

Reaver Con I Digital Swag



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2021 by Dragon Peak Publishing
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Deep in the Frozen North, King Mob sits upon the Skull Throne and coldly calculates the merits of each reaver and each despoiling venture taken forth under his laws. Those who fall while serving under his law find themselves transformed into thralls to be sent after cursed reavers who still live. These lowest of servitors bear not even an inkling of their king's true goals and can be of any ilk or alignment, though the King himself is a being of Law.

If a reaver has broken the Laws of Legacy or otherwise defied King Mob, have that PC roll a Luck check at the beginning of the current adventure. If they fail the check, an avenging servant will seek out the reaver and interfere at some point during the adventure. Consider throwing some of the sample creatures below at lower level PC.

Spirit Reaver: Init +1; Atk claw +4 melee (1d4) or soulgaze (special); AC 15; HD 2d12; Fly 30'; Act 1d20; SP soulgaze (+4 ranged, 1d3 temp Per dmg, DC 12 Will save negates), resistant to non-magical weapons, un-dead traits; SV Fort +1, Ref +2, Will +2, AL C.

Always seeking after plunder and pillage, they eschewed relationships and never enjoyed the small moments that life brings. Now they seek to steal those traits from those that their liege commands them to slay.

Reaving Revenant: Init -1; Atk longsword +6 melee (1d8+1); AC 13; HD 4d10; MV 30'; Act 1d20; SP flame wreath (those in melee must make DC 12 Ref save or take 1d3 fire dmg), demon traits; SV Fort +2, Ref +1, Will +2, AL L.

In life, these poor souls thought themselves the best with a blade, but they now find themselves burning to prove this in death.

Graveclump: Init +0; Atk gnash +5 melee (1d5+ induce corruption); AC 13; HD 4d12; MV 20' or climb 20'; Act 1d20; SP induce corruption (DC 14 Fort save or gain minor corruption), un-dead traits; SV Fort +4, Ref +0, Will +4, AL N.

Once the frozen dead of a mass grave, these corpses became inextricably congealed when their king commanded them to rise and seek out lawbreakers.

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