation of such monsters, derivations of that evil can be encountered anywhere. Indeed many lands have their own incarnations of the blood-sucking menace, some social beings, others patently feral creatures.

JUNGLE VAMPIRES

The jungle has its own share of vampire monsters many of which, like the jungle itself, are brutal, wild and unforgiving. Most of these are primitive, socially inept creatures, a stark contrast from the classic portrayal of the sophisticated, urban vampire.



ILMU BETHARA KARANG

Unlock the secrets of eternal life by sacrificing everything for a new beginning, transferring your ebbing mortal soul to a diminutive vampiric vessel.

Level: 3	Components: Doll, your soul
Category: Creation	Market Price: 1000 gp (rare)
Time: 1 day	Key Skill: Arcana or Religion
Duration: Permanent	(no check)

The Ilmu Bethara Karang or "Path of Eternal Life" is the ritual wherein one can gain immortality by becoming a jenglot. This ritual is known to a few witchdoctors and is used when they believe, whether through wounds or illness their time is nigh.

The jenglot sustains itself through its aura, which drains the life blood from those nearby. A bowl of blood placed next to a jenglot will evaporate within a few minutes.

JENGLOT

VAMPIRE DOLL

"...this crude doll, some fifteen inches in height, looks like the plaything of the deranged. Created from cloth, mud and straw in the guise of a tribal witchdoctor it has large vicious bone teeth, much like that of a shark. But this is no mere toy, it lives and it lives to kill. It stalks you with arms outstretched as if some terrible, silent infant seeking attention..."

THESE DOLLS OF DEATH are created when a person possessing supernatural power, such as a witchdoctor, is close to natural death and leaves the tribe to find an isolated place to spend his or her final days in meditation to try and unlock the secrets of eternal life. How long they maintain this hermitage depends on how close to death they are but they are never heard from again.

Jenglot keepers, often themselves tribal witchdoctors, use the dolls to exact vengeance upon those who disrespect them or the tribe, or sometimes to keep unwanted intruders out of places they shouldn't venture. Occasionally they are presented as gifts to the unwitting, supposedly as a token of the tribe's gratitude. A secret insurance policy against those who would attempt to double-cross the tribe.

A jenglot must be fed blood by its keeper on a daily basis to maintain control over the doll.

Female jenglot have the bodies of snakes from the waist down and are slightly faster than their male counterparts (Speed 5).

Jenglot		Level 1 Soldier
Tiny animate humanoid (undead)		XP 100
HP 30 Bloodied 15 Resist 5 all Vulnerable 10 fire AC 17; Fortitude 13, Reflex 12, Will 14 Immune disease, necrotic, poison, sleep Speed 3; can't shift		Initiative +0 Perception +1 Darkvision Morale High (Low vs. Fire)
TRAITS		
⚙️ Aura of Dessication (Aura 1)		
Those who begin their turn within the aura suffer 5 necrotic damage. Anyone currently suffering ongoing damage will take 10 necrotic damage instead of 5. The jenglot heals 2 points of damage for each target taking damage from this aura. <i>Special:</i> A jenglot that fails to drain blood with this aura for a period of a day is weakened until they do so.		
STANDARD ACTIONS		
④ Ankle Bite ♦ At Will		
<i>Requirement:</i> The jenglot must enter a target's square. <i>Attack:</i> Melee 0 (one creature); +6 vs. AC. <i>Hit:</i> 1d8 + 5 damage plus ongoing 5 damage and the target is slowed (save ends both).		
TRIGGERED ACTIONS		
† Tiny Target ♦ At Will		
<i>Trigger:</i> An enemy misses with an attack upon a Jenglot currently occupying another character's square. <i>Effect:</i> The attack may have hit the other character. Roll the attack again versus that character.		
Skills: Arcana +5, Insight +8, Religion +8, Stealth +5		
Str 7 (-2) Con 14 (+2)	Dex 10 (+0) Int 10 (+0)	Wis 16 (+3) Cha 13 (+1)
Alignment Evil		Languages Understands Common

TACTICS

The jenglot attacks by relentlessly ankle biting a target after it has entered that target's square.

CHUPACABRA

GOAT SUCKER

“...this dog-like monster has thick, leathery greenish-gray skin and sharp quills protruding from its back. Its face is neither canine nor feline but some abnormal cross between the two. It hisses at you, revealing its forked tongue and gnashing fanged maw with two pronounced incisors on the top jaw and one on the bottom jaw.”

THESE MANGY MONGRELS are scavenger beasts who have fed on the flesh of vampiric beings. The animals grow sickly and die within a day or two but are reborn as undead predators. These fast and furious attackers hunt primarily at night, although sometimes heavily covered jungle canopies or overcast weather give sufficient protection from the sun. It is not uncommon for chupacabras to be encountered in packs of six or so individuals.

Cannibal witchdoctors occasionally keep chupacabra's as pets. Usually these will be dogs raised by the cannibals that the witchdoctor purposefully fed vampiric flesh to in order to create these monsters. The beasts still retain some semblance of loyalty as long as they are fed flesh and blood on a daily basis.

Where vampires famously leave a pair of puncture wounds, the chupacabra instead leaves a trio of marks upon a victim in a distinctive triangular pattern.

Monsters similar in nature to the chupacabra but derived from animals other than canines and felines include the Peuchen; a snake-like version of the chupacabra.

TACTICS

A lone chupacabra will attack from hiding and attempt to pick off isolated targets by *biting* or preferably *savaging* them. Once discovered it will use its *screeching* ability to gain combat advantage. If bloodied and outnumbered the chupacabra is likely to deploy its *sulphuric stench* and attempt to flee.

A pack of chupacabra's will try to swarm and flank a target.

Chupacabra		Level 2 Skirmisher	
Small natural beast (undead)		XP 125	
HP 40; Bloodied 20 AC 16; Fortitude 15, Reflex 15, Will 13 Immune disease, poison. Resist 5 necrotic and thunder, Vulnerable 5 radiant Speed 7		Initiative +6 Perception -1 Darkvision Morale Typical	
TRAITS			
Combat Advantage			
The chupacabra deals 2d6 extra damage when it has combat advantage against a target (see Savage).			
STANDARD ACTIONS			
④ Bite ♦ At Will			
Attack: Melee 1 (one creature); +7 vs. AC Hit: 1d6 + 7 damage			
‡ Savage (healing) ♦ At Will			
Requirement: Must have combat advantage against the target Attack: Melee 1 (one creature); +5 vs. Fortitude Hit: 3d6 + 7 damage and the chupacabra is healed 10 points of damage.			
↩ Screeching (necrotic, thunder) ♦ Recharge ☒ ☒			
Attack: Close Blast 3 (all creatures in the area); +5 vs. Will Hit: 5 necrotic and thunder damage, the target loses a healing surge and is dazed until the end of the chupacabra's next turn.			
MOVE ACTIONS			
Hop ♦ Recharge ☒ ☒			
Effect: The chupacabra shifts 7 squares			
MINOR ACTIONS			
↩ Sulphuric Stench (poison) ♦ Encounter			
Attack: Close Burst 2 (all creatures in burst); +5 vs. Fortitude Hit: 5 poison damage and the target is blinded (save ends) and the target is at -2 on attack rolls while within the zone. Miss: A target is -2 on attack rolls while within the zone Special: The zone dissipates after 2-4 rounds depending upon the wind, strong winds (2 rounds), no wind (4 rounds). Anyone beginning their turn within the zone before it has dissipated is subjected to the attack.			
Skills: Stealth +9			
Str 11 (+1) Con 16 (+4)		Dex 17 (+4) Int 3 (-3)	
		Wis 11 (+1) Cha 8 (+0)	
Alignment Chaotic Evil		Languages -	

Vampire Monster Entry Overview

Name	Level	Rank	Role	Notes	Page #
Jenglot	1	Standard	Soldier	Vampire dolls, Witchdoctor's servant	30
Chupacabra	2	Standard	Skirmisher	Vampiric scavenger dogs, Witchdoctor's servant	31
Chon-chon	3	Standard	Controller	Severed heads of rival sorcerors, Witchdoctor's servant	32
Yara-Ma-Yha-Who	4	Standard	Brute	Cursed vampiric dwarf, Witchdoctor's servant	33
Impundulu	5	Standard	Artillery	Elemental avian creature worn as cloaks by witchdoctors	34
Asanbosam	6	Standard	Lurker	Apelike vampires with iron hooks for feet	35
Pey	7	Standard	Lurker	Vampire hermits faded from memory that can only be seen by those close to death.	36
Pey (alternate)	3	Elite	Lurker		36
Strix	8	Standard	Brute	Swarm of bloodthirsty birds	37
Uktena	8	Solo	Controller	Great serpent guardians of gateways to the plane of shadow	38
Soul Eater	9	Standard	Skirmisher	Shapechanging psychic vampires	42
Obayifo	10	Standard	Skirmisher	Vampire witches that drain the heat from their victims and become fiery missiles.	42
Obayifo (alternate)	6	Elite	Skirmisher		43

CHON-CHON

VAMPIRE SORCEROR

[Chon-chon are typically invisible]

"...upon closer inspection, this bat-like creature is really a desiccated and disembodied head of a corpse held aloft by the flapping of it's two large ears. Each of these surrogate wings is twice as big as the head itself. Its face is twisted with hate and a pair of vicious looking incisors dominate its mouth. It flutters about seeking an area of exposed flesh to sink its teeth into..."

REMNANTS OF DEAD SORCERORS and defeated witchdoctors, forever cursed by their rivals. While cannibals sometimes take the heads of worthy opponents as trophies, a necromancer or witchdoctor serves up an even more grisly fate for their greatest foes; stealing their soul for all eternity and using the head of the vanquished corpse as its undying slave.

The ritual for creating a chon-chon must be performed within one day of the subject's death. Only spellcasters are suitable candidates for the procedure which culminates in the neck being ringed by an ointment after which the head falls off and the subject's ears grow to accomodate flight.

The former body of the chon-chon is not spared the attentions of necromantic revival. The headless corpse becomes a mokoï, also known as wizard wights, or sometimes blind wights (see page 48). These creeping cadavers are drawn by arcane power.

Chon-chon are renowned for spreading bad luck, indeed all who hear their cries become cursed with misfortune.

TACTICS

A chon-chon will prioritise its attacks upon non-spellcasters, since these are easier prey for it. Using its *ear splitting shriek* when it gets up close then *biting* targets at will.

TRANSFORMATION RITUAL

Death begets undeath in this ritual of eternal servitude and damnation.

Level: 3	Components: Salve, dead Spell-caster's body (fresh)
Category: Creation	Market Price: 1000 gp (rare)
Time: 1 hour	Key Skill: Arcana or Religion
Duration: Permanent	(no check)

The salve or magic cream used in the ritual, smeared around the neck of the spellcaster's corpse, is created from a combination of certain rare plants, the fat from an Impundulu (see page 32) and the poison harvested by cannibal snipers.

Once cream is applied and the words of power spoken the head will detach from the body, its ears expand and it will fly up into the air.



Signature

Chon-Chon		Level 3 Lurker	
Tiny natural humanoid		XP 125	
HP 30; Bloodied 15 AC 16; Fortitude 13, Reflex 15, Will 14 Immune disease, poison, Resist 5 necrotic Speed fly 6 (hover)		Initiative +8 Perception +3 Darkvision Morale Typical	
TRAITS			
Invisible (illusion)			
The chon-chon can only be seen by spellcasters and is invisible to all those not of the arcane class. Against non-arcane opponents it gains a +5 concealment bonus to its defenses against melee or ranged attacks.			
STANDARD ACTIONS			
⚔ Bite (necrotic) ♦ At Will			
Attack: Melee 1 (one creature); +8 vs. AC Hit: 2d6 + 4 necrotic damage			
⚔ Blood Drain (healing, necrotic) ♦ At Will			
Requirement: Must have combat advantage against the target Attack: Melee 1 (one creature); +6 vs. Fortitude Hit: 4d6 + 4 necrotic damage and the chon-chon heals 10 points of damage			
⚡ Ear Splitting Shriek (thunder) ♦ Recharge ☞ ☞			
Attack: Close Blast 3 (all creatures in blast); +6 vs. Fortitude Hit: 2d6 + 4 thunder damage and the target is deafened (save ends)			
TRIGGERED ACTIONS			
☞ Crying Curse ♦ Immediate Reaction, Recharges when no enemy is cursed			
Trigger: An enemy scores a hit against the chon-chon Attack: Ranged 10 (one creature); +6 vs. Will Hit: The enemy is cursed (save ends) Special: A cursed enemy must roll two dice and always take the weaker of the two results (including when trying to save against the curse).			
Skills: Bluff +6, Stealth +9			
Str 8 (+0) Con 12 (+2)	Dex 17 (+4) Int 14 (+3)	Wis 14 (+3) Cha 11 (+1)	
Alignment Chaotic Evil		Languages Common	

YARA-MA-YHA-WHO

BLOOD DWARF

"...this small, bright red-skinned humanoid is an almost comical figure. About three to four feet tall, its most dominant feature is its head, which seems disproportionately large for the rest of its body. A wide, toothless maw perhaps reminiscent of a frog or lizard and beady eyes somewhat like those of the chameleon. Its fingers and toes are also notable in that they end in suckers allowing it to scurry about the treeline with apparent ease..."

THESE DESPICABLE DWARVES are in truth pitiable creatures eternally cursed to this monstrous crimson form. Forever fated to pass on their horrid lineage, for each was once a mortal swallowed by such a monster.

It is unknown how the first yara-ma-yha-who was created though some scholars recount the tale of the vampire dwarf who dared to bite Orcus himself, only to be forever cursed for his affrontery. His teeth were ripped from his mouth, his flesh turned bright red and he was returned to the world a hideous freak.

TACTICS

The yara-ma-yha-who attacks from hiding (usually descending from the trees like a primate) and will attempt to grab a target with its *sucker punch* ability. Any grabbed target will be subjected to an *energy drain* attack and then the yara-ma-yha-who will attempt to *swallow whole* its victim. The creature will *regurgitate* a swallowed creature as soon as it has restored itself to full hit points.

BLOOD CURSE

CURSE

Those affected by this disorder develop an insatiable hunger for meat to the point where they become cannibalistic murderers.

Luck Check (Saving Throw): At the end of each extended rest: Worsen (Failed Save: 9 or less), Improve (Successful Save: 10 or more)

Stage 0: The target is free of the curse.

Stage 1: While affected by stage 1, the target's skin becomes reddened and sensitive.

Stage 2: While affected by stage 2, the target's skin becomes bright red and features become puffed and bloated. The target gains Vulnerability 5 All.

Stage 3: While affected by stage 3, the target loses their hair (though in time this will regrow once they are free of the curse) and also loses about 10% of their height, treat as if being constantly weakened.

Stage 4: The target becomes a Yara-Ma-Yha-Who.

Yara-Ma-Yha-Who		Level 4 Brute
Small natural humanoid (undead)		XP 175
HP 70; Bloodied 35 AC 16; Fortitude 18, Reflex 16, Will 15 Immune disease, poison, Resist 5 necrotic Vulnerable 5 radiant Speed 5, climb 5 (spider climb)		Initiative +4 Perception +3 Darkvision
STANDARD ACTIONS		
④ Sucker Punch ♦ At Will		
Attack: Melee 1 (one creature); +9 vs. AC Hit: 2d10 + 4 damage and the target is grabbed		
‡ Energy Drain (necrotic) ♦ At Will		
Requirement: Must have a grabbed target Attack: Range 1 (one creature); Automatic Hit Hit: 2d10 + 4 necrotic damage and the target is weakened (save ends).		
‡ Swallow Whole (healing, necrotic) ♦ Recharges when no creature is swallowed		
Requirement: The target must be medium size or smaller and be suffering from the weakened condition. Attack: Range 1 (one creature); +7 vs. Reflex Hit: 2d10 + 4 damage and the target is swallowed (escape DC 19). While swallowed the target occupies the same square as the yara-ma-yha-who. While swallowed, the target takes 10 necrotic damage at the end of its turn, while the yara-ma-yha-who regains 10 hit points. Secondary Attack: Range 0 (swallowed creature); +7 vs. Will Hit: The target is affected by the Yara-ma-yha-who's blood curse.		
MINOR ACTIONS		
‡ Regurgitate (necrotic) ♦ At Will		
Requirement: Must currently have a swallowed victim Effect: The yara-ma-yha-who deposits the swallowed creature in any square adjacent to it. That creature is no longer swallowed but takes 1d10 + 4 necrotic damage and is both dazed (save ends) and knocked prone. ...If the target is deposited into an already occupied square... Attack: Range 1 (one creature); +7 vs. Reflex Hit: 1d10 + 4 damage and the target is pushed 1 square and knocked prone. Miss: The target must shift 1 square.		
TRIGGERED ACTIONS		
Punching Bag ♦ At Will		
Trigger: An enemy scores a hit against the yara-ma-yha-who while it has a creature swallowed. Effect: The yara-ma-yha-who takes half damage while the swallowed creature takes the other half.		
Skills: Acrobatics +9, Endurance +12, Stealth +9		
Str 15 (+4)	Dex 15 (+4)	Wis 12 (+3)
Con 20 (+7)	Int 12 (+3)	Cha 9 (+1)
Alignment Evil		Languages Common

IMPUNDULU

LIGHTNING BIRD

"...initially this creature almost seems like a man dressed-up as a bird. Its beaked, skull-like head resembles a bird mask while its scrawny black and white plumage looks almost stuck on to its arms and body. Upon closer scrutiny you see that it is in fact an emaciated humanoid creature..."

AVIAN VAMPIRIC LIGHTNING SPIRITS born from eggs buried in the ground that have been struck by lightning from the elemental plane itself. These vicious monsters have an insatiable appetite for blood, particularly the blood of humans.

While most hatch into the wild, some are rescued and reared by witches or witchdoctors; who know where to hunt for such things. These become servants or familiars under the thrall of the spellcaster willingly attacking their enemies and draining their blood. Some tribal wizards even wear an impundulu as a great feathered cloak during ceremonial duties, seemingly giving them the power to conjure lightning bolts.

ITEMS HARVESTED

Wild impundulu are often hunted for their bodies are prized by witchdoctors. It is said that the fat of the creature is both a medicine and a weapon that can immolate a target. While its plucked flesh, once cured and prepared will act as a map showing the location of any thieves who have stolen from the one who holds the map.

FIRE FLASK

LEVEL 15

The enchanted salve contained within the flask have healing properties but can also be used as a deadly fire bomb.

Wondrous Item 1000 gp (per remaining application)

Power (Salve - Healing): Minor Action. You can apply one application of the flask's contents to a wound and the damage from that single wound is undone. Each flask starts with 6 such applications.

Special: The attack will undo any damage caused by a single attack, but not any conditions or side effects caused in tandem with the attack.

Power (One Use): Minor Action. You can throw the flask up to 5 squares.

Attack: Ranged 5, Area Burst 2 (all creatures in the burst), Level + 3 vs. Reflex.

Hit: 6d6 + 4 fire damage (1d6 for each remaining healing application) and ongoing 5 fire damage (save ends).

Miss: Half damage and no ongoing damage

THIEF'S BANE MAP

LEVEL 5

This enchanted map gives the location of any thieves who have wronged you.

Wondrous Item 1000 gp

Property: Standard Action. While held the map will show you the location of any thief who has personally stolen from you.

Power (Daily): Standard Action. By looking at the map and concentrating your anger on the thief or act of theft, the target is cursed.

Attack: Ranged Any (one creature), Level + 3 vs. Will

Hit: The target is afflicted by a major curse. A cursed enemy must roll two dice and always take the weaker of the two results (including when trying to save against the curse).

Special: You can only attempt to save against a major curse once per day.

Impundulu		Level 5 Skirmisher
Medium natural humanoid (elemental)		XP 200
HP 60; Bloodied 30 AC 18; Fortitude 16, Reflex 17, Will 15 Immune disease, poison, Resist 5 necrotic Vulnerable 5 radiant Speed 6, fly 6 (poor)		Initiative +8 Perception +4 Darkvision Morale Typical
TRAITS		
Combat Advantage ♦ At Will		
The impundulu deals an extra 2d6 damage with combat advantage		
Lightning Quick ♦ At Will		
The impundulu automatically has combat advantage against any target it wins initiative against.		
STANDARD ACTIONS		
④ Bone Beak ♦ At Will		
Attack: Melee 1 (one creature); +10 vs. AC		
Hit: 2d6 + 6 damage		
⚡ Lightning Bolt (lightning) ♦ At Will		
Attack: Range 20 (one creature); +8 vs. Reflex		
Hit: 2d6 + 6 lightning damage		
Special: Anyone wearing an Impundulu as a cloak gains this attack		
⬇ Wing Envelop (healing, necrotic) ♦ Recharge ☞ ☞		
Requirement: Must have combat advantage against the target		
Attack: Melee 1 (one creature); +8 vs. Reflex		
Hit: 5d6 + 6 necrotic damage and the Impundulu heals 10 points of damage.		
⬇ Lightning Run (lightning) ♦ Recharge ☞ ☞		
Attack: The impundulu moves up to its speed +2 making a single bone beak attack against each adjacent target along its run.		
Special: This attack only provokes opportunity attacks against those who won initiative against the Impundulu.		
TRIGGERED ACTIONS		
Headless Chicken ♦ Encounter		
Trigger: The impundulu is reduced to 0 hit points		
Effect: Its lightning run recharges and it uses it one last time before dying.		
Str 9 (+1)	Dex 18 (+6)	Wis 15 (+4)
Con 12 (+3)	Int 6 (+0)	Cha 12 (+3)
Alignment Evil		Languages Common

TACTICS

The impundulu will start combat by using its *lightning run*, or if no targets are within range it will instead try a *lightning bolt*.

ASANBOSAM

TREE VAMPIRE

"...you catch a glimpse of something in the trees, then in a flash it swings down and is upon you. Seemingly part man, part ape, a muscular humanoid covered in thick, dark fur. Glowing red points of light for eyes inform you of its unnatural origins and add to the terrifying spectacle. However, its most unnerving features are its legs, each ending in sharp metal hooks in place of feet. It grunts and roars as it attacks and as it draws near you see its glinting teeth are similarly made of metal..."

THESE ARBOREAL ASSASSINS live in the densest parts of the jungle and at a distance can often be confused with gorillas and other primates. The asanbosam, more commonly known as tree vampire, is a jungle predator that strikes without warning against any who invade their territory. Even cannibals are afraid to venture in areas where these beasts dwell.

Asanbosam		Level 6 Lurker
Medium natural humanoid (undead)		XP 250
HP 60; Bloodied 30 AC 20; Fortitude 19, Reflex 19, Will 16 Immune disease, poison, Resist 5 necrotic Vulnerable 5 radiant Speed 3, climb 6		Initiative +11 Perception +1 Darkvision
TRAITS		
Combat Advantage ♦ At Will		
The asanbosam deals an extra 2d6 damage with its attacks versus any target it has combat advantage against.		
STANDARD ACTIONS		
⬇ Kick ♦ At Will		
Attack: Melee 2 (one creature); +11 vs. AC Hit: 2d6 + 7 damage		
⬇ Iron Hooks ♦ At Will		
Requirement: Must have combat advantage against the target Attack: Melee 2 (one creature); +9 vs. Fortitude Hit: 4d6 + 7 damage and the target is grabbed Aftereffect: Ongoing 5 damage (save ends) when the target escapes the grab.		
⬇ Big Swing Kick ♦ Recharge ☞ ☞		
Attack: Melee 2 (one creature); +11 vs. AC Hit: 3d6 + 9 damage and the target is knocked prone		
⬇ Iron Teeth (healing, necrotic) ♦ Recharge ☞ ☞		
Requirement: Must have combat advantage against the target Attack: Melee 1 (one creature); +9 vs. Fortitude Hit: 4d6 + 7 necrotic damage plus ongoing 5 damage (save ends) and the asanbosam heals 10 points of damage.		
MOVE ACTIONS		
Retreat ♦ Recharge ☞ ☞ ☞		
Effect: The asanbosam climbs back up its tree. This gives it a +5 concealment bonus to its AC and all defenses.		
Str 19 (+7)	Dex 19 (+7)	Wis 12 (+4)
Con 18 (+7)	Int 6 (+1)	Cha 9 (+2)
Alignment Chaotic Evil		Languages Common



TACTICS

The asanbosam will attack from the cover of the jungle canopy and attempt to use its *iron hooks* to grab a target. Then it will *retreat* up into the trees carrying the target (where it has concealment against all others). Here it will sink its *iron teeth* into the target causing grievous wounds. If the target free's itself from the grab of the *iron hooks*, it falls 30 feet to the ground and suffers 3d10 damage, or half that amount with a successful Acrobatics Check (DC 20). Otherwise it will continue to bite the target.

Once the enemies are alerted to the asanbosam it will use its *big swing kick* to knock targets prone, then try to use the *iron hooks* attack.

In this manner, asanbosam can strike and retreat in a flash with targets almost seeming to vanish into thin air. Sometimes these unfortunate victims are never seen again, while other times their bloodied or lifeless bodies will come crashing down to the ground with a thud.

PEY

FORGOTTEN VAMPIRE

[Pey are only visible to those already bloodied]

"...this hunched figure is like a sad, horribly shrivelled, naked old woman. Her wrinkled body is blue-white and deathly, with long white hair almost down to her knees, caked in blood and muck. Her face is horrible to behold, with bloodshot, serpentine eyes and a fanged maw with only one tooth remaining. She skulks about, more like an animal than a human, sniffing the air, perhaps hoping to catch the scent of blood..."

FERAL VAMPIRE DEGENERATES, that prolong their meagre existence by preying on those injured or dying. Amongst the lowliest of true vampires, pey have either chosen or been forced into seclusion for a great length of time, beings so rarely seen that they fade from memory and ultimately even sight. As a result, pey can only be seen by those on the verge of death, the presence of the vile creatures revealed only to those gravely wounded, as if some unholy veil is lifted upon the unfortunate as death hastens near.

While typically 'living' some sort of hermit like existence far from civilisation, they can smell blood from great distances and are known to stalk places where many murders have recently occurred, such as battlefields or charnel houses.

Pey Medium natural humanoid (undead)		Level 7 Lurker XP 300
HP 60; Bloodied 30 AC 21; Fortitude 19, Reflex 20, Will 19 Immune disease, poison, Resist 10 necrotic Speed 6, climb 4 (spider climb)		Initiative +11 Perception +4 Darkvision Morale Typical
TRAITS		
Combat Advantage		
The pey deals an extra 2d6 damage with its attacks versus any target it has combat advantage against.		
Invisibility		
Only those near death (ie. bloodied creatures) can see the pey. To all other enemies it is invisible and gains a +5 concealment bonus to AC and Fortitude and Reflex defenses.		
STANDARD ACTIONS		
④ Claw ♦ At Will		
Attack: Melee 1 (one creature); +12 vs. AC Hit: 2d6 + 8 damage		
↓ Cold Embrace (necrotic) ♦ Recharge ☼ ☼		
Requirement: Must have combat advantage against the target Attack: Range 1 (one creature); +10 vs. Reflex Hit: 5d6 + 8 necrotic damage and the target is grabbed		
MINOR ACTIONS		
↓ Kiss of Bewitchment (charm) ♦ Recharges when no target is dominated		
Requirement: Grabbed target only Attack: Melee 1 (one creature); +10 vs. Will Hit: The target is dominated (save ends)		
TRIGGERED ACTIONS		
Bloodbath (healing) ♦ Immediate Reaction		
Trigger: A target is bloodied by the pey or dropped to 0 hit points Effect: The pey bathes in the momentary spray of blood from torn arteries to restore their past beauty regaining 10 hit points.		
Skills: Athletics +11, Stealth +12, Thievery +12		
Str 16 (+6) Con 12 (+4)	Dex 19 (+7) Int 16 (+6)	Wis 13 (+4) Cha 16 (+6)
Alignment Chaotic Evil		Languages Common

Pey can bewitch mortals with a kiss, these newfound companions defending them unto death. The pey often see those dominated by their bewitchment as companions or lovers of sorts, keeping them alive for a time, such is their loneliness and isolation that these pitiable creatures are often driven mad and become self-delusional.

TACTICS

Pey will concentrate on one target, preferably one already already wounded, otherwise generally a target of the opposite sex (if the choice is available) with the highest charisma, its new lover...in the eyes of the pey that is. That being will be attacked with the *cold embrace*, setting up the *kiss of bewitchment*. If successful the target will defend the pey from attack. Others will just be *clawed* to death.

Pey (alternate) Medium natural humanoid (undead)		Level 3 Elite Lurker XP 300	
HP 70; Bloodied 35 AC 17; Fortitude 15, Reflex 16, Will 15 Immune disease, poison, Resist 10 necrotic Action Points 1, Saving Throws +2 Speed 6, climb 4 (spider climb)		Initiative +8 Perception +1 Darkvision Morale High	
TRAITS			
Bad Romance			
The pey automatically has combat advantage until the end of the encounter against any target it has dominated that encounter.			
Combat Advantage			
The pey deals an extra 2d6 damage with its attacks versus any target it has combat advantage against.			
Elite Resilience			
The pey is unaffected by conditions and negative effects until bloodied.			
Invisibility			
Only those near death (ie. bloodied creatures) can see the pey. To all other enemies it is invisible and gains a +5 concealment bonus to AC and Fortitude and Reflex defenses.			
STANDARD ACTIONS			
Ⓢ Bite (necrotic) ♦ At Will			
Attack: Melee 1 (one creature); +8 vs. AC Hit: 2d6 + 4 necrotic damage and ongoing 5 damage (save ends)			
↓ Cold Embrace (necrotic) ♦ Recharge ☼ ☼			
Requirement: Must have combat advantage against the target Attack: Range 1 (one creature); +6 vs. Reflex Hit: 5d6 + 4 necrotic damage and the target is grabbed			
MINOR ACTIONS			
Ⓢ Claw ♦ At Will			
Attack: Melee 1 (one creature); +8 vs. AC Hit: 1d6 + 4 damage			
↓ Kiss of Bewitchment (charm) ♦ Recharges when no target is dominated			
Requirement: Grabbed target only Attack: Melee 1 (one creature); +6 vs. Will Hit: The target is dominated (save ends)			
TRIGGERED ACTIONS			
Bloodbath (healing) ♦ Immediate Reaction			
Trigger: A target is bloodied by the pey or dropped to 0 hit points Effect: The pey bathes in the momentary spray of blood from torn arteries to restore their past beauty regaining 20 hit points.			
Skills: Athletics +8, Stealth +9, Thievery +9			
Str 14 (+3) Con 11 (+1)	Dex 17 (+4) Int 14 (+3)	Wis 11 (+1) Cha 14 (+3)	
Alignment Chaotic Evil		Languages Common	

STRIX

VAMPIRE BIRD

"...these birds look like cockatoos or parrots, with attractive white plumage. However, upon closer inspection you see they have beady red eyes and vicious looking serrated beaks. Their chirping at first melodic, begins to sound more like the screeching of some tortured animal. A pain so intense it causes your ears to bleed. You have little time to react before the flock descends upon you, their horrid beaks cutting and nipping at exposed flesh..."

BLOOD AND FEATHERS, are how most describe their meetings with these deadly flocks. Strix are carnivorous birds that feed on the flesh of the living or recently deceased. After a kill their white plumage is menacingly splattered with blood.

Strix are rare but can be found in some remote jungle areas. In more civilised lands they are typically hunted to extinction. Tales exist of pirate captain's keeping such a bird as a pet. Others of rich collectors willing to pay handsomely for one of these deadly avians to be captured alive.

Strix Flock	Level 8 Controller
Large natural beast (swarm)	XP 350
HP 80; Bloodied 40 AC 22; Fortitude 19, Reflex 21, Will 20 Resist half damage from melee and ranged attacks Vulnerable 10 against close and area attacks Speed fly 8	Initiative +9 Perception +6 Darkvision Morale High
TRAITS	
Blood Feast	
Upon bloodying a target with its swarm attack the strix swarm gains 10 temporary hit points.	
Clumsy Attacker	
The strix flock has no basic melee attack	
⚡ Melifluous Melody (charm, psychic) ♦ Aura 4-10	
...the beautiful singing of the birds is enchanting Those who end their turn in the aura suffer 5 points of psychic damage unless they have moved closer to the strix flock than they were at the beginning of their turn.	
⚡ Screeching Sloth (thunder) ♦ Aura 1-3	
...the once lilting sounds turns into a horrid cacophony First Round: Anyone starting their turn in the aura takes 5 points of thunder damage. Second Consecutive Round: Anyone starting their turn in the aura takes 10 points of thunder damage and is slowed (save ends). Three or More Consecutive Rounds: Those starting their turn in the aura take 15 points of thunder damage and are immobilized (save ends).	
Swarm	
The swarm can occupy the same space as another creature, and an enemy can enter its space which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
⚡ Swarm Attack ♦ Aura 1	
Attack: Melee 1 (all enemies in aura); +13 vs. AC Hit: 3d6 + 6 damage Special: Prone targets take half damage from this attack	
Skills: Stealth +14, Thievery +14	
Str 14 (+6)	Dex 20 (+9)
Con 8 (+3)	Int 2 (+0)
	Wis 14 (+6)
	Cha 17 (+7)
Alignment Unaligned	
Languages -	



TACTICS

The strix will **Swarm** the most damaged target (closest bloodied target if possible) while trying to lure new targets towards it with its **melifluous melody**, which becomes **screeching sloth** as the targets get closer.

SUMMONING STRIX

These wild birds cannot be tamed (at least not without magic) but they can be manipulated in two ways. Firstly they are attracted to various noises including certain lilting flute melodies. Secondly, they won't attack targets who smell of jasmine, the scent of the flower acting as a limited repellent.

In this manner, they can be summoned innocently enough and won't attack those smelling of the appropriate perfume. This knowledge allows nefarious groups the chance to exploit the threat posed by the birds either to cause confusion (so some other business can be conducted unseen), or to help them expose and defeat their enemies.

The Thuggee Cult (detailed in the **Vampire Bestiary: Temple of Death** supplement are known to use the strix in this manner).

UKTENA

TWILIGHT GUARDIAN

“...you strain your eyes against the blinding light that emanates from the massive great serpent which stretches out before you. Its body as thick as a tree trunk while its tough hide pulsates with a kaliedoscope of colour, its scales glowing like sparks of fire. A great horn sprout from its head shining brighter than the sun itself. The creatures face betrays its intelligence, this is no mere bestial opponent, but one with jealousy and anger in its eyes...”

MONSTER OF MYTH AND LEGEND, the uktena is a great horned serpent erroneously thought to be a singular entity. While unfortunately not unique, they are thankfully very rare, dwelling as they do in damp, isolated areas such as bogs and swamps. The uktena favours wet conditions and avoids particularly dry areas, although it may hungrily prowl even these areas in the aftermath of flash floods or thunderstorms.

The uktena are known as the twilight guardians as each guards a gateway to the Plane of Shadows. Their blinding radiance suggests they were sent to guard the mortal realm from the denizens of the nether realms. However, they do not abide mortals seeking passage through their portals. The gates themselves are cracks in reality that have become semi-stable planar rifts between the Plane of Shadows and the mortal realm. The brilliant light of the uktena keeps all but the most powerful denizens of that plane at bay. Should the uktena be defeated, who knows what tide of evil could force their way into the world.

These monsters are whispered to be aspects of the serpentine underworld deity Ningishzida (Level 28 Solo Controller), itself one of the guardians of the vedic deity Anu's palace on the Astral Plane.

TACTICS

The uktena will use its *pestilent breath* if it can catch more than one target within the area of effect. Otherwise it will use *ray of ruin* to attack an enemy. It will also attack with its *poison spit* each turn. It will resort to biting while waiting for *pestilent breath* or *ray of ruin* to recharge.

DREAM SEQUENCE

The most potent power of the uktena is that of the Dream Sequence. Wherein its enemies experience an imaginary combat encounter in the middle of the battle with the uktena.

The best way to stage this is using familiar NPCs that the PCs have defeated in the past, perhaps recently, such as the previous adventure. Even if they killed the NPC(s) and are puzzling how they could return, the NPC in question could remind them that they just defeated the guardian of the gates of death (the uktena) and this allowed them to return for revenge.

Each round of imaginary combat have each PC roll a saving throw to disbelieve the illusion (but don't tell them why they are making the save). Only when all PCs have successfully rolled a saving throw does the shared illusion end.

Uktena		Level 8 Solo Controller
Huge magical beast (immortal)		XP 1750
HP 360; Bloodied 180 AC 22; Fortitude 23, Reflex 20, Will 21 Immune disease, necrotic, poison Resist All 10, Vulnerable All 10, see Weak Spot Speed 6 Saving Throws +5, Action Points 2		Initiative +14, +4 Perception +9 Darkvision Morale High
TRAITS		
⚡ Aura of Beckoning Brilliance (psychic, radiant) ♦ Aura 20 Those who can see the uktena are compelled to move towards its light. Anyone who can see it but does not move their full speed towards the uktena on their turn takes 10 psychic and radiant damage.		
Boss Monster		
Each round the uktena takes two full turns of actions. The first turn activates on an initiative score of 14 and the second on 4. Each turn it can make a Standard, Move and Minor Action. The uktena can also make two Immediate Actions each round. But can still only use 1 Action Point per round though.		
Solo Resilience		
The uktena is unaffected by conditions and negative effects until reduced to 25% hit points or below. (See also Weak Spot)		
Weak Spot ♦ Burning Heart		
On every even numbered round of combat the scales of the serpent shimmer and reveal its weak spot, its blazing heart. On these rounds the uktena loses its Resist All 10 and is instead Vulnerable All 10.		
STANDARD ACTIONS		
④ Bite (poison) ♦ At Will <i>Attack:</i> Melee 3 (one creature); +13 vs. AC <i>Hit:</i> 3d6 + 6 damage and ongoing 10 poison damage (save ends)		
⚡ Pestilent Breath (necrotic) ♦ Recharge [1] <i>Attack:</i> Close Blast 5 (creatures in blast); +11 vs. Fortitude <i>Hit:</i> 3d6 + 6 necrotic damage and the target loses 2 healing surges <i>Miss:</i> Half damage and the target loses 1 healing surge		
✨ Ray of Ruin (radiant) ♦ Recharge [1] <i>Attack:</i> Range 30 (one creature); +11 vs. Reflex <i>Hit:</i> 4d6 + 6 radiant damage and the target is blinded (save ends)		
MINOR ACTIONS		
✨ Poison Spit (poison) ♦ At Will <i>Attack:</i> Range 10 (one creature); +11 vs. Reflex <i>Hit:</i> 2d6 + 6 poison damage and ongoing 5 poison (save ends)		
TRIGGERED ACTIONS		
⚡ Seeping Poison (poison) ♦ Encounter <i>Trigger:</i> The uktena is killed <i>Attack:</i> Close burst 2 (all creatures in burst); +11 vs. Fortitude <i>Hit:</i> 4d6 + 6 poison damage and ongoing 10 poison (save ends)		
✨ Dream Sequence (charm, illusion, psychic) ♦ Encounter <i>Trigger:</i> The uktena is first bloodied <i>Effect:</i> The uktena apparently dies, but in truth, its enemies have been caught in an elaborate shared illusion, where for them, time continues. The uktena then creates another combat encounter for its enemies out of their own memories. While imaginary, any damage sustained during it is real (psychic damage). See the Dream Sequence boxed text for more details.		
⚡ Sparks of Fury ♦ At Will <i>Trigger:</i> The uktena is hit by an attack from an adjacent enemy <i>Attack (Immediate Reaction):</i> Melee 1 (same creature); +11 vs. Reflex <i>Hit:</i> 2d6 + 6 fire damage		
Skills: Arcana + 12, Bluff +14, Intimidate +14, Stealth +9		
Str 23 (+10) Con 18 (+8)	Dex 11 (+4) Int 17 (+7)	Wis 20 (+9) Cha 20 (+9)
Alignment Unaligned		Languages Telepathy 20

ULUN SUTI

THE BLAZING DIAMOND

Ulun Suti is appropriate for Heroic Tier characters.

THE BLAZING DIAMOND	HEROIC LEVEL
This clear diamond is like a crystalline dagger and has a blood red streak running through the centre from top to bottom.	
Weapon	
Ulun Suti is a +2 bloodletting (all damage is ongoing radiant damage - save ends) dagger with the following properties:	
Enhancement: Attack rolls and damage rolls	
Critical: +2d6 damage	
Property: Each time the weapon bloodies a target it gains 1 charge. Each time it kills a target it gets 3 charges. The weapon can hold 100 charges. You can expend charges when attacking to deal 1 extra point of damage per charge used. Each encounter the weapon does not gain a charge, it instead loses 1 charge. Every day the weapon does not gain a charge it loses 3 charges.	
Property: Good Fortune; once per encounter you can make two dice rolls (instead of just one) and take the most favourable result.	
Property: Resist necrotic 10	
Property: Enemies are -1 to attack rolls against you	
Power: "Life Prophecy" (Daily): Standard Action (requires 20 charges)	
Effect: The wielder can gaze into the crystalline facets of the weapon and see a glimpse of the future. GM's option as to how this is played out but one suggestion is to let the PC know about an upcoming encounter.	

ULUN SUTI LORE

History DC 22: Ulun Suti is the blazing diamond horn of a monster known as the uktena.

History DC 27: The horn, a powerful weapon against the undead is also said to give the wielder good fortune and even the ability to see into the future.

History DC 32: The horn must be regularly sated with blood otherwise it will curse the wielder.

GOALS OF ULUN SUTI

- ◆ The Blazing Diamond primarily seeks to gain as many 'charges' as possible so as to assuage its thirst for the blood of the living.
- ◆ Ulun Suti prefers densely populated areas where it can find plenty of targets to kill, or alternatively a new owner more willing to slay. A wise man once buried the Ulun Suti far out in the desolate wilderness where it starved of blood and it has no wish to leave itself so vulnerable again.
- ◆ For all its baleful hunger, the dagger does seek to destroy undead where it finds them.

ROLEPLAYING ULUN SUTI

The dagger communicates telepathically with the wielder. It gets agitated and irate when it hasn't yet gained a charge that day, but calm and more insidious in its suggestions when it has bloodied or killed someone.

Ulun Suti is a contrary intelligence. While the weapon itself is strong against undead and other evils weak to the light, the method of empowering the dagger requires the deaths of the living. This corruption of the soul is the curse of the uktena for how can the deaths of the living ever be the final solution for undermining undeath. The lords of the netherworld's nefarious craft maintain the steady supply of souls while keeping the numbers of undead manageable.

CONCORDANCE

Starting Score	5
Owner gains a level	+1d10
Owner completes a major quest	+2
Every 20 charges held	+1
Every charge below 10 held (9 = -1, 8 = -2, 7 = -3 etc.)	-1

PLEASED (16-20)

"To defend the living, we must kill them."

The dagger has finally found a worthy wielder.

Property: The weapon becomes +4 and deals +4d6 damage on a crit.

Property: Good Fortune; for all rolls make two dice rolls (instead of just one) and take the most favourable result.

Property: Resist necrotic 20

Property: Enemies are -3 to attack rolls against you

SATISFIED (12-15)

"I have drank deep today, tomorrow shall fear my bite even more."

The dagger sees potential in this wielder.

Property: The weapon becomes +3 and deals +3d6 damage on a crit.

Property: Good Fortune; once per round you can make two dice rolls (instead of just one) and take the most favourable result.

Property: Resist necrotic 15

Property: Enemies are -2 to attack rolls against you

NORMAL (5-11)

"To surrender to us is death."

The dagger instills within the owner its holy task of killing the weak to protect the strong.

UNSATISFIED (1-4)

"I need one with the backbone for the righteous task ahead."

The dagger seeks to be passed to another more worthy.

Property: Make dice rolls twice and take the least favourable result.

Property: Vulnerable necrotic 10

Property: Enemies are +2 to attack rolls against you

ANGERED (0 OR LOWER)

"You worthless maggot, he's not your ally...kill him!"

The dagger expends its own remaining charges to attempt to dominate the wielder. Each charge allows it an attack against the wielder's Will defense. If successful the weapon dominates the wielder for that encounter. It can make one such attack each encounter.

MOVING ON

"I deem you unworthy of my glory."

If the dagger cannot corrupt the wielder it will be stolen in the dead of night.

LEGEND OF THE UKTENA

One of the legends of the uktena is that gazing upon the creature brings death. Not for the individual, but for the family of the individual. Only the destruction of the Ulun Suti artifact can undo this misery and allow the family to be raised.





SOUL EATER

“...this scrawny figure before you at first resembles any other hunched humanoid, but the more you stare at the creature the more its form begins to shift. Initially taking on animal characteristics before twisting into some frightening hallucinogenic nightmare. Its eyes blaze red, its mangy horse-like head splits vertically into a horrible mouth and a shiver of fear courses over your body as the monster pounces towards you...”

DEADLY SHAPESHIFTING CADAVERS, soul eaters are ghoulish undead soldiers created from the corpses of cannibalistic witches and witchdoctors. These horrible creatures guard places that were considered sacred to them in life, typically the resting places of relics or burial grounds. The mere presence of a soul eater in the vicinity will induce nightmares in those trying to rest.

Tenuous memories of their past lives can sometimes see them aiding their former tribes, since to maintain their undead existence they require fresh souls, not meat. This means a partnership with their once fellow tribesmen that works to the advantage of both parties.

Soul Eater		Level 9 Soldier
Medium natural humanoid (undead)		XP 450
HP 100; Bloodied 50 AC 25; Fortitude 22, Reflex 21, Will 20 Immune disease, poison Resist 10 necrotic, psychic Speed 6, climb 4		Initiative +7 Perception +6 Darkvision Morale High
TRAITS		
⚙️ Nightmarish Transformation (psychic) ♦ Aura 3		
Anyone starting their turn in the aura takes 0 psychic damage (targets vulnerable to psychic damage take that amount).		
STANDARD ACTIONS		
⚔️ Devour Soul (healing, psychic) ♦ At Will		
<i>Attack:</i> Melee 1 (one creature) +12 vs. Fortitude <i>Hit:</i> The target is Vulnerable 20 psychic (save ends) and the soul eater heals 10 points of damage. <i>Aftereffect:</i> The target is Vulnerable 10 psychic (save ends) <i>Miss:</i> The target is Vulnerable 10 psychic (save ends)		
⚡️ Psychic Scream (psychic) ♦ Recharge ⏳ ⏳		
<i>Attack:</i> Close burst 3 (all enemies in burst); +12 vs. Will <i>Hit:</i> 2d8 + 8 psychic damage <i>Miss:</i> Half damage		
MINOR ACTIONS		
🐾 Claw ♦ At Will		
<i>Attack:</i> Melee 1 (one creature); +14 vs. AC <i>Hit:</i> 2d8 + 8 damage and the target is marked. While marked the target is -2 to hit the soul eater.		
TRIGGERED ACTIONS		
Retribution ♦ At Will		
<i>Trigger:</i> An adjacent enemy misses the soul eater with an attack <i>Effect (Immediate Reaction):</i> The soul eater makes a claw attack		
Skills: Athletics +12, Intimidate +11, Stealth +12		
Str 17 (+7)	Dex 17 (+7)	Wis 11 (+4)
Con 20 (+9)	Int 11 (+4)	Cha 14 (+6)
Alignment chaotic evil		Languages Common

TACTICS

If it can affect multiple targets it will first employ its *psychic scream* ability, if not it will use its *devour soul*. Whichever attack it begins with it follows up with a *claw* attack. After which it will continue to use its *devour soul* power (on a different target each time if possible, if not it uses another *claw* attack) until *psychic scream* recharges.

OBAYIFO

SKIN-WALKER

[Obayifo are typically disguised as normal people by wearing their skins. But once those skins are shed...]

“...this frightening figure, probably female, looks like a skinless humanoid set on fire. Its blazing body is thin but its wiry muscles are literally visible, while its face is seemingly burnt down to the bone in places revealing terrible fangs. Without warning the creature streaks towards you like a fiery missile...”

BLOOD-DRINKING WITCHES, obayifo are evil undead that live double-lives. By day they hide in human form by wearing the skin of one of their victims, while by night they shed those skins; keeping them hidden and safe, while they go hunting for prey.

The shed skin of the obayifo is very valuable to alchemists and spellcasters (worth 1d6 x 1000 gp depending on its condition).

Obayifo	Level 10 Skirmisher	
Medium natural humanoid (undead)	XP 500	
HP 100; Bloodied 50 AC 24; Fortitude 23, Reflex 22, Will 21 Immune disease, fire, poison Resist 10 necrotic Vulnerable 5 cold, 10 radiant (when Skinless) Speed 6, fly 8	Initiative +11 Perception +6 Darkvision Morale High	
TRAITS		
⚙ Flaming Aura (fire) ♦ Aura 1 (Skinless Form only)		
Anyone starting their turn in the aura takes 5 fire damage		
Human Form		
While wearing the skin of another the obayifo can easily pass for that person. It can even mimic that person's voice assuming it has heard them speak. Its only attack in this form is chilling bite.		
Skinless (Fiery) Form		
When the Obayifo sheds its skin it gains its flaming aura and access to all its other powers.		
STANDARD ACTIONS		
⚔ Chilling Bite (cold, healing, necrotic) ♦ At Will		
Requirement: Must have combat advantage against the target Attack: Melee 1 (one creature); +13 vs. Fortitude Hit: 5d6 + 8 cold and necrotic damage and the target is weakened and gains vulnerability 10 fire (save ends both) while the obayifo heals 10 points of damage.		
⚡ Fiery Streak (fire) ♦ Recharge ⚡ ⚡		
Attack: Ranged 10 (one creature within 10); +13 vs. Reflex Hit: 3d6 + 8 fire damage and the target is knocked prone ...if that attack is successful the obayifo bounces off the target and makes another attack against a second opponent Secondary Attack: Ranged 5 (one creature within 5); +13 vs. Reflex Hit: 2d6 + 8 fire damage and the target is knocked prone		
⚡ Spontaneous Combustion (fire) ♦ Recharge ⚡ ⚡		
Attack: Ranged 10 (one creature); +13 vs. Will Hit: Ongoing 15 fire damage (save ends)		
MINOR ACTIONS		
💣 Detonate Aura (fire) ♦ Recharge special (see below)		
Attack: Close Burst 3 (all creatures in burst); +13 vs. Reflex Hit: 3d6 + 8 fire damage Miss: Half damage Special: The obayifo loses its flaming aura until it drains the heat from a living target (by scoring a hit with its chilling bite attack).		
Skills: Acrbatics +15, Bluff +13, Stealth +15, Thievery +15		
Str 17 (+8)	Dex 20 (+10)	Wis 14 (+7)
Con 12 (+6)	Int 17 (+8)	Cha 17 (+8)
Alignment Chaotic Evil		Languages Common

TACTICS

The obayifo likes to be on the move as much as possible. It typically begins combat with its *fiery streak* attack, then follows up with either *chilling bite* (if it has combat advantage) or *spontaneous combustion*. If surrounded by more than one attacker it will use the *detonate aura* power.

Obayifo (alternate) Medium shadow humanoid (undead)	Level 6 Elite Skirmisher XP 500
HP 130; Bloodied 65 AC 20; Fortitude 18, Reflex 20, Will 18 Immune disease, fire, poison Resist 10 necrotic Vulnerable 5 cold, 10 radiant (when Skinless) Speed 6, fly 6	Initiative +8 Perception +5 Darkvision Morale High
TRAITS	
Elite Resilience	
The obayifo is unaffected by conditions and negative effects until bloodied.	
✧ Flaming Aura (fire) ◆ Aura 1 (Skinless Form only)	
Anyone starting their turn in the aura takes 5 fire damage	
Human Form	
While wearing the skin of another the obayifo can easily pass for that person. It can even mimic that person's voice assuming it has heard them speak. Its only attack in this form is chilling bite.	
Skinless (Fiery) Form	
When the Obayifo sheds its skin it gains its flaming aura and access to all its other powers.	
STANDARD ACTIONS	
④ Chilling Bite (cold, healing, necrotic) ◆ At Will	
Requirement: Must have combat advantage against the target Attack: Melee 1 (one creature); +9 vs. Fortitude Hit: 5d6 + 4 cold and necrotic damage and the target is weakened and gains vulnerability 10 fire (save ends both) while the obayifo heals 20 points of damage.	
➤ Fiery Streak (fire) ◆ Recharge ☼ ☼	
Attack: Ranged 10 (one creature within 10); +9 vs. Reflex Hit: 3d6 + 4 fire damage and the target is knocked prone ...if that attack is successful the obayifo bounces off the target and makes another attack against a second opponent Secondary Attack: Ranged 5 (one creature within 5); +9 vs. Reflex Hit: 2d6 + 4 fire damage and the target is knocked prone ...if that attack is successful the obayifo bounces off the target and makes a final attack against a third opponent Final Attack: Ranged 5 (one creature within 5); +9 vs. Reflex Hit: 1d6 + 4 fire damage and the target is knocked prone	
➤ Spontaneous Combustion (fire) ◆ Recharge ☼ ☼	
Attack: Ranged 10 (one creature); +9 vs. Will Hit: Ongoing 15 fire damage (save ends)	
MINOR ACTIONS	
✧ Detonate Aura (fire) ◆ Recharge special (see below)	
Attack: Close Burst 3 (all creatures in burst); +13 vs. Reflex Hit: 3d6 + 4 fire damage Miss: Half damage Special: When it uses this power the obayifo loses its flaming aura until it drains the heat from a living target (by scoring a hit with its chilling bite attack).	
Skills: Acrobatics +13, Bluff +11, Stealth +13, Thievery +13 Str 17 (+6) Dex 20 (+8) Wis 14 (+5) Con 14 (+5) Int 17 (+6) Cha 17 (+6)	
Alignment Chaotic Evil Languages Common	



MONSTERS OF MYTH

The obayifo derives from African mythology. But similarities can be found in other myths from around the world:

Boo-hag: A vampire-like monster that steals a person's breath rather than their blood. They have no skin of their own but instead wear the skin of their victims. This legend hails from the African-American culture of the South Carolina's known collectively as the Gullah.

Loogaroo: Shapeshifting female vampires that have much in common with werewolves, no doubt derived from the French word Loup-garou (meaning man-wolf).

Ole-Higue: A vampiric hag from Caribbean mythology that can become a fireball at night and wears the skin of its past victims.

Soucouyant (or Soukounian): Blood-drinking witches from Trinidad and neighbouring regions that take off their skin at night and go hunting in the shape of a fireball. They trade the blood of their victims for supernatural powers from Basil, the demon who resides in the Silk Cotton Tree. They hide their skins in a mortar, but dousing the skin with salt prevents them wearing it again.

WENDIGO

ELEMENTAL VAMPIRE

MALEVOLENT CANNIBALISTIC SPIRITS, wendigo exist only to hunt and kill. These animalistic, undead predators devour not only the flesh of living creatures, but also their souls.

Forever driven to feed, no matter how much they consume they can never be sated as the more they eat the larger they become.

Size Suffix	Size	Approx. # Kills	Adze Swarms
Wendigo	Medium	Tens	1
Wendigo Abomination	Large	Hundreds	2
Wendigo Behemoth	Huge	Thousands	3
Wendigo Gargantua	Gargantuan	Tens of Thousands	4
Wendigo Leviathan	Mega-sized	Millions	Special
Chthon	Giga-sized?	Billions?	Special

Each wendigo is not simply one of the undead, but also an elemental force, tied, at least initially, to the cannibal's habitat.

Elemental Prefix	Element	Habitat
Deep Wendigo	Acid	Ocean, Swamp, Underground
Fire Wendigo	Fire	Volcanic Regions, Wastelands
Mountain Wendigo	Lightning	Deserts, Mountains
Tundra Wendigo	Cold	Cold Regions
Wendigo	Thunder	Forest, Jungle

WENDIGO WORSHIP

Wendigo cults exist in many societies. They are openly worshipped in primitive cultures, with the wendigo in question often becoming very powerful, sometimes too powerful. Even in civilized lands, secret cults or villages may placate a wendigo. Though generally these will be smaller wendigo that draw less attention to themselves rather than rampaging monsters that can exist in the wilderness. Ceremonies and rituals are held irregularly, during which living sacrifices are typically offered up to appease the wendigo 'god'. A wendigo will eventually outgrow (literally) these relationships and turn on its followers to satisfy its gluttony. However that betrayal could be years or even generations away.

ADZE-WENDIGO SYMBIOSIS

Many adze enjoy a symbiotic relationship with the wendigo. Just as flies are drawn by the stench of rotten meat, so the adze are attracted to the decomposing odour of the wendigo. One curious feature of this relationship is that adze invariably settle upon the wendigo where the gore is thickest, often around the mouth and chest. Thus giving the wendigo the appearance of having a beard.

Wendigo Entry Overview					
Name	Level	Rank	Role	Notes	Page #
Firefly Adze Swarm	1	Standard	Controller	Fire element symbiote that bonds with a wendigo	44
Fire Wendigo	6	Elite	Lurker	Voracious undead predator	45
Lightning Bug Adze Swarm	6	Standard	Controller	Lightning element symbiote that bonds with a wendigo	46
Mountain Wendigo Abomination	6	Solo	Skirmisher	Undead monster that can threaten an entire village	46
Thunder Hornet Adze Swarm	11	Standard	Controller	Thunder element symbiote that bonds with a wendigo	47
Wendigo Behemoth	11	Solo	Brute	Giant undead brute that menaces a whole town	48

ADZE

SHAPECHANGING MAGGOTS, adze are elemental creatures attracted to carrion, filth and gore (and through association undead) by natural instincts. But after feeding upon undead flesh and blood they become forever tainted by the experience, thereafter only gain sustenance preying upon the living.

FIREFLY ADZE SWARM

"...a swarm of angry glowing fireflies buzz around you, each touch upon flesh is like being poked by a red hot brand..."

Firefly Adze Swarm	Level 1 Controller
Medium elemental beast (swarm, undead)	XP 100
HP 30; Bloodied 15 AC 15; Fortitude 13, Reflex 14, Will 13 Immune disease, fire, poison Resist 10 necrotic, half damage from melee and ranged attacks Vulnerable 10 against close and area attacks Speed 6 fly	Initiative +3 Perception +0 Darkvision Morale High
TRAITS	
☼ Damnable Nuisance ♦ Aura 1 Targets within the aura grant combat advantage to all attackers	
☼ Swarm Attack (fire, necrotic) ♦ Aura 1 Attack: Aura 1 (all enemies); +4 vs. Reflex Hit: 1d6 + 6 fire and necrotic damage	
Swarm	
The adze swarm can occupy the same space as another creature, and an enemy can enter its space which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
† Engulf (charm, fire, necrotic) ♦ Recharges when no creature is affected by this power Attack: Melee 1 (one medium or smaller creature); +4 vs. Fortitude Hit: Ongoing 5 fire and necrotic damage and the target is dominated (save ends both). Special: While dominating a target the adze loses both its auras. If attacked while engulfing a target damage is halved between both (then apply resistances and vulnerabilities).	
TRIGGERED ACTIONS	
Wendigo Symbiosis	
If the wendigo host is destroyed, the adze swarm perishes	
Str 4 (-3)	Dex 16 (+3)
Con 14 (+2)	Int 7 (-2)
	Wis 10 (+0)
	Cha 13 (+1)
Alignment Unaligned	Languages -

TACTICS

The firefly adze swarm will seek to engulf and dominate targets, controlling them through torturous pain to the nervous system.

FIRE WENDIGO

"...the hunched figure in front of you is akin to a great mangy ape. Coal black in coloration, with patches of lank fur, its body appears thin and malnourished, as if kept starved by some cruel master. Its visage lies somewhere between man and primate, in places flesh seems to have been worn away, particularly around the creatures jaws. Its eyes burn bright red, you would even swear they were on fire. The beast springs forward to attack moving from biped to quadruped as it quickens its pace..."

UNDEAD TERRORISTS. The initial transformation phase of the wendigo is not much bigger than the mortal it possessed. Initially such monsters are reclusive, preying upon isolated and remote communities. However, as these beasts grow they become much bolder in their murderous proclivities. Fire wendigo arise in places of volcanic activity, but lack of food sources can often cause them to migrate to other areas. When this happens, it will scorch the earth across its path, carving a black scar upon the land.

Fire Wendigo		Level 6 Elite Lurker	
Medium elemental humanoid (undead)		XP 500	
HP 120; Bloodied 60 AC 20; Fortitude 19, Reflex 18, Will 18 Immune disease, fire, poison Resist 5 necrotic, Vulnerable 5 radiant Speed 7, climb 5 Saving Throws +2 Action Points 1		Initiative +10 Perception +6 Darkvision Morale High	
TRAITS			
Corner of Your Eye			
If the wendigo ends its turn 5 or more squares from an enemy, it is treated as invisible to that enemy until the end of its next turn.			
Elite Resilience			
The wendigo is unaffected by conditions and negative effects until bloodied.			
☼ Stench of Fear (fear) ♦ Aura 5			
Anyone starting their turn within the aura suffer a -2 penalty to attacks and Will defense.			
STANDARD ACTIONS			
Ⓢ Savage Bite (disorder, healing) ♦ At Will			
Requirement: Must have combat advantage against the target			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 4d6 + 7 damage and the wendigo heals 20 hit points			
Secondary Attack: Melee 1 (Same target); +9 vs. Will			
Hit: No damage but the target contracts Wendigo Psychosis			
✱ Burning Breath (fire) ♦ Recharge ☐ ☐ ☐			
Attack: Close blast 3 (all creatures in blast); +9 vs. Reflex			
Hit: 3d6 + 7 fire damage			
Miss: Half damage			
MINOR ACTIONS			
Ⓢ Rending Claw ♦ At Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d6 + 4 damage and the wendigo shifts 1 square			
TRIGGERED ACTIONS			
Ferocious Savagery ♦ At Will			
Trigger: The wendigo is bloodied			
Effect: The wendigo can make an additional minor action each round until destroyed or no longer bloodied.			
Parasitic Summons ♦ Encounter			
Trigger: The first round the wendigo is injured			
Effect: A Firefly Adze Swarm appears in a square adjacent to the wendigo			
Skills Stealth +11			
Str 19 (+7)		Wis 16 (+6)	
Con 18 (+7)		Cha 13 (+4)	
Alignment chaotic evil		Languages Common, Primordial	



TACTICS

The fire wendigo will typically attack from hiding (see the *corner of your eye* ability) and try to gain combat advantage against a target so as to use its *savage bite*, or otherwise use its *burning breath* (on multiple targets if possible) either way it will make a *rending claw* attack as well (using its minor action). Once injured, the firefly adze parasites become disturbed and attack the enemies of the wendigo. If the firefly adze swarm is destroyed but the wendigo survives, a new swarm will hatch from maggots within the body of the wendigo within a day.

WENDIGO PSYCHOSIS

LEVEL 6 DISORDER

Those affected by this disorder develop an insatiable hunger for meat to the point where they become cannibalistic murderers.

Insight Check: At the end of each extended rest:

Worsen (DC 18 or less), Maintain (DC 19-22), Improve (DC 23+)

Stage 0: The target recovers from the disorder.

Stage 1: While affected by stage 1, the target is distracted by its hunger and suffers a -2 to all defenses.

Stage 2: While affected by stage 2, the target's hunger becomes difficult to control and it must eat a sizeable quantity of meat every waking hour or lose a healing surge, rather than do this it will attempt to murder the nearest person and eat them.

Death: If the target dies it is reborn as a wendigo.

LIGHTNING BUG ADZE SWARM

"...a swarm of flying insects, possibly beetles but its difficult to tell because each is little more than a point of glowing white light. Intermittent sparks of electricity jump between them as the whole mass moves like a miniature storm cloud..."

ANNOYING UNDEAD BUGS CHARGED WITH ELECTRICITY, these insects can engulf an enemy and control its actions.

Adze cannot live outside the elemental plane without an undead host. Should that host be destroyed, the adze perishes immediately. Typically wendigo's become the hosts, but any undead either unaffected by, or with sufficient resistance to lightning would be suitable candidates.

Lightning Bug Adze Swarm Medium elemental beast (swarm, undead)		Level 6 Controller XP 250
HP 70; Bloodied 35 AC 20; Fortitude 17, Reflex 19, Will 15 Immune disease, lightning, poison Resist 10 necrotic, half damage from melee and ranged attacks Vulnerable 10 against close and area attacks Speed 6 fly		Initiative +7 Perception +4 Darkvision Morale High
TRAITS		
☼ Damnable Nuisance ◆ Aura 1 Targets within the aura grant combat advantage to all attackers		
☼ Swarm Attack (lightning, necrotic) ◆ Aura 1 <i>Attack:</i> Aura 1 (all enemies); +9 vs. Reflex <i>Hit:</i> 2d6 + 7 lightning and necrotic damage and adjacent enemies to the initial target are also attacked; <i>Secondary Attack:</i> All enemies adjacent to the first target; +9 vs. Reflex. <i>Hit:</i> 1d6 + 7 lightning and necrotic damage		
Swarm		
The adze swarm can occupy the same space as another creature, and an enemy can enter its space which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
† Engulf (charm, lightning, necrotic) ◆ Recharges when no creature is affected by this power <i>Attack:</i> Melee 1 (one medium or smaller creature); +9 vs. Fortitude <i>Hit:</i> Ongoing 10 lightning and necrotic damage and the target is dominated (save ends both). <i>Special:</i> While dominating a target the adze loses both its auras. If attacked while engulfing a target damage is halved between both (then apply resistances and vulnerabilities).		
TRIGGERED ACTIONS		
Wendigo Symbiosis		
If the wendigo host is destroyed, the adze swarm perishes		
Str 4 (+0)	Dex 19 (+7)	Wis 13 (+4)
Con 14 (+5)	Int 7 (+1)	Cha 16 (+6)
Alignment Unaligned		Languages -

TACTICS

The lightning bug adze swarm will begin with its *swarm attack* then try to *engulf* and control a target. When not engulfing a target the swarm tries to stay in close proximity to its wendigo host to grant it combat advantage through its *damnable nuisance* aura.

MOUNTAIN WENDIGO ABOMINATION

"...this giant apelike humanoid is taller than any man, even while hunched. Its skin is deathly pale, while its body is dotted with patches of rustic spiky brown fur. On close inspection its emaciated appearance sports wounds that would surely be fatal for any natural creature. Skin has been worn down to the bone in some places, in others, deep gashes drip gore and in some parts even internal organs are spilling out of the creatures ravaged torso. The monstrous form seems to spring out of nowhere and charges straight for you..."

SAVAGE UNDEAD driven by overwhelmingly compulsive hunger. Wendigo abominations are about ten feet tall and notably bolder than their smaller brethren. While the latter will strike bargains with nefarious individuals or communities for the promise of human sacrifices, wendigo abominations are much more inclined to take what they want by force. They often terrorise isolated villages, murdering the weak, but fleeing in the face of strong organized resistance. Such villagers live in fear but will welcome strangers only to drug or capture them and present them, tied to trees, as meals to the wendigo in an effort to delay their own impending doom. Even once holy men, can become so unhinged with fear that they are driven to commit such atrocities.

Mountain wendigo hunt in high places such as rocky crags and hill tops, but as with all wendigo they will leave the area when food becomes scarce.

These larger wendigo can simultaneously support two adze swarms.

TACTICS

The mountain wendigo abomination will charge from cover (see the *corner of your eye* ability) and try to knock as many opponents off their feet with *rampaging run*. It will then use *bash & grab* on a prone target within reach or simply *slam* if no targets are prone. On its next turn, while waiting for *rampaging run* to recharge it will use *savage bite* if any target is close enough, or resort to *lightning arc* if otherwise. Again, in order of preference trying to employ *bash & grab* (assuming no targets are currently grabbed); *pounding slam* (requiring a prone target) or *slam*.

If the lightning bug adze swarm is destroyed but the wendigo survives, a new swarm will hatch from maggots within the body of the wendigo within a day.

WENDIGO PSYCHOSIS

LEVEL 6 DISORDER

Those affected by this disorder develop an insatiable hunger for meat to the point where they become cannibalistic murderers.

Insight Check: At the end of each extended rest:

Worsen (DC 18 or less), Maintain (DC 19-22), Improve (DC 23+)

Stage 0: The target recovers from the disorder.

Stage 1: While affected by stage 1, the target is distracted by its hunger and suffers a -2 to all defenses.

Stage 2: While affected by stage 2, the target's hunger becomes difficult to control and it must eat a sizeable quantity of meat every waking hour or lose a healing surge, rather than do this it will attempt to murder the nearest person and eat them.

Death: If the target dies it is reborn as a wendigo.

Mountain Wendigo Abomination		Level 6 Solo Skirmisher XP 1250
Large elemental humanoid (undead)		
HP 300; Bloodied 150 AC 20; Fortitude 21, Reflex 18, Will 18 Immune disease, lightning, poison Resist 5 all Vulnerable 5 radiant Speed 8, climb 6 Saving Throws +5 Action Points 2		Initiative +19, +9 Perception +7 Darkvision Morale High
TRAITS		
Boss Monster		
Each round the wendigo can take two full turns of actions. The first turn activates on an initiative score of 19 and the second on a score of 9. Each turn it can make a Standard, Move and Minor Action. The wendigo can also take a total of two Immediate Actions each round. But can only use 1 Action Point per round.		
Solo Resilience		
The wendigo is unaffected by conditions and negative effects until reduced to 25% hit points or below.		
Corner of Your Eye		
If the wendigo ends its turn 10 or more squares from an enemy, it is treated as invisible to that enemy until the end of its next turn.		
Stench of Fear (fear) ♦ Aura 10		
Anyone starting their turn within the aura suffers a -2 penalty to attacks and Will defense.		
STANDARD ACTIONS		
Ⓢ Savage Bite (disorder, healing) ♦ At Will		
Requirement: Must have combat advantage against the target Attack: Melee 2 (one creature); +11 vs. AC Hit: 4d6 + 7 damage and the wendigo heals 40 hit points Attack: Melee 1 (Same target); +9 vs. Will Hit: No damage but the target contracts Wendigo Psychosis		
⚡ Lightning Arc (lightning) ♦ Recharge ☹☹		
Attack: Ranged 20 (one or two targets); +9 vs. Reflex Hit: 3d6 + 7 lightning damage Miss: Half damage		
⬇ Rampaging Run ♦ Recharge ☹☹		
Effect: The wendigo moves up to its speed +2 and makes a single slam attack against all targets in its path.		
MINOR ACTIONS		
Ⓢ Slam ♦ At Will		
Attack: Melee 2 (one creature); +11 vs. AC Hit: 2d6 + 4 damage and the target is knocked prone		
Ⓢ Pounding Slam ♦ At Will		
Requirement: The target must be prone Attack: Melee 2 (one creature); +9 vs. Fortitude Hit: 4d6 + 4 damage and the target is dazed (save ends)		
Ⓢ Bash & Grab ♦ At Will		
Requirement: Must have combat advantage against the target Attack: Melee 2 (one creature); +9 vs. Reflex Hit: 1d6 + 4 damage and the target is grabbed Special: Until the grabbed victim escapes, all slam attacks made by the wendigo use the victim like a club. With both the victim and target taking slam (or pounding slam) damage on a hit.		
TRIGGERED ACTIONS		
Ferocious Savagery ♦ Encounter		
Trigger: The wendigo is bloodied Effect: The wendigo can make an additional minor action each turn.		
Parasitic Summons ♦ 2 Uses Per Encounter		
Trigger: The first and second rounds the wendigo is injured Effect: A Lightning Bug Adze Swarm appears in an adjacent square		
Skills Athletics +14, Intimidate +11		
Str 23 (+9) Con 19 (+7)	Dex 16 (+6) Int 10 (+3)	Wis 13 (+4) Cha 16 (+6)
Alignment chaotic evil		Languages Common, Primordial

THUNDER HORNET ADZE SWARM

"...a noisy swarm of buzzing winged insects inexorably closes towards you. You can make out that each individual wasp is almost an inch long. As they get closer their terrible droning becomes oppressive to your ears..."

DEADLY DRONING PARASITES echoing from the carcasses of great undead beasts. Thunder hornets are unleashed whenever the great wendigo's body is attacked.

The individual members that compose an adze swarm grow as the wendigo itself grows. Those bound to a medium sized wendigo are like tiny gnats. Larger wendigo support beetles that are maybe half an inch long. Huge wendigo are home to swarms of hornets, each an inch in size, while gargantuan creatures spill swarms of roaches that are two inches or more in length. However, while the insects themselves grow, the size of the disturbed swarm itself is always roughly the same, simply that the larger the wendigo, the greater the number of (medium size) swarms it can support.

Thunder Hornet Adze Swarm		Level 11 Controller
Medium elemental beast (swarm, undead)		XP 600
HP 110; Bloodied 55 AC 25; Fortitude 21, Reflex 24, Will 23 Immune disease, poison, thunder Resist 10 necrotic, half damage from melee and ranged attacks Vulnerable 10 against close and area attacks Speed 6 fly		Initiative +10 Perception +7 Darkvision Morale High
TRAITS		
⚙ Damnable Nuisance ♦ Aura 1		
Targets within the aura grant combat advantage to all attackers		
⚙ Swarm Attack (thunder, necrotic) ♦ Aura 1		
Attack: Aura 1 (all living creatures); +4 vs. Reflex Hit: 3d6 + 8 thunder and necrotic damage and the target is deafened (save ends).		
Swarm		
The adze swarm can occupy the same space as another creature, and an enemy can enter its space which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening large enough for at least one of the creatures it comprises.		
STANDARD ACTIONS		
⬇ Engulf (charm, thunder, necrotic) ♦ Recharges when no creature is affected by this power		
Attack: Melee 1 (one medium or smaller creature); +14 vs. Fortitude Hit: Ongoing 15 thunder and necrotic damage and the target is dominated (save ends both). Special: While dominating a target the adze loses both its auras. If attacked while engulfing a target damage is halved between both (then apply resistances and vulnerabilities).		
TRIGGERED ACTIONS		
Wendigo Symbiosis		
If the wendigo host is destroyed, the adze swarm perishes		
Str 4 (+2) Con 14 (+7)	Dex 21 (+10) Int 7 (+3)	Wis 15 (+7) Cha 18 (+9)
Alignment Unaligned		Languages -

TACTICS

Like other adze swarms, thunder hornets will attempt to engulf a target if possible, controlling their actions to aid the wendigo.

WENDIGO BEHEMOTH

"...this giant humanoid three or four times the height of a man, but stocky and hunched like an ape, though its skull head and protruding bones betray any natural origins. Its skin and patches of fur are black, making the contrast with its clearly skeletal parts all the more jarring. A gaping hole at the front of its torso is lined with twisted bits of ribcage give it an additional set of jaws, while dangling intestines seem to snake about like a surrogate tongue. The monster beats its broad chest and unleashes a sound like rolling thunder..."

RAMPAGING GODS OF GLUTTONY, huge wendigo behemoths become even more adventurous than their smaller cousins, attacking large settlements and devouring entire villages without pause. Only a concerted effort from defenders will drive them off and even then only for a short period as their hunger knows no bounds. Superstitious savages will often wall up their village if possible to defend against the beasts rampages. While at the same time leaving a regular human sacrifice to appease their monstrous 'god'. These monthly spectacles are often lavish and important ceremonies in the calendar of the tribe. But ultimately these morsels do not stop the wendigo behemoth's ravenous nature for long.

Atypical wendigo, known to some more colourfully as thunder wendigo, live within dense forests or jungles, often issuing forth from dank and dismal caves. Such bordellos of blood are drenched in gore and littered with the bones of the beasts many past banquets.

Wendigo Behemoth Huge elemental humanoid (undead)	Level 11 Solo Brute XP 3000
HP 600; Bloodied 300 AC 23; Fortitude 30, Reflex 21, Will 23 Immune disease, poison, thunder Resist 10 all Vulnerable 10 radiant Speed 9, climb 6 Saving Throws +5 Action Points 2	Initiative +17, +7 Perception +7 Darkvision Morale High
TRAITS	
Boss Monster	
Each round the wendigo can take two full turns of actions. The first turn activates on an initiative score of 17 and the second on a score of 7. Each turn it can make a Standard, Move and Minor Action. The wendigo can also take a total of two Immediate Actions each round. But can only use 1 Action Point per round.	
Solo Resilience	
The wendigo is unaffected by conditions and negative effects until reduced to 25% hit points or below. (See also Weak Spot)	
Corner of Your Eye	
If the wendigo ends its turn 15 or more squares from an enemy, it is treated as invisible to that enemy until the end of its next turn.	
☠ Stench of Fear (fear) ♦ Aura 15	
Anyone starting their turn within the aura suffer a -2 penalty to attacks and Will defense.	
Weak Spot ♦ Head	
A character with combat advantage against the wendigo can attempt to climb up its back and onto its shoulders using an acrobatics or athletics check (DC 21). Success means they can attack its head directly which is Vulnerable 20 all (40 radiant) and ignores the Solo Resilience trait. Failure means they fall, take 10 damage, are knocked prone and the wendigo can make a basic attack against them as a free action.	
STANDARD ACTIONS	
⚡ Pealing Thunder (thunder) ♦ Recharge ☳☳	
Attack: Close burst 5 (all creatures in blast); +14 vs. Fortitude Hit: 4d10 + 7 thunder damage and ongoing 10 thunder damage (save ends) Miss: Half damage and no ongoing damage	

TACTICS

The wendigo behemoth will begin with *pealing thunder*. Following up with a slam attack. On its second turn it will attempt to use a pounding slam (if there is a prone target within range) or *slam*. Follow up with a *savage bite* then perhaps use an action point to *fling* any annoying target that has injured it.

If a thunder hornet adze swarm is destroyed but the wendigo survives, a new swarm will hatch from maggots within the body of the wendigo within a day.

WENDIGO PSYCHOSIS

LEVEL 11 DISORDER

Those affected by this disorder develop an insatiable hunger for meat to the point where they become cannibalistic murderers.

Insight Check: At the end of each extended rest:

Worsen (DC 21 or less), Maintain (DC 22-25), Improve (DC 26+)

Stage 0: The target recovers from the disorder.

Stage 1: While affected by stage 1, the target is distracted by its hunger and suffers a -2 to all defenses.

Stage 2: While affected by stage 2, the target's hunger becomes difficult to control and it must eat a sizeable quantity of meat every waking hour or lose a healing surge, rather than do this it will attempt to murder the nearest person and eat them.

Death: If the target dies it is reborn as a wendigo.

④ Savage Bite (disorder, healing) ♦ At Will

Requirement: Must have combat advantage against the target

Attack: Melee 3 (one creature); +16 vs. AC

Hit: 3d10 + 7 damage and the wendigo heals 80 hit points

Secondary Attack: Melee 1 (Same target); +14 vs. Will

Hit: No damage but the target contracts Wendigo Psychosis

MINOR ACTIONS

⚡ Fling ♦ Recharge ☳☳

Attack: Melee 3 (one large size or smaller creature); +14 vs. Reflex
Hit: 3d10 + 7 damage and the wendigo slides the target 9 squares and knocks it prone.

Special: If the flung target lands in a square occupied by another target then divide the damage between the two.

⚡ Gaping Stomach Maw Munch ♦ At Will (When Bloodied)

Attack: Melee 1 (one large size or smaller creature); +14 vs. Fortitude

Hit: The target suffers damage equal to its bloodied value

④ Pounding Slam ♦ At Will

Requirement: The target must be prone

Attack: Melee 3 (one creature); +14 vs. Fortitude

Hit: 3d10 + 7 damage and the target is dazed (save ends)

④ Slam ♦ At Will

Attack: Melee 3 (one creature); +16 vs. AC

Hit: 2d10 + 7 damage and the target is knocked prone

④ Snaking Intestines ♦ At Will (When Bloodied)

Attack: Melee 4 (one creature); +14 vs. Reflex

Hit: 1d10 + 7 damage and the target is pulled adjacent to the wendigo

TRIGGERED ACTIONS

Ferocious Savagery ♦ Encounter

Trigger: The wendigo is bloodied

Effect: The wendigo can make an additional minor action each turn

Parasitic Summons ♦ 3 Uses Per Encounter

Trigger: The first, second and third rounds the wendigo is injured

Effect: A Thunder Hornet Adze Swarm appears in an adjacent square

Skills: Athletics +21, Intimidate +14

Str 32 (+16)

Dex 14 (+7)

Wis 15 (+7)

Con 24 (+12)

Int 10 (+5)

Cha 18 (+9)

Alignment chaotic evil

Languages Common, Primordial



WIGHT

UNPLEASANT SOUL

WIGHTS ARE MALEVOLENT UNDEAD, whose hatred leads them to destroy all life. Often found serving more powerful undead masters and mistresses, many varieties of wight exist, typically reflecting some evil aspect of their past lives or the environment in which they were murdered.

WIZARD WIGHT

MOKOI

“...this bizarre humanoid cadaver seems to function perfectly fine without a head. Its body is otherwise unremarkable save for the dirty fingernails, caked with blood and muck that are menacingly long and sharp. It turns in your direction and seems to be looking straight at you...”

DECAPITATED CADAVERS DRIVEN BY REVENGE, wizard wights are the bane of all spellcasters. These undead assassins are created from the corpse of a spellcaster by a rival magician wherein the neck of the defeated is smothered in an ointment that causes the head to detach itself and fly up (see the Chon-chon on page 30). But the body does not go to waste, also taking on a life, or rather unlife of its own.

Wizard Wight Medium natural humanoid (blind, undead)		Level 3 Skirmisher XP 150
HP 40; Bloodied 20 AC 17; Fortitude 14, Reflex 16, Will 15 Immune disease, poison, psychic Resist 10 arcane, 10 necrotic, Vulnerable 5 radiant Speed 7		Initiative +4 Perception +2 Blindsight 10
TRAITS		
☼ Spell Doom ♦ Aura 10		
Anyone within the aura casting a ‘spell’ or using an attack with the arcane or divine keywords loses a healing surge.		
STANDARD ACTIONS		
Ⓢ Raking Claw (necrotic) ♦ At Will		
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC <i>Hit:</i> 2d6 + 4 necrotic damage and the target is blinded (save ends) and the wizard wight shifts 2 squares.		
Ⓣ Stabbing Claw (necrotic, poison) ♦ At Will ☹ ☹		
<i>Requirement:</i> Must have combat advantage against the target <i>Attack:</i> Melee 1 (one creature); +8 vs. AC <i>Hit:</i> 4d6 + 4 necrotic and ongoing 5 poison damage (save ends)		
Str 11 (+1) Con 8 (+0)	Dex 17 (+4) Int 14 (+3)	Wis 11 (+1) Cha 14 (+3)
Alignment Chaotic Evil		Languages -

TACTICS

Wizard wights seek out any spellcasters (primarily targeting arcane spellcasters if there is a choice) in the area and attacks with either *raking claws* or *stabbing claws* (the latter if it has combat advantage).

BONE WIGHT

ASWANG

[The following description is for a corpse that was eaten raw. The appearance may differ depending upon how it was prepared (for consumption). A boiled corpse will be bloated while a roasted corpse will be blackened and burnt.]

“...this stuttering humanoid corpse is missing one arm and has a broken leg which each step sickeningly illustrates. Not only is it festering and decayed, but the remains seem to have been partially devoured. It shuffles towards you, claw outstretched...”

HALF-EATEN UNDEAD HORRORS, bone wights are the wretched remains of unfinished meals given unlife through even fouler necromancy. These reanimated victims of circumstance are constantly hungry for flesh, even though they require no sustenance.

Bone wights are those poor souls slain by being either partially devoured or at least prepared for consumption.

Bone Wight Medium natural humanoid (undead)		Level 5 Brute XP 200
HP 75; Bloodied 37 AC 17; Fortitude 18, Reflex 14, Will 17 Immune disease, poison Resist 10 necrotic, Vulnerable 5 radiant Speed 4		Initiative +1 Perception +3 Darkvision
STANDARD ACTIONS		
Ⓢ Bonecrunching Slam (necrotic) ♦ At Will		
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC <i>Hit:</i> 2d10 + 6 necrotic damage and the target becomes Fragile (save ends). <i>Special:</i> If the bone wight uses this attack as part of a charge, then the target is also knocked prone. <i>Fragile:</i> All hits against a fragile target are considered critical hits		
TRIGGERED ACTIONS		
Hunger Strike (necrotic) ♦ Immediate Reaction		
...pangs of hunger assail all those who injure a bone wight... <i>Trigger:</i> An enemy scores a hit against the bone wight <i>Effect:</i> Roll a saving throw for the enemy, on a fail they lose a healing surge. <i>Special:</i> Someone affected by this power can only lose one healing surge per round from it, even if they attacked multiple bone wights with a single attack (such as with <i>cleave</i>) or hit the same bone wight twice or more. Once they make one successful save against the effect they can no longer be affected that round.		
Skills: Intimidate +9		
Str 18 (+6) Con 15 (+4)	Dex 9 (+1) Int 6 (+0)	Wis 12 (+3) Cha 15 (+4)
Alignment Chaotic Evil		Languages -

TACTICS

Bone wights are extremely dangerous in close quarters. While seemingly slow and ponderous, they can swiftly rush in and overwhelm targets with their *bonecrunching slams*, afflicting their enemies with brittle bones in the process.

Wight Entry Overview					
Name	Level	Rank	Role	Notes	Page #
Wizard Wight	3	Standard	Skirmisher	Headless wizard-hating undead, powerful against spellcasters	50
Bone Wight	5	Standard	Brute	Half-eaten undead, powerful against melee attackers	50
Marsh Wight	6	Standard	Soldier	Deadly drowned undead that can turn solid ground to liquid	51

MARSH WIGHT

CHIBAISKWEDA

"...this long dead corpse seems to rise up from the bowels of the swamp itself. Its body is covered in moss, lichen and bracken as if some twisted parody of nature juxtaposed with the unnatural. An eerie green gas issues forth seeping up from the surface, enveloping you as the creature glides towards you seemingly unimpeded by the difficult terrain of the swamp..."

THESE SWAMP THINGS are hateful undead that seek to drown all living creatures in their wake. Their passing causes the ground to soften and become fluid. Marsh wights are created through the improper burial of a body by dumping it in a bog.

Marsh Wight		Level 7 Controller	
Medium natural humanoid (undead)		XP 300	
HP 80; Bloodied 40 AC 21; Fortitude 19, Reflex 18, Will 20 Immune disease, poison Resist 10 necrotic, Vulnerable 5 radiant Speed 6		Initiative +4 Perception +6 Darkvision	
TRAITS			
Marshwalker			
The marsh wight ignores difficult terrain such as swamps and undergrowth.			
☼ Quagmire (necrotic) ♦ Aura 2			
Enemies within the aura get sucked under the ground in four stages:			
♦ Slowed: Anyone starting their turn within the aura sinks to their knees in the mire and is slowed (minor action to escape).			
♦ Immobilized: Anyone beginning their turn up to their knees in the mire sinks up to their waist and is immobilized (standard action to escape, minor action to only be slowed).			
♦ Restrained: Anyone who starts their turn up to their waist in the mire sinks up to their necks and is restrained. They cannot attack (full round action to escape, standard action to be slowed, minor action to just be immobilized).			
♦ Dying: Anyone who begins their turn up to their necks sinks beneath the mire a loses a healing surge each round until they die. They cannot free themselves but could be freed by another character spending two standard actions to free them (or two characters each spending a single standard action).			
STANDARD ACTIONS			
⚡ Tendril ♦ At Will			
Attack: Melee 5 (one creature); +10 vs. Reflex Hit: 2d6 + 8 damage and the target is pulled two squares closer to the wight.			
⬅ Choking Vapours (poison) ♦ Recharge ☹☹			
Attack: Close burst 3 (all creatures in blast); +10 vs. Fortitude Hit: 2d6 + 8 poison damage and the target is dazed (save ends) Miss: Half damage (but not dazed)			
MINOR ACTIONS			
⚡ Claw (necrotic) ♦ At Will			
Attack: Melee 1 (one creature); +12 vs. AC Hit: 2d6 + 5 necrotic damage			
Skills: Intimidate +12			
Str 13 (+4) Con 16 (+6)		Dex 13 (+4) Int 10 (+3)	
		Wis 16 (+6) Cha 19 (+7)	
Alignment Chaotic Evil		Languages Common	

TACTICS

Marsh wights use their *tendrils* to pull targets towards them then let their *quagmire* aura suck them under while releasing poisonous *choking vapours* to hamper any escape.

MYTHICAL ORIGINS

The wights in this book were inspired by monsters from mythology but are not exact translations from the myths.

MOKOI

The mokoi originates from Australian Aboriginal mythology and was basically an evil spirit that killed sorcerers. Also supposedly kidnapped children at night to eat them.

ASWANG

The aswang derives from Phillipine Folklore, however, reports and descriptions of the creature vary wildly, from ghoulish eaters of the dead (the primary inspiration for the Bone Wight) to vampiric witches or even shapeshifting cannibals.

CHIBAISKWEDA

These creatures are found in Native American mythology (specifically the Abenaki tribe) and are thought to be corpses animated by marsh gas following an improper burial.



MOUNTAIN OF THE CANNIBAL GOD



HISTORY

History DC 20: Legends tell of how Monster Island got its name, for the land was fought over by three great monstrous gods: the ferocious ape god, who ruled the jungle; the bird god who sat atop the mountain and commanded the skies; and the insidious serpent god who writhed and schemed in the swamp.

History DC 25: The clash between these titans shook the whole island. A magical trap arranged by the serpent god had bound the ape god within the mountain; from which the echoes of his angry roars still emanate today.

History DC 30: In the course of the battle the ape god ripped out one of the magical horns of the serpentine deity. This artifact and others are bound with him within the mountain.

ADVENTURE HOOKS

♦ **The Princess Bride:** On the eve of her wedding, the princess has been shrunk to one tenth her normal size. The mystery curse eludes the greatest physicians of the land but a travelling magician says to have heard of a cure involving the egg shell of a gigantic bird that lives atop a mountain on Monster Island. The magician says the island is too dangerous but reluctantly agrees to go if the king can find some heroes to accompany him.

Unknown to anyone, the magician was actually responsible for the curse and set these events in motion to garner sufficient resources to mount an expedition to the island and capable guards enough to protect him from the horrors that lurk there while he seeks the treasure of the cannibal god for himself.

♦ **Monster Island:** Whilst seeking passage on a ship, a fierce storm blows the vessel off course and runs it aground on a tropical island. While the crew need time to make repairs, the ship is attacked at night by local natives who kidnap several members of the crew, including the captain himself. The loyal crew refuse to finish the repairs until their captain is returned, dead or alive.

♦ **Mysterious Map:** The cackling old woman who runs a merchant's stall in the market is said to have gained possession of a map of Monster Island showing the location of a fabulous artifact. Local thieves want that map for themselves and are planning to steal it from her by force if necessary.

Unknown to anyone, the old woman has recently been killed and skinned by an obayifo vampire who now impersonates her. The vampire wants to manipulate adventurers into slaying the uktena that guards the planar rift.

GM NOTES

The following adventure is for set-up for a party of between 4-6 characters of Levels 3-8, with Levels 5-6 being recommended.

Character Level	Difficulty
3-4	VERY HARD
5-6	Hard
7-8	Medium*

*Medium difficulty as gauged against the typical encounter level differences of officially published adventures (which usually span a -1 to +2 encounter level swing).

If your party has more or less than 4-6 characters then the adventure difficulty moves one row down or up on the above table.

e.g. A party with only 3 characters of levels 7-8 would find this adventure hard rather than of medium difficulty. Whereas a party of 7 characters of levels 5-6 would only find it of medium difficulty.

ADVENTURE OUTLINE

The adventure hooks give the PCs a reason to venture into the jungle and visit one of three locations: the cannibal village; the ruins within the swamp and the Mountain of the Cannibal God. These three areas could be attempted in any order but to get to any of them you first need to travel through the jungle.

The jungle is defended and patrolled by one or more cannibal tribes. The closer you get to the cannibal village the greater the likelihood of an encounter with these residents.

Two halves of a magical key are required to access the cannibal god's prison (within the mountain). One part of the key is around the neck of the cannibal spirit chief. The other is amongst the treasure hoard of the Uktena in the swamp.

The mountain of the cannibal god can be ventured to and its caves explored, but both halves of the key are required to open the final chamber where the cannibal god himself is imprisoned.

SETTING THE SCENE

◆ "THE JUNGLE" (Encounters J1-3)

The dense jungle is home to many dangers, not least the inhabitants themselves. Once it begins, the noise of any combat encounter in the jungle has a 50% chance of attracting either a wild animal, monster or a scouting party of cannibals.

Use the following table to determine what shows up to investigate. The creatures appear 1d3 rounds after combat begins and will attack random targets unless affiliated (the scouting party for instance) with one side.

Die Roll (d20)	Attracted By The Sound of Fighting	EXP
1-10	no creatures attracted	n/a
11-14	Wild animal (e.g. jaguar)	175
15	Pair of chupacabra	250
16	Pey	300
17	Strix Swarm	350
18-20	Cannibal Scouting Party: 1 sniper, 1 headhunter and 1 impaler	375

◆ "THE VILLAGE" (Encounters V1-3)

Look-out Posts: One of the key features of the cannibal village itself are the look-out posts dotted around the village. These raised wooden platforms are about 10 feet off the ground. They provide cover to anyone within them. However, the bamboo, wicker and wood construction is notably flammable.

Flammable Object

Any fire damage sustained by the object becomes ongoing fire damage of the same amount (save ends, save at -5)

Anyone within the look-out post that's been set on fire will take that amount of fire damage at the end of their turn unless they exit the look-out post.

Ladders: The cannibals use ladders to climb up to the look-out posts. It takes a move action to climb a ladder. It takes a minor action for someone to kick the ladder over. It takes a standard action to raise a fallen ladder back up.

◆ "THE SWAMP" (Encounters S1-3)

Difficult Terrain: Most of the swamp is considered difficult terrain unless noted.

Mosquitos: The swamp is also home to deadly mosquitos. For every short (or extended) rest a group takes while within the swamp make an attack against them, +8 vs. Fortitude or contract Blind Sickness.

◆ "THE MOUNTAIN" (Encounters M1-3)

Echoing Roar: Those encounters that take place inside the mountain (see M2) echo with the roars of the trapped cannibal god. Those within the mountain suffer 1 point of thunder damage each round.

RUMOURS

◆ Monster Island is home to warring tribes of cannibals. (true)

◆ Giant Cyclops are said to stalk the island. (false)

◆ A great dragon dwells in the middle of a bug-infested swamp. (partially true)

◆ An ancient artifact that slew a god is still on the island. (true)

◆ The oracle of all knowledge dwells on the island. (false)

◆ The tomb of a gluttonous god holds many treasures. (partially true)

FOLLOW-UP ADVENTURE

◆ "MASSACRE IN BEHEMOTH VALLEY"

Having escaped the mountain, the characters find themselves in a classic 'Lost World' scenario, they may well believe themselves safe. However, the heroes were not the only ones seeking the artifact and they may be ambushed by a group of mercenaries who seem to have convinced a rival cannibal tribe to aid them.

These mercenaries may have been employed by the cult of Kali. Their goal to retrieve the artifact and escape with it. If the PCs give chase they find themselves ambushed along the way as the cultists lead them through a gauntlet of challenges.

J1. "CANNIBAL TERROR"

What little trail exists in this jungle meanders through the thick trees and foliage. Pockets of sunlight illuminate patches of ground not covered by the dense jungle canopy.

Level 5 Encounter (XP 1100)

ENEMIES:

- ◆ 2 cannibal snipers (level 1 artillery)
- ◆ 4 cannibal crazies (level 3 minion skirmisher)
- ◆ 2 cannibal headhunters (level 2 skirmisher)
- ◆ 2 cannibal impalers (level 3 soldier)

FEATURES:

- ◆ 1 quicksand hazard (level 4 hazard)

Location: An otherwise insignificant part of the jungle on the periphery of cannibal territory that just happens to have a well disguised pit of quicksand in the middle of the trail. More than one such location exists within the jungle and any near the cannibal village will typically be ambush points.

Strategy: The cannibals attack from hiding as soon as one PC falls into the quicksand.

Perception Check:

DC 25: You get lucky and detect some movement in the long grass up ahead.

DC 28: You recognise the wet, sandy ground ahead of you as a patch of quicksand.

Tactics: The two impalers stick together, attack head on and try to push enemies (especially those trying to help others out of the quicksand) into the quicksand with their shield bash power. Each of the headhunters takes two cannibal crazies with them and attempts to flank the PCs from the side, while the cannibal snipers hang back and make themselves a nuisance.

GM Notes: This should be an easy battle for the PCs, but poor dice rolling in the quicksand, coupled with the potential for more PCs to get pushed into the quicksand could make this quite frustrating, which is of course why the cannibals chose this spot for an ambush.

Optional: This encounter is meant to be a fairly easy introduction into the jungle, but if your group are having much too easy a time of it have a jaguar jump down from one of the trees and attack them.

J2. "DEEP RIVER SAVAGES"

The broad river slows enough here to make crossing relatively straightforward. This is one of the few such spots you might find for a mile up or downstream.

Level 6 Encounter (XP 1475)

ENEMIES:

Behind the PCs...

- ◆ 2 cannibal snipers (level 1 artillery)
- ◆ 3 cannibal headhunters (level 2 skirmisher)

In the Water...

- ◆ 2 piranha schools (level 4 skirmisher)

In Front of the PCs...

- ◆ 1 cannibal sniper (level 1 artillery)
- ◆ 2 cannibal impalers (level 3 soldier)

FEATURES:

- ◆ Shallow River (difficult terrain)
- ◆ Slippery Slopes (difficult terrain, if knocked prone you roll back into the water)
- ◆ 4 (squares of) sharp sticks (level 1 minion lurker)

Location: A shallow river crossing that's part of the trail (all the safest places to cross are patrolled by the cannibals).

Strategy: The cannibals attack from hiding as the PCs are crossing the river.

Perception Check:

DC 25: You catch a glimpse of figures moving behind some trees on the other side of the river.

Tactics: The impalers stay at the top of the slope. Anyone knocked prone on the slope rolls back into the river. A separate force of cannibals will attack from each side of the river. While the commotion will attract 2 piranha schools 1 round after any blood is spilt (essentially anyone taking physical damage) by any target in the water.

GM Notes: Individually the heroes should easily defeat either force, but splitting up, or taking too long to cross the river could make this very difficult indeed.

Optional: If you don't wish them to have too easy a time of it consider having an additional cannibal patrol (1 headhunter, 1 impaler and 1 sniper) attack the group from behind after 1d3 rounds.

J3. "LAND OF DEATH"

You can hear chanting and screaming coming from nearby. From the periphery of the glade you can see the ground is dotted with pits, some of which are filled with corpses in various states of decay. Several cannibals are involved in a ceremony and someone is tied to a crude wooden totem.

Level 7 Encounter (XP 1450+)

ENEMIES:

- ◆ 2 cannibal snipers (level 1 artillery)
- ◆ 2 cannibal headhunters (level 2 skirmisher)
- ◆ 2 cannibal impalers (level 3 soldier)
- ◆ 4 (+1/round) cannibal deathwalkers (level 5 minion brute)
- ◆ 1 cannibal witchdoctor (level 3 elite controller)
- ◆ 1 chon-chon (level 3 controller)

FEATURES:

- ◆ Mass Graves (difficult terrain)
- ◆ Empty Pits (uncovered)

Location: This cannibal burial ground located in a secluded grove is where the cannibals dump the disease-ridden dead and infirm.

Strategy: The witchdoctor's familiar, a chon-chon, will attack PCs as they approach and alert the cannibals to the threat.

Tactics: The witchdoctor can revive 1 cannibal deathwalker from the pit each round (as a minor action) who rises from the pit and acts on the witchdoctor's turn. When bloodied the witchdoctor will try to escape. The impalers attack head on, trying to push enemies into the mass graves or pits. The headhunters seek to attack from the flanks while the snipers hang back. The chon-chon will harass any obviously non-spellcaster.

GM Notes: The cannibals will only retaliate if the PCs interrupt their ceremony. The PCs could easily circumnavigate this encounter. If you want to give the PCs a specific reason for attacking then have the cannibal witchdoctor about to sacrifice an NPC (or PC) ally.

Optional: This area is steeped in necromantic magic. As well as cannibal deathwalkers, actual zombies could shamble out of the graves. If there are any zombies, they attack the PCs as long as the witchdoctor is present on the battlefield. If he flees or is slain, then the zombies attack the nearest target.

VI. "PRISONERS OF THE CANNIBAL KING"

The dense jungle gives way to a vast clearing wherein lies the fortified cannibal village. Plumes of smoke rise from behind the great wooden wall while cages, some containing malnourished prisoners, hang over the wall near a great gate. You can see two crude platforms behind the wall either side of the gate have sentries on duty.

Level 6 Encounter (XP 1425)

ENEMIES:

- ◆ 2 cannibal snipers (level 1 artillery)
- ◆ 3 cannibal headhunters (level 2 skirmisher)
- ◆ 3 cannibal impalers (level 3 soldier)
- ◆ 3 rabid cannibals (level 6 brute)
- ◆ 1 cannibal chief (level 3 elite brute)

FEATURES:

- ◆ 4 ant nests
- ◆ 2 look-out posts

Location: This battle takes place at the gates of the cannibal village. There are three prisoners in cages suspended from the wall.

Strategy: If enemies close to within about 40-50 feet then the cannibals pull the ropes which release the bottom of the cages. This frees the rabid cannibals who immediately charge the PCs. As this happens the snipers begin firing. When the rabid cannibals have been killed, then the main force charges through the gates and attacks.

Tactics: The cannibal chief leads a force of impalers and headhunters. One impaler will always be adjacent to the chief. The snipers fire from their look-out posts which overlook the crude wall of the village. The chief will fight to the death and no cannibal will retreat until the chief is slain. If the PCs defeat the external force the snipers will attack for one more round then retreat further into the village. The clearing in front of the cannibal village is dotted with several ant nests. As well as being pushed into a nest, ants will also surface if the nest is shot with missile weapons.

GM Notes: This encounter could become problematic if all the ant nests are damaged.

Optional: The choice here is whether to have fire ant swarms or bullet ant swarms emerge from the damaged nests. If you want to be especially cruel (and the PC party is especially tough) then use the latter.

V2. "EMERALD DEATH"

Part of the cannibal village is built on top of a placid lake. With snaking platforms raised just above the water leading to look-out posts dotted around. A struggling figure, clearly wounded, is hung by the ankles suspended over the water.

Level 7 Encounter (XP 1725)

ENEMIES:

- ◆ 3 cannibal deathwalkers (level 5 minion brute)
- ◆ 3 cannibal snipers (level 1 artillery)
- ◆ 1 impundulu (level 5 skirmisher)
- ◆ 1 cannibal witchdoctor (level 3 elite controller)
- ◆ 1 dire crocodile (level 4 solo lurker)

FEATURES:

- ◆ 3 look-out posts

Location: The area between the main gate and the huts of the cannibals is shallow water with a snaking bamboo walkway (raised just above the water line) allowing pedestrian access across the water. This area is also where the cannibals leave sacrifices to their 'god', a dire crocodile. The PCs can either cross via the walkways or use a raft to get across.

Strategy: Snipers and witchdoctor attack from range as the PCs attempt to cross. Deathwalkers block those crossing the walkway. The dire crocodile is a force unto itself.

Tactics: The witchdoctor will fly between look-out posts (using the impundulu 'cloak') to avoid physical confrontations while harassing the PCs. If bloodied he will separate from his cloak and try to flee while leaving the impundulu to defend his retreat. The dire crocodile attacks when the PCs get halfway across the water or walkways. The snipers attack from their look-out posts and can hit targets on the walkway or crossing the water on the raft. The deathwalkers attack PCs on the walkways, knocking them into the water.

GM Notes: The dire crocodile is a very tough opponent to throw against level 4 or lower PCs and a fatality is a possibility. You could be lenient by making the crocodile ignore a target that isn't struggling (such as one reduced to 0 hit points).

Optional: Its possible that piranha could be attracted to blood in the water and investigate.

V3. "CANNIBAL HOLOCAUST"

The main hub of the cannibal village itself. With numerous huts and look-out posts constructed around what is presumably a main assemblage point of open ground with a giant cooking pot as its focal point.

Level 9 Encounter (XP 2445)

ENEMIES:

- ◆ 10 cannibal crazies (level 3 minion skirmisher)
- ◆ 4 cannibal snipers (level 1 artillery)
- ◆ 4 cannibal headhunters (level 2 skirmisher)
- ◆ 4 cannibal impalers (level 3 soldier)
- ◆ 1 jaguar (level 4 skirmisher)
- ◆ 1 cannibal spirit chief (level 5 elite lurker)

FEATURES:

- ◆ giant cooking pot
- ◆ 4 look-out posts

Location: The settled area of the cannibal village.

Strategy: The cannibal force led by the spirit chief attack from hiding as soon as the PCs cross the bridge leading to the assembly area. More and more crazies appear each round (1d3 per round up to 10 maximum) as the cannibals try to overwhelm their enemies.

Tactics: The spirit chief will seek to crush one enemy at a time. The jaguar will attack targets that stay to the rear. The impalers attack head on in pairs. The headhunters also attack in pairs from the sides. If they immobilize a target with their nets they will attempt to dump that target in the giant cooking pot. The snipers fire from their look-out posts (one post has two snipers). 1d3 crazies join the battle each round coming from random directions, up to a limit of 10.

GM Notes: The goal here is to make the players feel like they are being overwhelmed by enemy numbers. But if things are looking dicey remind them they can always retreat.

Optional: Adjust the number of cannibal crazies appearing each round to give the PCs a healthy challenge. They are just about to wipe out an entire cannibal village so this should be the last stand of the cannibals. If the cannibal spirit chief is dispatched far too easily for your liking, have him turn into a Fire Wendigo upon death.

S1. "LOVE GODDESS OF THE CANNIBALS"

The ground here has started to become notably boggy in patches and its not always easy to tell what is solid ground and what will cause you to sink up to your knees or worse. The tree cover is still dense enough here to mean that scant few beams of sunlight penetrate the canopy. Just ahead you spy a forlorn grave with a broken tombstone. Something hung around the tombstone catches your eye, glinting in the scant sunlight.

Level 6 Encounter (XP 1350)

ENEMIES:

- ◆ 6 chupacabra (level 2 skirmisher)
- ◆ 2 pey (level 3 elite lurker)

Location: An area at the periphery of the swamp. The cannibals sometimes offer trinkets to their 'goddess', left in the vicinity of the tombstone. Unbeknown to the cannibals they are actually two such 'goddesses'.

Strategy: The two pey sisters command the pack of chupacabra to attack (preferably female characters), while they seek to seduce and corrupt the males with the highest charisma.

Tactics: The chupacabra will seek to swarm one or two individuals. While the pey will scramble to get to grips with the most handsome male in the group.

GM Notes: A relatively straightforward battle offset by the initial difficulty in detecting either of the pey coupled by their chance of dominating targets with their kiss.

Optional: This area could be made more dangerous by a strix swarm located in the trees near the tombstone. Its singing could attract the unwary to the area, where the pey and their 'dogs' lie in wait.

S2. "MAKE THEM DIE SLOWLY"

Deep in the swamp, travel is slow going as you are almost continually up to your knees in quagmire with the occasional 'island' of solid ground proving a welcome respite. Annoying marsh flies buzz about you with frustrating regularity and you gave up worrying about the leeches hours ago.

Level 7 Encounter (XP 1500)

ENEMIES:

- ◆ 6 bone wights (level 5 brute)
- ◆ 1 marsh wight (level 7 controller)

Location: This encounter could take place in any area deep within the swamp.

Strategy: The marsh wight and its bone wight attendants emerge right out of the swamp and attack.

Tactics: The bone wights are simply the thralls of the marsh wight. Assuming five PCs, have one bone wight go after each PC with the last staying to defend the marsh wight.

GM Notes: On paper this may look simple enough but the bone wights really dish out horrendous amounts of damage and coupled with the problems of the marsh wights aura this could start to go south for the PCs very quickly. You may wish to limit this to one bone wight per PC.

Optional: Have a yara-ma-yha-who stumble upon this battle after 1d3 rounds.

S3. "TRAP THEM AND KILL THEM"

Far into the swamp you see the ruins of an old stone temple. Crumbling in parts, overgrown with foliage in others, the large, run-down edifice must have been beautiful in its day and puzzlingly beyond the ken of the primitive tribes to have built. Irregular flashes of light seem to emanate from within the structure.

Level 9 Encounter (XP 2350)

ENEMIES:

- ◆ 4 wizard wights (level 3 skirmisher)
- ◆ 1 uktena (level 8 solo controller)

Location: The ruins of an old stone temple located at the centre of the swamp.

Strategy: Once the PCs enter the temple the wizard wights climb down from the roof to block each exit while the uktena emerges from one of the muddy puddles dotting the floor of the temple; which are really submerged tunnels that the uktena uses for travel.

Tactics: The wizard wights are simply there to prevent escape. They make the ideal guards since they are immune to the blindness caused by the uktena's radiance. The uktena

Once the uktena is bloodied, the psychic dream sequence begins for the PCs. In this instance, if the PCs have already sacked the cannibal village they could encounter the cannibal spirit chief, chief and witchdoctor who have been released from the afterlife, now that the uktena has seemingly been defeated. But any encounter of about Level 6 or so will do.

Once the uktena is defeated, the shadowy archway in the north wall of the ruined temple becomes a portal to the plane of shadows.

GM Notes: To make this battle easier you could simply remove the wizard wight guardians of the ruined temple.

Optional: If the PCs comfortably drop the uktena to bloodied status, then make the dream sequence that much harder by adding more cannibals.

M1. "WE'RE GOING TO EAT YOU"

This area seems to be perpetually in the shadow of the mountain regardless of the sun's position. No birds can be heard, its as if life itself seems to have fled in fear. Even the jungle trees become grey and petrified the closer you approach the mouth in the mountain.

Level 8 Encounter (XP 1750)

ENEMIES:

- ◆ 5 asanbosam (level 6 lurker)
- ◆ 1 obayifo (level 6 elite skirmisher)

FEATURES:

- ◆ twilight shadow (all radiant attacks are dimmed and deal 5 less damage in the shadow of the mountain).

Location: This battle takes place amongst petrified jungle trees fairly near the cave entrance (known as the mouth in the mountain) that leads to the prison of the cannibal god. Even during the day when the sun is high the illumination is no better than gloomy twilight.

Strategy: The asanbosam attack any living creatures that enter their domain. The obayifo here is simply an opportunist that has been on the trail of the PCs.

Tactics: The asanbosam attack from hiding and will attempt to grab an opponent with their iron hooks and drag them back to the relative safety of the treeline. The obayifo keeps on the move and tries to set as many enemies on fire as possible.

GM Notes: This encounter could prove more annoying than difficult, as the asanbosam's hit and run tactics might make attacking them tricky. Those set on fire (taking ongoing fire damage) by the obayifo will not be grappled and dragged up into the trees by the asanbosam; though they could still be kicked with their iron feet.

Optional: The commotion from the fighting could always attract more asanbosam to the area, arriving 1d3 rounds after the battle begins. But the encounter as written should prove difficult enough.

M2. "RAW FORCE"

A great archway leads to an expansive, torch-lit antechamber where rectangular resting places for the dead are cut into the walls. From these shadowed recesses something stirs. However you sense a presense even more ominous awaits for you here and a feeling of foreboding fills your heart.

Level 9 Encounter (XP 2450)

ENEMIES:

- ◆ 3 soul eaters (level 9 soldier)
- ◆ 1 wendigo abomination (level 6 solo skirmisher)

Location: A large, torch-lit chamber with shadowed, rectangular resting places for the dead cut into the walls. The ceiling is about 20 feet high and the floor is strewn with skulls and bones making walking quite tricky.

Strategy: The wendigo abomination keeps to the corners of the chamber where it is invisible. It attacks when one PC gets within 50 feet (10 squares) of the great double doors at the far end of the chamber.

Tactics: The wendigo abomination will attempt to knock as many PCs over as possible, grabbing one of these hapless individuals to use as a makeshift club.

GM Notes: Depending on the strength of the PC party, the wendigo abomination alone could be more than enough of a threat here. So it might be better to just start with the wendigo and have one of the soul eater's emerge from its resting place each time the wendigo abomination either bloodies an enemy or reduces an enemy to 0 hit points. When the wendigo abomination is destroyed any soul eaters still standing fall to dust.

Optional: This area could have more soul eaters buried within the walls. Perhaps one additional soul eater awakens each time the wendigo abomination either bloodies an enemy or reduces an enemy to 0 hit points; that's on top of the three who awaken at the start of the battle.

M3. "MANHUNTER"

The massive double doors swing slowly open, their creaking echoes revealing a vast chamber of inky darkness. Stale air assails your nostrils while your footsteps tread on uneven ground as the floor here is a carpet of skulls and bones. At the far end of the chamber your adjusting eyes can now make out a mound of glittering treasure twinkling from your light sources. The silence is deafening.

Level 11 Encounter (XP 3000)

ENEMIES:

- ◆ 1 wendigo behemoth (level 11 solo brute)

FEATURES:

- ◆ echo chamber (thunder based attacks will rebound off the walls).
- ◆ skull floor (medium size or smaller bipeds must make an acrobatics check (DC 20) if they try and move more than 2 squares. Failure means they fall prone).

Location: The prison of the cannibal god.

Strategy: The freed wendigo has the insatiable desire to feed on flesh. It acts on instinct rather than any pre-planned strategy.

Tactics: The wendigo behemoth is a ferocious opponent made all the more bad-tempered by centuries of confinement. Its assaults are typically brutal and unpredictable. Though it is aware that any thunder attacks reflect off the walls of this chamber (possibly striking targets twice, range permitting) and use this to its advantage.

GM Notes: This is the culmination of the adventure and as such is appropriately difficult. However, if the PCs are in trouble remind them that they can try to retreat. The (10 x 10 ft) archways between the different chambers within the mountain are too small for the wendigo behemoth to easily move through. Each will require two standard actions of pummeling (by the wendigo) before it can pass through. This could give battered party a chance to escape. As soon as the PCs escape the caves, they cave-in and the booming thunder ends. Give them a brief moment of respite before telling them part of the mountain explodes as the giant wendigo bursts from its former prison.

Optional: Should be difficult enough.

FUTURE PLANS FOR ETERNITY PUBLISHING

The Vampire Bestiary was initially intended to be a short 48 page book, that could be produced relatively quickly. However, in the true spirit of Eternity Publishing the ideas started to snowball and that in turn pushed the release date further and further back. Eventually the whole project became so big (about 400 pages at last count) that it was necessary to split it into smaller pieces, the first of which you are now reading.

Whatever happens to the bulk of the material readers can be assured that parts two and three will definately be released, hopefully as soon as possible. Art has already been commissioned (and indeed 90% of it finished) and paid for.

TEMPLE OF DEATH

VAMPIRE BESTIARY VOLUME TWO

(LEVELS 6-15)

Volume two explores the Thuggee Cult in detail, as well as introducing a number of vampiric monsters from Hindu mythology (many of which will be unfamiliar to most readers).

This book covers a level spread from 6 to 15, ranging from lowly Slaves to Bhowanee; the aspect of the goddess Kali herself.

The mini-adventure is of course the titular Temple of Death. Beginning with a caravan ambush, leading the heroes on a chase through dangerous mines to the trap-laden Thuggee hideout and finally the foreboding temple of the Black Earth Mother.



Above illustration: Thuggee Strangler from Temple of Death.



Above illustration: The Vargulf from Castle Dracula.

CASTLE DRACULA

VAMPIRE BESTIARY VOLUME THREE

(LEVELS 2-15)

Volume three delves into the classic mythos of the vampire (both east and west), and covers many things including: enchanted coffins, bewitched vampire familiars, courageous vampire hunters and also insidious vampire intelligences.

Like part two, this book also covers the high heroic to low paragon spread of play (with a few variant rank exceptions). Ranging from the ghoulish Drekevac (Vampire Babies) to Dracula himself (indeed three different versions of the Prince of Darkness are included in the book).

Castle Dracula is of course the included mini-adventure, taking the heroes to villages populated by vampire familiars, through cursed, werewolf infested forests and onto the infamous castle itself.

MORE VAMPIRE BESTIARIES?

If the Vampire Bestiary series is popular enough then I may get to finish the other six planned volumes. Alternatively, and much more likely at this stage, those ideas could be folded into high Paragon Tier /Epic Tier/Immortal Tier Bestiaries.

I'd really like to get back into doing epic related material as soon as possible. The epic tier (and above) is where my heart is. It has become apparent to me that the existing epic tier is itself lacklustre (see the "Ten Commandments of Epic" article on the Eternity Publishing website for more on those opinions) and poorly supported. It looks like it will be up to Eternity Publishing (again) to personally fix this. ;-)

THE
**VAMPIRE
BESTIARY**
MOUNTAIN OF THE CANNIBAL GOD

by Craig Cochrane

“...in the darkest depths,
the god in the mountain roars,
blood will spill tonight...”

ETERNITY PUBLISHING presents:
A roleplaying supplement compatible with 4th Edition

- ♦ 34 new creatures for the heroic tier (from cannibals and wild animals, to vampiric monsters, wights and wendigos)
- ♦ 9 new jungle themed traps, hazards and terrain features
- ♦ “The Mountain of the Cannibal God” adventure (12 encounters)
- ♦ Guidelines and suggestions for designing better solo monsters
- ♦ Feature on how to run adventures within Enemy Territory
- ♦ New Morale rules for enemies

©2012 Eternity Publishing. All Rights Reserved.

