



LPJ9682

MONSTERS OF NEOXODUS

MONSTERS OF NEOXODUS: HARVESTER OF SORROW

DESCRIPTION

A gentle keen is the first sound you hear as this plaintive creature steps from the shadows and slides towards you. Exuding melancholy from its expressively sorrowful eyes, its call causes your heart to wrench with ageless pain. Dressed in the tattered remains of clothing from its past life, the rags cling to the rot twisted flesh on its deteriorating frame. Your nostrils are assailed by an earthy scent that hints of the recently left grave. The jagged remains of self inflicted wounds trace their way up the arms of the creature; the pinched noose still hangs from its neck; all the while it looks longingly into your eyes willing you to join it in relentless misery.

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 after life, cast out of the afterlife 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.

WRITTEN BY GREG OPPEDISANO

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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.

HARVESTER OF SORROW - CR4

CE Medium Undead

Init: +7 Senses Darkvision 60 ft., Listen +0, Spot +8

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

AC: 17, touch 12, flat-footed 14 (+3 Dex, +4 natural)

Hp 26 (4 HD)

Saves: Fort +1, Ref +4, Will +6

Speed: 30 ft. (6 squares)

Melee: Bite +5 melee (1d3+3 plus Seed of Hate)

Space: 5 ft Reach 5 ft.

Base Atk: +2 Grp +5

Special Actions: Plaintive Wail, Seed of Hate

Abilities: Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16

SQ: Undead traits, +2 turn resistance

Feats: Improved Initiative, Stealthy

Skills: Balance +7, Climb +9, Hide +10, Jump +9, Move Silently +10

Possessions: None

Plaintive Wail (Su): The most dangerous ability of the harvester of sorrow is its song. When a harvester sings, all creatures (*other than other harvesters*) within a 100-foot spread must succeed on a DC 16 Will save or become aggrieved by melancholy. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harvester's song for 24 hours. The save DC is Charisma-based.

A victim aggrieved by melancholy's actions progresses through the following actions:

Round 1: Attack self with weapon in hand or available weapon.

Round 2: Do nothing but cry and sob incoherently.

Round 3: Attack nearest creature (*for this purpose, a familiar counts as part of the subject's self*).

Round 4: Drop everything and curl up in a ball on the ground

Round 5: Make a DC 12 Will save or become aggrieved by melancholy again (*return to Round 1 above*). On round 10 the Will save drops to DC 8 – repeat until the character makes the save or the harvester stops singing

An aggrieved character who can't carry out the indicated action does nothing but sob incoherently. Attackers are not at any special advantage when attacking a aggrieved character. Any aggrieved character who is attacked automatically attacks its attackers on its next turn, as long as it is still aggrieved when its turn comes. An aggrieved character does not make attacks of opportunity against any creature that it is not already devoted to attacking (*either because of its most recent action or because it has just been attacked*). A bard's countersong ability allows the captivated creature to attempt a new Will save.

Seed of Hate (Su): Disease—bite, Fortitude DC 16, incubation period 1 round, damage 1d4 Con. Each time a victim takes 2 or more Con damage from the disease they must make another save and if they fail the disease incubates again on the next round – repeat until the victim makes a save, takes only one point of Con damage or is reduced to 0 Con. Victims reduced to 0 Con by the disease immediately rise as a fully healed harvester of sorrow. The save DC is Charisma-based. Seed of Hate may be cured with a Remove Disease spell, a Heal or Mass Heal spell will also cure the disease.

COMBAT

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 keeps 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.

HARVESTER OF SORROW PARAGON

HARVESTER OF SORROW PARAGON - CRE

DESCRIPTION

A haunting wailing tears at your ears and this creature from beyond the grave slides from inky darkness towards you. Waves of melancholy roll towards you threatening to overwhelm you with intense feelings of despair. Its sorrowful eyes are deep pits of loss; the eyes pinched with hate caused by a never ending pain. Dressed in the tattered remains of clothing from its past life, the rags cling to the rot twisted flesh on its deteriorating frame. The stench of the grave is palpable, catching in your throat and twisting your insides into knots of nausea and bile roils up from your stomach. The jagged remains of self inflicted wounds trace their way up the arms of the creature; the pinched noose still hangs from its neck; more recent broken bones pierce desiccated flesh as all the while it looks longingly into your eyes willing you to join it in relentless misery.

A paragon 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 paragon 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 paragon harvester makes full use of its skills and powers. Paragon 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 paragon has gathered a band of 7-12 paragons and 30 or more harvesters together they descend on hamlets, villages, and towns scourging 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

CE Medium Undead

Init: +8 Senses Darkvision 60 ft., Listen +0, Spot +11

Languages: A Harvester of Sorrow speaks the languages they spoke in life (*usually Common*).

AC: 20, touch 13, flat-footed 16, (+4 Dex, +6 natural)

Hp: 46 (7 HD)

Saves: Fort +4, Ref +6, Will +7

Speed: 30 ft. (6 squares)

Melee: Bite +7 melee (1d3+4 plus Seed of Hate)

Space: 5ft Reach 5 ft.

Base Atk: +3 Grp: +7

Special Actions: Plaintive Wail, Seed of Hate, Suffocating Stench

Abilities: Str 19, Dex 19, Con —, Int 13, Wis 14, Cha 20

SQ: Undead traits, +2 turn resistance

Feats: Improved Initiative, Stealthy, Great Fortitude

Skills: Balance +8, Climb +13, Hide +13, Jump +10, Move Silently +13

COMBAT

Plaintive Wail (Su): The most dangerous ability of the harvester of sorrow is its song. When a harvester sings, all creatures (*other than other harvesters*) within a 100-foot spread must succeed on a DC 19 Will save or become aggrieved by melancholy. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harvester's song for 24 hours. The save DC is Charisma-based.

A paragon harvester of sorrow keeps 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 victim aggrieved by melancholy's actions progresses through the following actions:

Round 1: Attack self with weapon in hand or available weapon.

Round 2: Do nothing but cry and sob incoherently.

Round 3: Attack nearest creature (*for this purpose, a familiar counts as part of the subject's self*).

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Round 4: Drop everything and curl up in a ball on the ground

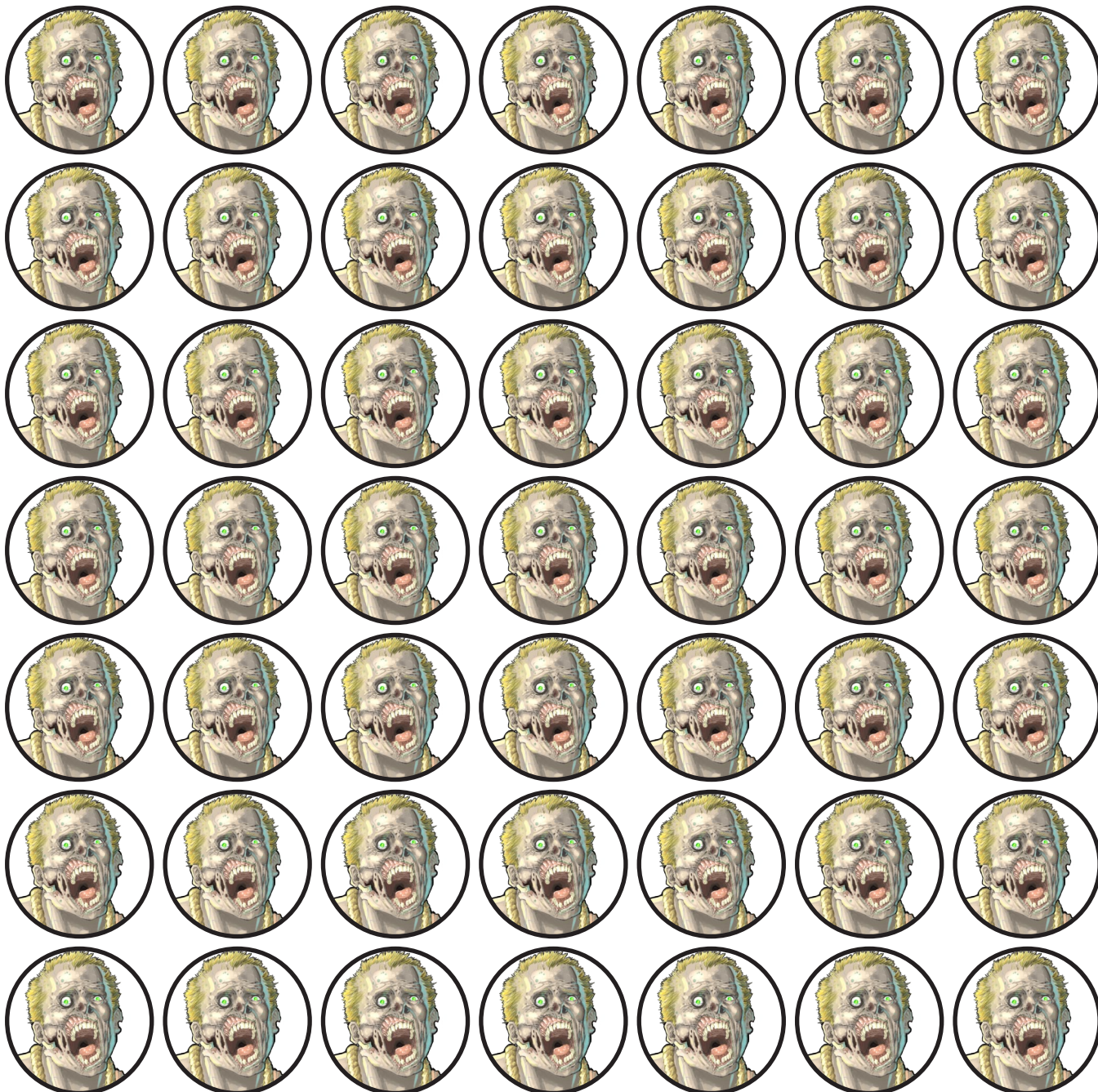
Round 5: Make a DC 12 Will save or become aggrieved by melancholy again (*return to Round 1 above*). On round 10 the Will save drops to DC 8 – repeat until the character makes the save or the harvester stops singing

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An aggrieved character who can't carry out the indicated action does nothing but sob incoherently. Attackers are not at any special advantage when attacking a aggrieved character. Any aggrieved character who is attacked automatically attacks its attackers on its next turn, as long as it is still aggrieved when its turn comes. An aggrieved character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked). A bard's countersong ability allows the captivated creature to attempt a new Will save.

Seed of Hate (Su): Disease—bite, Fortitude DC 19, incubation period 1 round, damage 1d4 Con. Each time a victim takes 2 or more Con damage from the disease they must make another save and if they fail the disease incubates again on the next round – repeat until the victim makes a save, takes only one point of Con damage or is reduced to 0 Con. Victims reduced to 0 Con by the disease immediately rise as a fully healed harvester of sorrow. The save DC is Charisma-based. Seed of Hate may be cured with a Remove Disease spell, a Heal or Mass Heal spell will also cure the disease.

Suffocating Aura (Ex): The feeling of suffering and loss is so acute around the harvester paragon that it is overwhelming. Living creatures within 10 feet must succeed on a DC 19 Will save or begin to choke. A character that begins to choke must make a Fortitude save each round (*DC 19, +1 per previous check*) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. A creature that successfully saves cannot be affected again by the same harvester of sorrows suffocating aura for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.



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