

# EXAMPLE HUNT: HEADS WILL ROLL

Now that we've covered every element to creating a Hunt for your Players, let's see what it looks like when it's put all together into an example mystery by the name of "Heads Will Roll."

## THE HOOK

This Hunt starts in a remote village in Grinwald, on the border of Tress. The town seems peaceful but despite being in Grinwald features a prominent Tressian Church, praising Saint Alvia, known for maternal purity and fortune of harvesting. Upon first entering the Village the Hunters will witness a funeral that features no casket nor grave, and rumors of "Another one being taken" will be gossipped about.

**Duration:** Approximately 1 Day.

## THE INTRODUCTION

When the Hunters ask after the rumors or simply by staying in town long enough, they will hear of a beast that has been killing the village folk, although a particular quirk of this Monster is that they seem to take the children before killing them. No one seems to know where the children are taken, and only the bodies of adults are left behind. After further inquiry it is discovered that this has been occurring for over a month and that 13 children have disappeared in total. The funeral was for a child abducted just a couple days before the Hunters' arrival. In case conversation is passed

up, a post for Hunters is available on a community board to seek out the head of the local church Father Damri Ausvoir. If they talk to Ausvoir he will relay the information of the townspeople in a more concise manner, although he will not refer to it as a "Monster" but as "Someone" believing that it is possibly bandits or traffickers. He will have a very different accent from those of Grinwald and will be clear that the Church of Saint Alvia is not native to the Grinwald Kingdom, but the people seemingly like him and the church the Tressians have established.

### Unique Interactions

- **Folk Hero:** If a Folk Hero is playing and comes from the current or Neighboring Kingdom, this village has heard of their exploits and upon their arrival a nun from the church will come and request the Folk Hero's aid personally, and Ausvoir will include a better reward for the Hunters.
- **Exorcist:** If an Exorcist is playing then they will recognize their family birthmark (if it is visible) or their name if it is given. Although at first Ausvoir will be dismissive and rude, the local nun will take them to the side and arrange a secret meeting in which Ausvoir can meet the Exorcist and apologize. He will impart the importance that their connection to the Exorcists family must be kept secret but in return for his rudeness offers the following item: **Holy Censer** - +1 Forward to Ward Casting, Tags: Heirloom

**Duration:** Approximately 1 - 2 Days

# THE INVESTIGATION

With a Monster or possibly traffickers afoot, the Hunters take the job, whether of their own volition or via the community board, Father Ausvoir is willing to compensate the Hunters for children being found, and more if the problem is dealt with. Ausvoir will disclose the events of the last incident but only if the Hunters have officially agreed to the Hunt. Upon agreeing Ausvoir discloses that the child was walking down the main road in the mid hours of the day, while most of the villagers were in the fields or out at work, the child was passing by two local farm hands that happened to be taking a break, it was unsure if the two farm hands and the child were mingling, but that is when they were attacked, the two farm hands were decapitated and the child was taken. The Party can visit the location but most of it will be cleaned up, although residue of the blood will be left along the buildings and the floor. Someone who performs a 13+ on an Investigation Task can see that the patterns of the blood indicate a swift and precise motion like that of a sword or Weapon, not the slash or claws of a beast. Otherwise the information is limited and will only reveal what direction the suspect came from and went. Although if an Investigation is done on the outside of town, a trail of dead grass will be easily discovered and matches the direction the supposed Monster came from.

## Unique Interactions

- **Monster Slayer:** With their enhanced senses when visiting the scene of the crime they can very clearly ascertain that there is no smell left by the attacker, indicating that the creature is not alive or at the very least incorporeal, the only other possible solution is that they were intrinsically magical or covered it up. Based on the Monster Slayers background they can ascertain that the creature is most likely Undead and probably some sort of Spirit with a successful Investigate Task.
- **Spectral Guardian:** When seeing the scene of the crime, regardless of roll, the Specter will have an off feeling, and claim that they feel the presence of other spirits. Although the Specter will not be able to determine if it is the Monster or the Victims that are the other spirits, if any one performs a ritual to contact the dead they will not be able to reach any one and can deduce that the feeling of the other spirit was not the souls of the victims.

An alternate route is to use Convince Tasks on the townspeople to investigate by word of mouth, on a

success they will discover that there is someone in the village who had witnessed one of the attacks but had gone into their house never to be seen. If the Party tracks down the house it will be empty, but many will say that the blacksmith knew him best and that they would know for sure. Despite this the Blacksmith states they know the victim but denies knowing where they are, the Blacksmith can be convinced though. Through other investigation methods the Party can discover that the victim resides hidden in the Smiths own house, and can attempt to speak when the Smith is not at home (or via some other method). Although the victim will absolutely refuse unless someone rolls a 13+ Convince. If the Party fails by traditional methods, magic or more forceful methods can be used while the Blacksmith is not around, although the Blacksmith will be very keen on the situation and even if magic is used will know that something is not right, in this scenario he will refuse services or hike up his prices.

The Victim is a scrawny villager that supposedly worked the fields and was slacking when he saw a group of merchants get attacked, it was then that he saw an Hollow Knight, with their mighty undead steed, armor as black as night, and unholy scythe in hand, sweeping through and cleaving the heads clean off, while taking the children as they ran. He stated the site was so horrifying that he could never go back to those fields and now resides in the back of the Smithy drawing sketches and drawings of the Hollow Knight from memory. Although it only gave an idea at best, as his nightmare fueled trauma, distorts these images heavily. If questioned more he will reveal that this happened in broad daylight, and that the creature despite his readings at the Tressian church is not deterred by sunlight or holy symbol.

*Duration: Approximately 2 - 4 Days*

# THE PREPARATION

With a clear image of the Monster in sight, this can be relayed to Ausvoir and he will admit that the Blacksmith never disclosed the location of the victim and never heard this account. In response Ausvoir will prepare Wards and magical components to aid the Party over the course of 2 Weeks. If relations have been friendly and the Party well received by the town and the church Ausvoir will offhandedly mention that they were not the first church to this town, and that the Blacksmith used to belong to the previous church, which might have been his reluctances to trust him.

During this time Investigations will still theoretically continue but in reality the Party must wait for the Hollow Knight to strike again, they can buy Weapons, common consumables, craft, or kill time. They can continue to help the townspeople to improve their relations, and become more ingratiated into the town. After 1 week, a family from the town will approach the Hunters if their reputation is good enough, and ask for their protection as they travel to the next town over. The Father will be dismissive of the Party even at good relations, but the mother will insist that the protection is needed. They will both be generally polite and nice regardless of relations. They will state that they leave in 2 Weeks, if the Party accepts Ausvoir will be done creating Warding Components and Consumables 1 week before the Party leaves.

## Unique Interaction

- **Commoner:** Depending on their background they can identify that this border town is a great spot for trade and probably the reason why the Tressians sent missionaries, if it is not then its an opportunity missed. During the 3 weeks waiting for the Merchant family to embark, they can figure that the grain and cotton farmed here would sell for double the amount in Tress, and could possibly convince someone to take the gamble for a share of the profits, what the Commoner can do and offer to help will be based on their Background.

Whether the Merchant Family is taken up on their offer or not, when 3 weeks have passed since the start of the Preparation phase, they will embark. If the Party agrees to travel with them then they will meet the families daughter, along with a local militia man that is a friend of the Fathers, seeing as all the protection they needed. The Militia man will be enamored with the Party regardless of their relations and tell meager stories of his own “combat trials” mostly involving battering drunkards, and once taking down a wild boar. As they travel on the edge of town near the twilight time, very quickly their nightmare becomes a reality. Sitting ominously in the shade of the trees, just off the beaten path, a Knight in pure black armor, a crimson scythe, black smoke billowing from his visor, and eyes red as rubies, sits upon a shadowy steed, that flickers and billows smoke from its mane, as if its existence is barely kept tethered to the corporeal realm. Completely petrified, the Merchants will stand unable to act, and the Party must act. The Hollow Knight will go for the Villagers first but upon the Party attacking will view them the biggest threat.

The Merchants will retreat some ways off the road as the Militia man will attempt to aid the Party, although if the Militia man takes an injury he will apologize and run to the Merchants convincing them to move on with you as you “distract” the Hollow Knight.

## Unique Interaction

- **Enchanting Witch/Magus:** Through studies and understanding of Monsters and magical properties can identify that the Armor is tangible and the person inside is some sort of spirit, although it will appear as if regular Weapons can still Harm it, although they can determine that despite this it cannot be killed this way.

There are several unique properties to the Hollow Knight, first off being that the Hollow Knight and its Shadow Mare count as two different entities that each get their own actions and turns, although the Shadow Mare will always go after the Hollow Knight in initiative. The Hollow Knight can receive Harm but cannot be put below 1 HP unless a specific ritual is cast (seen later). The Shadow Mare can die and will simply disappear but the Hollow Knight can cast an Incantation to summon it again. In this fight the Hollow Knight will flee after 6 turns or if they are knocked down to 1 HP. The Hollow Knight and Shadow Mares Monster Block is listed at the end of this Hunt.

This Fight can be missed if the Party does not accept the request of the Traveling Merchants, simply hearing the news that the Merchants were attacked and their daughter has gone missing, they can then attempt to investigate the scene right after its occurrence, and can find clues that match the descriptions of the Victim and their drawings, such as it being someone riding a horse, it being undead or ethereal, and using some sort of bladed Weapon most likely a scythe.

**Duration:** Approximately 3 Weeks, whenever the Traveling merchants leave

## THE CONFRONTATION

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At this point in the Hunt there will be a few different paths that can be taken, but depending on choices thus far, might need a few more actions to be performed. If the Merchant family was refused and henceforth killed an extremely old villager will be there commenting on the scene, and will reveal the next portion. If they were protected, then this elderly gentleman has to be found via a Luck Task

or Influence Task inside the town. Once this elderly gentleman is found, he will reveal (similar to what Ausvoir might have said) that this town had another Saint before the Tressian church came along. When inquired, the elder talks about a “better time” when they used to praise Saint Wolsh, a warrior Priest that was the Saint of Bravery and Honesty. While taking jabs at the current Church of Alvia and the fact it is ran by Tressians the elder will reveal the dark past of Saint Wolsh, stating that he was a protector and soldier of Grinwald, and often graciously adopted the orphans of battles he participated in, seeing as his duty to give those stricken by violence a chance. The elder goes on to state that Saint Wolsh had many children and had an orphanage not far from the local river, but it was a fateful day that the missionaries of Saint Alvia came to town, Wolsh accepted them graciously being people of a fellow Saint and peer to his faith, but (in the elders words) manipulated the children, and took them to back rooms to coerce them that Saint Wolsh had abused them. The children then all came forth to speak against Saint Wolsh, and the townspeople believed it, rising up excommunicating him and sentencing him to death. He was dragged through the town, berated, and every child was given the opportunity to throw stones, before he was cruelly decapitated and his head put on a pike. It was then that the Tressians tore down the statue of Saint Wolsh and with the very same stone built the Statue of Saint Alvia the Party sees now. His head was left for the children to mock, for some time before it decayed and was promptly taken down by the Tressians. At this point the elder will have little else of meaning to say but if the Players are somewhat agreeable towards his views, he will mention that the Blacksmith was one of Wolsh’s orphans. The elder will depart but state that if they need any more “information” to find him again.

At this point the Players can request this story from the Black Smith and Ausvoir.

The Smith will be brief and reluctant to share details, but state that many of the specific accusations made against Wolsh were false, but that he was still a man that deserved what he got. If the Players pry too deep the Smith will recluse and refuse to answer, if the Party had offended him earlier via the Victim then he will not speak about this at all. Although if the Smith talks, he will admit that he thought Wolsh might have been tied to this, so he went to see the old Orphanage but couldn’t seem to find it.

Father Ausvoir, will tell a much less favorable tale of Father Wolsh stating that he was an abuser and did unspeakable things to the orphans, that he was a warlord, that abducted the children of his victims. Although Ausvoir will relay a reluctance about how everything went down and that the townspeople took things too far. Saint Alvia is a matron of peace, and the punishment Wolsh got was worse than he truly deserved. He states that he was not the original missionary and that Father before him was reassigned after the incident with Wolsh, but when he came into town and saw the head and how it was being treated he immediately took it down. He states he’s worked hard to move the town away from that kind of behavior since then, and he hopes he was successful, but a fear lays in the back of his heart that the barbarism still resides somewhere hidden in this town.

At this point the Party has 3 Options.

- 1) They can talk to the Elder once again, who reveals that he knows a local Witch that gives him unique and rare medicines, and that she may know how to help.
- 2) They can talk to Ausvoir and request aid to exorcize the Spirit of Saint Wolsh.
- 3) They can simply destroy the Statue of Saint Alvia, and offer a sacrifice to Saint Wolsh.

Each has different outcomes and will be taken down sequentially.

## 1) ACQUIRING THE AID OF THE WITCH

If this path is taken the Elder must be talked to a second time, and they will disclose the location of this Witch, about 2 days away. When they travel there a beautiful and exotic woman will be present, in the neck of the woods north of the town, right on the border of Grinwald and Tress, tucked behind a small cliff hidden in a thicket of trees. They will see charms and totems strewn about with hanging skulls of animals and strange ornaments. When they knock she answers and invites them in, the furniture moves of its own accord as she seems intrigued by the Party. If they state the dilemma she will state that she has a solution, but wants a ludicrous amount of Coin (specifically 10 Copper Coin equivalent to 100 Copper Ingots, and Coin being a more rare form of currency). Assuming most Parties do not have the coin and that she will not take other currency she offers an alternative, of



collecting some rare mushrooms from a cave nearby. If the Party agrees they must take a day to find the cave and will find a small hoard of Gremlins, small skittish creatures that attack and scavenge in packs. They will easily be defeated and run at the first sign of injury or if one of them dies. The mushrooms are collected and take 1 day to return. Upon returning she knocks the price down in half, still probably being unaffordable, so then she makes one last offer. She wishes to extract the semen of a particular member of the Party, if they agree she states that she will accept other currencies for her trinket. She additionally states that she can “assist” them if they have trouble producing themselves. Beyond the strange arrangements if this deal is taken the Party will be given a single “Hex Coin” a strange gold coin that has a skull on one side and a symbol on the other. The Witch informs the Party that when they are ready to kill the Hollow Knight to flip the coin and they will become killable. If this deal is not accepted

or if the Coin is not retrieved, then this path no longer works and must seek another Path.

Note: The Witch will not Disclose that using the Coin will “Haunt” the user. Giving that Hunter 1 Haunt point for its use.

*Duration: Approximately 1 Week*

## 2) REQUESTING THE AID OF AUSVOIR

If this path is taken Ausvoir must be convinced that it is indeed the Spirit of Saint Wolsh that is the Hollow Knight and that it seeks vengeance. If convinced Ausvoir will take 2 weeks to prepare a ritual and asks during that time to locate the old Orphanage, you can ask the Blacksmith but he will state that he looked already and couldn’t find it, stating that he forgot where it was. The Truth is that it was obscured by magic and requires someone casting a spell or being magically inclined such as

a Spectral Guardian to reveal its hidden state. The Orphanage is 1 Day away, and once revealed will show a second purple barrier emanating around it, if scoping it the Hollow Knight can be seen leaving and returning at different intervals bringing back materials from the forest. If approached when the Hollow Knight is gone they will spot the missing children, although they will be dressed as cultists and too scared to talk or converse. They will be enacting strange rituals and spells most likely out of fear for their lives. As it seems only Undead things can pass through the barrier. Once discovered the Party will be left to prepare until Ausvoir is ready, and can learn more patterns or things about the Orphanage or the Hollow Knight. Once Ausvoir is ready he will state that once at the Orphanage, that he will need at least 2 Minutes to cast the Ritual on the Hollow Knight and must be protected. In Danger time this is equivalent to 12 Rounds. Depending on how the Party enters the area, and how fast they can assemble the ritual to start it might take 1 - 4 Turns for the Hollow Knight to catch on. Once the Knight is aware Danger time will start, and the battle is on. Parts of this path have to be completed such as finding the Orphanage and facing off against the Hollow Knight, even if this is not the path being taken. Once the turns finish and if Ausvoir is not killed the Hollow Knight is immediately exorcized, seeing a familiar face the kids can now be coaxed out of the orphanage.

**Duration:** Approximately 2 Weeks

### 3) DESTROY THE STATUE AND GIVE A SACRIFICE

This path can be discovered via two methods, either from talking to the Witch who will state directly that the fastest method would be to give a sacrifice to the haunted Saint, and to destroy the icon of his hatred (The statue) or can offhandedly gather this from Father Ausvoir who will state that the "Haunted spirit cannot be at rest while being replaced, and is probably looking for a sacrifice." Regardless of how this information is gathered to save the most time, the Party can decide to destroy the statue and kill a willing or unwilling villager at the Orphanage to exorcize the Spirit instantly. No Fight, but the townspeople will be extremely upset, and the entire Party will gain a Haunt point.

Note: Even though listed under Path 2, the part of finding the Orphanage and locating the Hollow Knight is necessary for all Paths.

**Duration:** Approximately 3 Days

## THE AFTERMATH

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The Barrier drops, after the Hollow Knight is dealt with, the children slowly emerge, tentative, as 3 of the eldest children are at the helm. They ensure that the Party is trustworthy, if Ausvoir is there they will trust the Party instantly. If he is not they must be convinced with an 11+, if you fail something must be done to ensure you are trustworthy. When all the children emerge it will be seen that there are only 12 of the 13 children, dressed in ragged dark robes, and looking emaciated and starving. There is a decrepit statue of Saint Wolsh in the Orphanage and several runic circles being maintained by the children (most likely by force) it can be discovered via investigation, that the children themselves are what were creating the barriers around the orphanage, unknowing that they themselves were the ones trapping them in the orphanage. They also find the heads of all the victims laying around dressing the halls of the orphanage staring down at the children and the runic circles. Scraps of rotting food can be found littered around, and with some investigation can determine that there is not enough food for the children to survive off alone, and that something happened. If the 3 older boys are inquired about the missing 13th child they will be vague and state that they died and buried him out in the garden within the scope of the barrier, although if investigated no mound will be found. If the younger children are asked it will be clear that they believed the 3 older boys about what happened.

Note: If the Destroy the Statue route was taken then all 13 children are found, and this Task would determine that there was not enough food but not enough time passed for it to be a problem.

Once you return if Path 1 or 2 was taken and the town is in your good graces they will cheer and roar in happiness at your success and attempt to give a small bonus in Ingots on top of what Ausvoir offered you. They will also offer foods and other materials that can be used for selling or crafting. If Path 3 is chosen they will still offer the reward but will be bitter and request you to leave as soon as possible, although in this ending all 13 children are saved.

**Duration:** Total approximate Time: 28 Days - 42 Days, or 4 - 6 Weeks) Recommended start time: 2nd Month of a Season, (leaving 2 Months to complete)

NAME: **HOLLOW KNIGHT**

### ATTRIBUTES

STRENGTH <b>3</b>	AGILITY <b>1</b>	INFLUENCE <b>2</b>
WITS <b>1</b>	ARCANE <b>3</b>	LUCK <b>1</b>
HEALTH <b>16</b>	ARMOR <b>6</b>	EVASION <b>0</b>
HARM REDUCTION <b>0</b>	SIZE Medium	DIFFICULTY Average

### TAGS

*Ethereal, Undead, Predator, Tactical*

They look upon their targets with hatred, and seem stuck between the corporeal and incorporeal.

### BEHAVIOR

*Territorial, Aggressive, Bloodthirsty, Intelligent*

They do not speak, nor make a sound, but they move with purpose, intent, and a thirst for blood.

### WEAKNESSES

*Light, Holy, Silver*

### RESISTANCES

*Magic, Mental Statuses*

### IMMUNITIES

*Shadow, Bleeding, Diseases*

### DESCRIPTION

*This creature is a specter of the past, coming in the form of an unholy knight they were someone once revered and holy now stripped of their status and left only with vengeance in their heart. The Armor is taken from any rusted or mundane armor and transformed to fit around their spectral form, in addition to having a Shadowy companion at their side.*

*They wear cold midnight armor, decorated with a blood red trim, carrying a twisted scythe of blood soaked oak, a black mist seeping from the crevices of their armor, and evil eyes shining ruby red.*

### CREATURE MOVES

- Separate a Hunter from the rest of their team.
- Force a Hunter to make a choice that will jeopardize them or shift the consequence to an ally Hunter.
- Break a Weapon, tool, or piece of Armor.
- Obfuscate themselves from the Hunters, forcing the Hunters to pass an Investigate task to locate them.
- Cast Magic.
- Use a Weapon or Item.

### CREATURE PASSIVES

**Spectral Haunt:** This Creature cannot die by regular means, if the final blow is a physical blow leave at 1 health, if it is magical they will disappear and reappear, only a ritual or satiating their demands will make them disappear for good.

**Nightmare Phase:** Serrated becomes severe, along with adding the Magic Tag and extending the range of Area (est 20 ft total). Lose weakness to Light & Holy.

### CREATURE ABILITIES

**Mounted Warrior:** Trained in Mounted Combat, the Hollow Knight gets +1 Evasion and cannot be Attacked from someone they are Targeting, this only applies while they are mounting an Animal.

**Fearful Gaze:** Force a Wits check on a Target as a Quick Action, on a miss they become Feared, on 8 - 10 they get -1 Forward, 11+ nothing happens (-2 to Saving Throws when in Nightmare Phase)

**Blade Hex:** Can use their Weapon to Cast Hexes with the Far Tag, Hexes automatically come with a +2 Harm (add +4 Harm when in Nightmare Phase)

NAME: **HOLLOW MARE**

### ATTRIBUTES

STRENGTH <b>3</b>	AGILITY <b>3</b>	INFLUENCE <b>0</b>
WITS <b>0</b>	ARCANE <b>3</b>	LUCK <b>0</b>
HEALTH <b>12</b>	ARMOR <b>2</b>	EVASION <b>0</b>
HARM REDUCTION <b>2</b>	SIZE Medium	DIFFICULTY Easy

### TAGS

*Ethereal, Undead*

A shining midnight tone, black mist in place of its mane, and a ghostly essence about it.

### BEHAVIOR

*Follower*

Cold, frightening, and obedient, this creature does exactly as its master needs, regardless of danger.

### WEAKNESSES

*Light, Holy, Silver*

### RESISTANCES

*Magic, Mental Statuses*

### IMMUNITIES

*Shadow, Bleeding, Diseases*

### DESCRIPTION

*This creature is a companion to the haunted Specters of the Hollow. Being the familiar and creature that the fallen warrior has most identified with throughout their life. This particular specter takes the form of a steed.*

### CREATURE MOVES

- Separate a Hunter from the rest of their team.
- Force a Hunter to make a choice that will jeopardize them or shift the consequence to an ally Hunter.
- Obscure themselves from the Hunters, forcing the Hunters to pass an Investigate task to locate them.

### CREATURE PASSIVES

**Reactive Attacks:** This creature can use its natural attacks as Main, Quick, and Reactions

**Spectral Steed:** This Creature when killed will simply disappear, but can be resummoned after 1 minute (6 Rounds) it is an incantation to do so.

**Nightmare Phase:** Can move into Position as a Free Action, and +1 to all Attacks

### CREATURE ABILITIES

**Cursed Breath:** Neigh and release a black cloud over a victim, perform an Arcane Task with the Close, Line, and Shadow Tags, where 8 - 10 deals d6, 11+ deals d6 and fears on Harm. (set this attack to a d8 when in **Nightmare Phase**)

NAME: GREMLIN

### ATTRIBUTES

STRENGTH <b>1</b>	AGILITY <b>3</b>	INFLUENCE <b>0</b>
WITS <b>3</b>	ARCANE <b>0</b>	LUCK <b>0</b>
HEALTH <b>8</b>	ARMOR <b>0</b>	EVASION <b>1</b>
HARM REDUCTION <b>0</b>	SIZE Small	DIFFICULTY Easy

### TAGS

Evasive, Sneaky, Tactical, Aquatic

Being creatures of the sea, these creatures will quietly surround its prey, and strike all at once.

### BEHAVIOR

Territorial, Swarm, Obsessive, Scout

Cold, Mischievous, and a cowardice, Gremlins travel in pacts, surviving sheerly through numbers.

### WEAKNESSES

None

### RESISTANCES

Diseases, Blind

### IMMUNITIES

Water

### DESCRIPTION

These proverbial pests, known for being bloodthirsty cretins, are not all they are chocked up to be, but that doesn't mean they aren't dangerous, they hide behind their large numbers, and use familiar terrain to their advantage.

You can also include information that is not known to the Hunters or anyone right away but to help guide you as the GM to better control this Monster.

### CREATURE MOVES

- Force a Weapon or item out of a Hunter's hand.
- Give a Hunter -1 Forward.
- Trap a Hunter.
- Obfuscate themselves from the Hunters, forcing the Hunters to pass an Investigate task to locate them.
- Use a Weapon or Item.

### CREATURE PASSIVES

**Pack Tactics:** If multiple of this Creature is surrounding a Target, then they all count as being 'In Position' regardless of who the Target is looking at.

**Proficient:** This creature is smart enough to see tools and know how to use them in rudimentary ways, increasing their damage if they get a hold of anything to swing.

**Nightmare Phase:** Get +1 to Melee Attacks & Harm on Natural attacks, and can Melee Attack twice in one Action.

### CREATURE ABILITIES

**Vile Bite:** This creature lives in the contaminated waters and rotten scraps of forgotten places, and can bring miasma with it. Perform an Agility Task to attack:

- 8 - 10 deals 1d4 Pierce
- 11 - 12 deals 1d4 Puncture and inflicts Plague
- 13+ deals 1d6 Puncture and inflicts a severe Plague.

Targets with Plague have -1 Ongoing until it is cured. This creature must be in Position to use this Move. (+1 Forward & Harm on this Move when in Nightmare Phase)

**Dung Throw:** Target a Hunter up to Close Range (20 ft) and force an Agility task on a Hunter. On a partial success, the Hunter takes -1 Forward and the Plague effect. On 11+ the Hunter dodges the attack. On a miss they suffer the Plague & Blind status effect. Each time this Ability is used it cannot be used until the Creature uses a Quick Action to refresh it.