

# Evildoer Spotlight

#4

## Chief Runs This Joint

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# CHIEF RUNS THIS JOINT

CHIEF RUNS THIS JOINT					
MEDIUM SIZED HUMAN					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (-1)	10 (+0)	6 (-2)
AC: 16			Type: Human, Beast(turkey)		
Hit Points : 216			Awesome Power: 2		
Beat Up: 108			Tier of Villainy: Rival (3)		
Speed: 40ft.			Age: Not a Child		
Senses; Passive Perception 10			Saves; Constitution +5		
Skills: Athletics +5					
Languages. Common & Turkey					
Damage Resistance					
Bludgeoning, piercing & slashing from non-silvered weapons.					
Condition Immunity					
Frightened					
Revenger!					
For every one of the Chief's allies that is defeated during an encounter (including minions), The Chief gains +1 to all attacks and damage rolls for the rest of the encounter.					
Barbarian Chieftain					
If the chief is at or below his <b>Beat Up</b> threshold, all turkey barbarians deal double damage.					
Actions					
Multi-attack: Chief runs this joint can make 2 Talon attacks per attack action.			War Cry (recharge 5-6)		
Talons			The chief lets out a war cry, calling his turkey barbarians into action!		
Melee weapon attack: +7 To hit, reach 5ft., one target			Every turkey barbarian in the encounter immediately takes a full attack action.		
Hit: 12 (2D8+3) Slashing damage.					

Abandoned as a child this human was taken in and raised by wild turkeys, yes . . . I said turkeys! A life with turkeys isn't an easy one, your always on the run and always being hunted. Once a year it even becomes a genocidal event! This embittered child grew to become a man full of anger, hate, fury and whatever other word you can think of to describe how pissed off he is. Point is, he has a far from pleasant disposition.

Now, as a man, he's given himself the name and title of chief runs this joint and set forth to unite the turkeys of all the land under his leadership, and proclaim that no turkey shall ever be a victim from this point onward!

The chief is a young man that has united and trained countless turkeys to lay waist to the country side in the war against all non-turkey kind. The chief doesn't have much of a tactical mind, but the sheer lack of rhyme or reason to his attacks makes him a greatly unpredictable foe.

The chief walks around in one of 2 forms, human or a man turkey hybrid. He prefers the hybrid form, but he can't maintain it indefinitely. When he sleeps, or is otherwise unconscious, he reverts to his human form.

**Character Traits:** Angry, warmongering, and reckless.

**Quote:** You know why I'm called Chief runs this joint? Cause I runs this joint!!



## USING THE CHIEF & HIS JIVE TURKEYS IN A FIGHT

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### FOR THE HORDE!

The chief has managed to amass an enormous turkey horde of immeasurable number. It's not an uncommon sight to see the Chief preceded by hundreds of turkeys.

The Chief is a man full of fury and his fury grows ever larger when any of his turkeys are felled. So, maybe you use the weak but innumerable jive turkeys and their gross inability to really fight to your favor . . . by having their inevitable defeat fuel the chief's anger, making him an even greater threat? Or maybe a hundred or so pairs of turkey talons is enough to ruin those heroes day?

### BIGGER BADDER & TURKEYER

The turkey barbarians are larger, stronger and far deadlier than their smaller cousins and it's that strength that is the backbone to the chiefs horde. With the defeat of every ally the chiefs fury grows and so too does his ability to pound and pummel player characters to a pulp, but when the chief is beat up the cries of their and make a

fury of the turkey barbarians also grows. With the war chieftain, the turkey barbarians will press the attack mess of anyone their chief deems an enemy.



### TURKEYGEDDON PLOT HOOKS

1. Refugees from a local village have arrived in a larger town crying out that their village was overrun by a horde of turkeys! Hard to believe but true.

2. A group of tribal goblins have arrived in town seeking refuge. Spreading stories of how vicious flightless birds descended upon them. Destroying their tribe and taking over their lands.

3. Large predatory animals have been wondering into towns and wreaking havoc. Investigation into why these predators are wondering away from their normal hunting grounds reveals an endless sea of angry turkeys . . . .

## JIVE TURKEYS

The bulk of the chief's horde, are slightly more than normal turkeys. They are far from being as advanced as the Squirrel legions and more akin to normal animals. However with the chiefs training and rhetoric, these turkeys behave much like primitive, tribal humans. The jive turkeys have a pack mentality and are quick to fight as long as they have the advantage of outnumbering their enemy (and they usually do!).

## TURKEY BARBARIAN

The true strength to the chief's horde, is the large overgrown turkey barbarians. They are a unique breed of war bird, much larger, stronger and braver then the other turkeys in the horde. The turkey barbarians are on a quest to prove their strength and leadership capabilities to the chief and are unlikely to run from a fight like their smaller cousins.

JIVE TURKEY					
SMALL TURKEY					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+2)	9 (-1)	5 (-3)	9 (-1)	4 (-3)
AC: 11			Type: Beast (turkey)		
Hit Points : 5			Awesome Power: 0.5		
Beat Up: 3			Tier of Villainy: Lackey (1)		
Speed: 30ft.			Age: Not a Child		
Senses; Passive Perception 8			Saves; -		
Skills: -					
Languages. None but can understand common					
Mob					
Jive turkeys gain the feared condition if they do not at least outnumber their enemies 2 to 1.					
Bravado					
Jive turkeys attempt to intimidate all their foes.					
Actions					
Beak & Talons					
Melee weapon attack: +2 To hit, reach 5ft., one target					
Hit: 6 (1D8+1) Piercing or Slashing damage.					

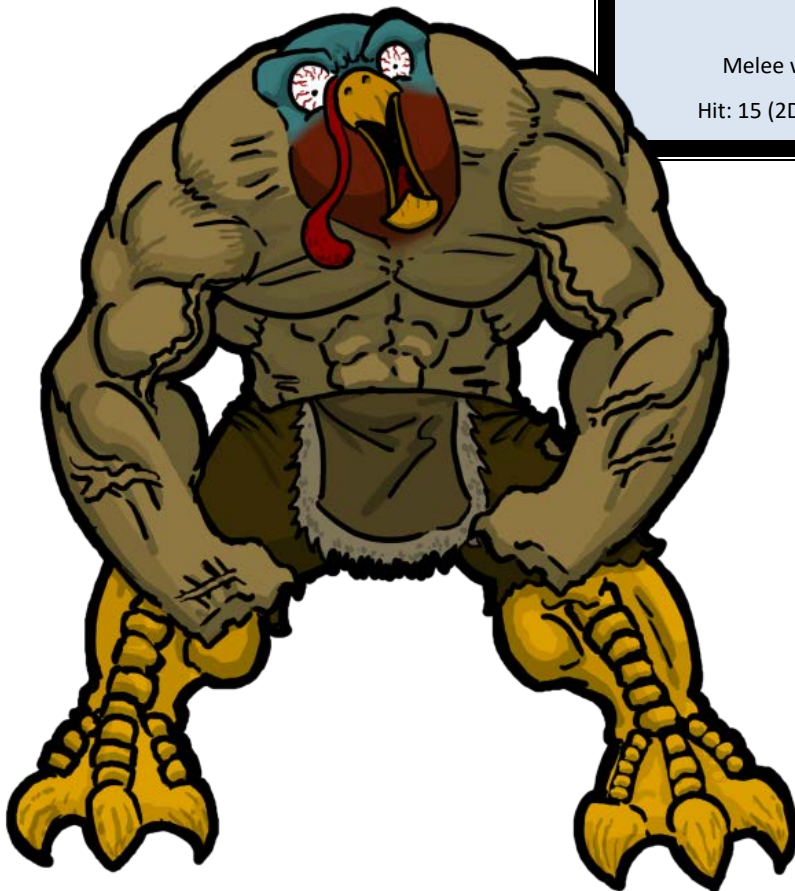
TURKEY BARBARIAN					
MEDIUM SIZE TURKEY					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)
AC: 14			Type: Beast (turkey)		
Hit Points : 44			Awesome Power: 2		
Beat Up: 22			Tier of Villainy: Goon (2)		
Speed: 35ft.			Age: Not a Child		
Senses; Passive Perception 9			Saves; Constitution +4		
Skills: -					
Languages. None, but understands common					
Challenge					
Any Turkey barbarian challenged to single combat will accept.					
Hard to kill					
Turkey barbarians are immune to the defeat minion's action.					
Actions					
Multi-attack: The Turkey barbarian can make 2 “Beak & Talon” attacks per attack action.					
Beak & Talons					
Melee weapon attack: +7 To hit, reach 5ft., one target					
Hit: 14 (2D10+3) Piercing or Slashing damage.					



## TERROR TURKEY

As an optional additional enemy, you can include the terror turkeys. They are other Human turkey manbeasts that are, well . . . . While not as smart or trained or unified as any other of the Chief's tribe, the terror turkeys fierce warriors to say the least. They exist with an exceptional singularity of Purpose & that is to fight... of course.

A fun secondary way to integrate Terror Turkey's into your game is to have tribes of humans able to transform into these monstrosities to protect their village or during times of war. Nothing says "I trust in your abilities as heroes" more than transforming puny little spear wielding hunters into hulking turkey beasts before asking your players to roll for initiative . . .



## TERROR TURKEY

### MEDIUM SIZE TURKEY

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	5 (-3)	6 (-2)	4 (-3)
AC: 16			Type: Human, Beast (turkey)		
Hit Points : 80			Awesome Power: 3		
Beat Up: 40			Tier of Villainy: Goon (2)		
Speed:			Age: Not a Child		
Senses; Passive Perception			Saves; Strength +6, Constitution +5		
Skills: Beating people up really badly +alot					
Languages. Common & Turkey					
Damage Resistance					
Bludgeoning, piercing & slashing from non-silvered weapons.					
Condition Immunity					
Frightened					
Hard to kill					
Terror Turkey's are immune to the defeat minion's action.					
Actions					
Multi-attack: The Terror Turkey can make 2 “Ahhhhh” attacks per attack action. (Or 4 “Ahhhhh” attacks per action when at or below their Beat Up threshold)					
“Ahhhhh”					
Melee weapon attack: +8 To hit, reach 5ft., one target					
Hit: 15 (2D10+4) Piercing, Slashing or Bludgeoning damage.					