



MONSTERS OF NEOEXODUS:
**HARVESTER
OF SORROW**



HARVESTER OF SORROW

Tattered remains of cloth hang from the gaunt frame of the creature shuffling toward you from the shadows. Its plaintive eyes mirror the sorrow and despair echoing in its pitiful song.

HARVESTER OF SORROW = CR 4

XP 1,200

CE Medium undead

Init +7 Senses darkvision 60 ft., Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 26 (4d8+8)

Fort +3, Ref +4, Will +6; Immune undead traits

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +6 (1d3+4 plus disease)

Special Attacks plaintive wail (DC 15)

STATISTICS

Str 17 Dex 17 Con — Int 13 Wis 14 Cha 16

Base Atk +3; CMB +6; CMD 18

Feats Improved Initiative, Stealthy

Skills Acrobatics +7, Climb +10, Escape Artist +5,

Perception +9, Sense Motive +9, Stealth +11

Languages A harvester of sorrow speaks the languages they spoke in life (usually Common).

ECOLOGY

Environment any land

Organization solitary, gang (2–4), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *seed of hate*: bite—injury; *save* Fort DC 15; *frequency* 1/round; *effect* 1d4; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of seed of hate immediately rises as a harvester of sorrow. A humanoid who becomes a harvester of sorrow in this way retains none of the abilities it possessed in life. It is not under the control of any other harvesters of sorrow, but it behaves like a normal harvester of sorrow in all respects.

Plaintive Wail (Su) The most dangerous ability of the harvester of sorrow is its song. As a standard action, a harvester of sorrow emits a woeful wail. All creatures (other than other harvesters) within a 100-foot spread must succeed on a DC 15 Will save or become aggrieved by melancholy (see sidebar). The harvester continues to wail as a free action each round; if the harvester is

NEW CONDITION: AGGRIEVED

The aggrieved condition is much like the confused condition, with one important change. Instead of rolling randomly to determine a creature's actions, an aggrieved creature takes specific actions in the order presented on Table: Aggrieved Progression.

An aggrieved creature who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking an aggrieved creature. Note that an aggrieved creature will not make attacks of opportunity against anything that it is not already devoted to attacking (usually the target of its attack on its previous turn).

An aggrieved creature that progresses through all four rounds of the aggrieved progression must make another Will save at the same DC or begin the progression again on its next turn. Each complete progression cycle imparts a +2 bonus on Will saves to resist beginning the progression again.

Round	Action
1	Attack self with held or available weapon
2	Cry and sob incoherently, as if confused, target is shaken
3	Attack nearest creature (familiar's don't count)
4	Drop held items, fall prone, target is cowering

somehow prevented from singing, the effect immediately ends.

This is a sonic, mind-affecting charm effect. A creature that successfully saves is immune to the same harvester's song for 24 hours. The save DC is Charisma-based.

A harvester of sorrow lurks near suffering and misery waiting for an opportunity to inculcate the living with its pain wracked song of madness and hate. Harvesters are created when the souls of suicide victims are refused entry into the afterlife, cast back to the world and forced to walk the world in their old bodies for ever feeling the pain that drove them to such desperation. Individual harvesters bear the wounds of their suicide – be they long jagged cuts along the arms, the remains of strangulation ropes on the neck, the shattered bones of long falls or the bloat and stained skin of those that succumbed to poison. Reanimated at the height of its own emotional despair a harvester of sorrow seeks solace in the creation of its own kind, constantly wandering on the edges of society looking for other harvesters or better yet the suffering and the weak to inculcate. Harvesters are

sufficiently rare and many people believe that they are bogeymen or myth created to scare children – most religions however educate their clerics to be aware of the signs of a harvester infestation and respond with haste and overwhelming force. Harvester infestations have a nasty habit of rapidly getting out of hand, especially if they occur in small out of the way places – at times like these the good people of Exodus may call upon those of sufficient skill and strength to crusade forth and end the menace with righteous violence.

Solitary harvesters prefer to attack single victims – however gangs and packs of harvesters have been known to boldly attack larger groups of people. A harvester of sorrow prefers to keep its distance from its target until it has incapacitated it with its plaintive wail special attack. Once a foe is incapacitated the harvester rushes in and attempts to implant the victim with its seed of hate.

A harvester of sorrow can be created with create undead (12th+ caster level).

DREAD HARVESTER - CRE

XP 2,400

CE Medium undead

Init +8 **Senses** darkvision 60 ft.,

Perception +12

Aura suffering aura (10 ft., DC 18; see text)

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 52 (7d8+21)

Fort +7, **Ref** +6, **Will** +7; **Immune** undead traits

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +9 (1d3+6 plus disease)

Special Attacks plaintive wail (DC 20)

STATISTICS

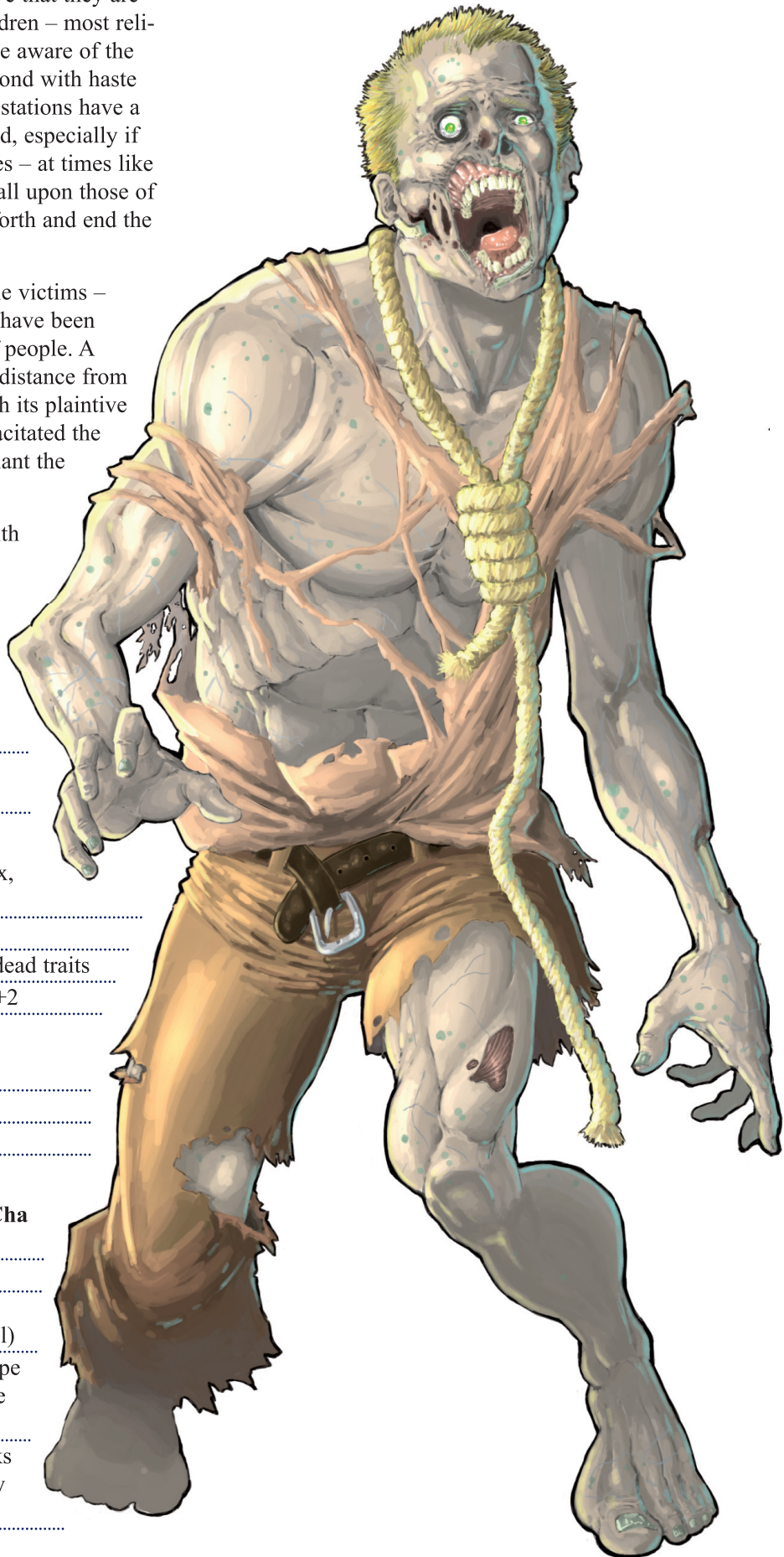
Str 19 **Dex** 19 **Con** — **Int** 13 **Wis** 14 **Cha** 20

Base Atk +5; **CMB** +9; **CMD** 23

Feats Improved Initiative, Stealthy, Toughness, Ability Focus (plaintive wail)

Skills Acrobatics +11, Climb +13, Escape Artist +9, Perception +12, Sense Motive +12, Stealth +15

Languages A harvester of sorrow speaks the languages they spoke in life (usually Common).



MONSTERS OF NEOEXODUS: HARVESTER OF SORROW

ECOLOGY

Environment any land

Organization solitary, gang (2–4), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Disease (Su) *seed of hate*: bite—injury; *save* Fort DC 18; *frequency* 1/round; *effect* 1d4; *cure* 2 consecutive saves. See harvester of sorrow for description.

Plaintive Wail (Su) As harvester of sorrow, but DC 20.

Suffering Aura (Su) An overwhelming feeling of suffering and loss surrounds the dread harvester. Living creatures within 10 feet must succeed on a DC 18 Will save or become nauseated from choking despair. Characters in the aura make a save at the start of their turns to resist the suffering aura (or immediately upon entering the aura). A nauseated character that begins its turn in the aura takes 2d6+10 nonlethal damage.

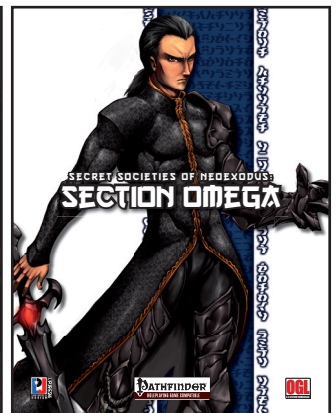
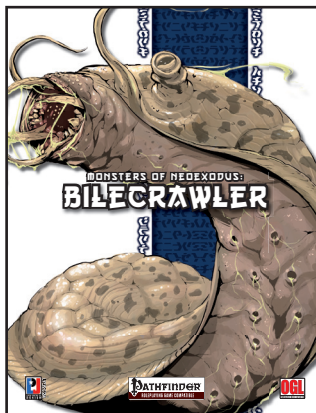
A creature that successfully saves is immune to the same harvester's aura for 24 hours. The save DC is Charisma-based.

A dread harvester of sorrow has spent a generation successfully creating others of its kind. Skulking on the edges of civilization in ancient graveyards and near the tragic battle fields of Exodus the dread harvester is a model of patience lurking quietly in shadows waiting till the best time to strike victims that are most helpless. Stronger, quicker and more skilled than their just risen brethren, the dread harvester makes full use of its skills and powers. Dread harvesters will always slowly build their pack strength by luring individuals to their doom and it is in these early moments that the heroes of Exodus have their best chance of halting an infestation. Once a dread has gathered a band of 7-12 dread harvester and 30 or more harvesters together they descend on hamlets, villages, and towns scouring the populace and terrorizing the countryside for miles around. Just clerics and righteous heroes are called by their duty to all living creatures to respond to the call to arms heralded upon a confirmed infestation of harvesters.

NEOEXODUS

A HOUSE DIVIDED

AVAILABLE NOW AT RPGNOW.COM, DRIVETHRURPG.COM AND PAIZO.COM



THE WORLD OF EXODUS NEEDS HEROES...

Written By Greg Oppedisano and Tom Baumbach with Louis Porter Jr

Artwork by Eduardo Bromhbley

All gaming mechanics on all pages is Open Game Content as defined by the Open Gaming License.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying,

modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE


Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.



System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.


Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman.



Monsters of NeoExodus: Harvester of Sorrow Copyright 2011, Louis Porter Jr. Design, Inc.






NAME		RACE		CR	CLASS
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					


NAME		RACE		CR	CLASS
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					
Special / Notes					
					


NAME		RACE		CR	CLASS
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					

NAME		RACE		CR	CLASS
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					
Special / Notes					
					

NAME		RACE		CR	CLASS
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					

NAME		RACE		CR	CLASS
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					
Special / Notes					
					

NAME		RACE		CR	CLASS
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					

NAME		RACE		CR	CLASS
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS			<input type="checkbox"/>
MELEE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
RANGE	<input type="text"/>				<input type="checkbox"/>
Attacks (#)					
					
Special / Notes					
