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Anthropophagi



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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt

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Anthropophagi

ANTHROPOPHAGI HAVE NO HEADS. Their eyes and mouths are in their chest. Their brains, smaller than a normal human, rests slightly behind the groin encased in a strong pelvic cavity. Without a head, these loathsome creatures lack a lot facial tics most other humanoids use to discern hidden motives.

Due to constraints of encroaching human civilization in recent years, these cannibalistic creatures turn to eating the dead rather than bring the wrath of confrontation upon their dwindling numbers. Nevertheless, this does make them any less dangerous to encroaching adventurers or mercenaries without a feudal lord.



Keith Thompson

Anthropophagi Lore

A character knows the following information with a successful Nature check.

DC 15: Known for eating their own kind as well as other humanoids, anthropophagi openly indulge partaking in live flesh. The ancient Greece called them androphagoi, or man-eaters. This practice often keeps them along civilization's fringe.

Although most satisfy themselves raiding small, isolated barbaric tribes, many anthropophagi ingratiate themselves in human society. Many religious or secular organizations often grant anthropophagus *Writs for the Dead*, which they proudly display. It allows them to collect corpses from battlefields, executed convicts, and plague victims. Occasionally, special circumstances, such as leprosy, allow these man-eaters to collect ill-fated victims while they still breathe.

DC 20: Most nomadic anthropophagi carry all the provisions they need. Due to some ancient rite granted by the Ghoul King, they create undead slaves to serves as beasts of burden that they can devour later.

Anthropophagus Man-Eater	Level 4 Brute
Medium natural humanoid	XP 175
Initiative +4	Senses Perception +2; low-light vision
Hunger Lust aura 1; an immobilized or helpless enemy that ends its turn in the aura takes 5 damage.	
HP 62; Bloodied 31	
AC 16; Fortitude 16, Reflex 15, Will 13	
Speed 6	
⊗ Slam (standard; at-will) +7 vs. AC; 1d8 + 4 damage, or 2d8 + 4 damage if the anthropophagus man-eater is bloodied.	
✕ Cannibalizing Bite (minor 1/round; at-will) Requires combat advantage; +5 vs. Fortitude; 1d6 + 4 damage, and target is weakened (save ends).	
Alignment Unaligned	Languages Common
Skills Bluff +4, Intimidate +4	
Str 18 (+6)	Dex 15 (+4) Wis 10 (+2)
Con 12 (+3)	Int 7 (+0) Cha 11 (+2)
Equipment leather armor	





MAN-EATER TACTICS

Anthropophagus man-eaters try desperately to incapacitate foes to satisfy their *hunger lust*. Many prefer lingering close to corpse-herders and devour immobilized victims who fall prey to their leader's *piercing grab*.

Anthropophagus Marauder

Level 6 Skirmisher

Medium natural humanoid XP 250

Initiative +8 **Senses** Perception +4; low-light vision

HP 68; **Bloodied** 34

AC 20; **Fortitude** 19, **Reflex** 18, **Will** 17

Speed 6

⊗ **Handaxe** (standard; at-will) + **Weapon**
+11 vs. AC; 1d6 + 4 damage.

⊗ **Handaxe** (standard; at-will) + **Weapon**
Ranged 5/10; +10 vs. AC; 1d6 + 4 damage.

⊗ **Insatiable Hunger** (immediate reaction; when target grants combat advantage; at-will)
The anthropophagus marauder shifts 3 squares toward target and may make an immediate *cannibalizing bite* (see below). This use of *cannibalizing bite* is not limited to once per round.

⊗ **Cannibalizing Bite** (minor 1/round; at-will)
Requires combat advantage; +9 vs. Fortitude; 1d6 + 4 damage, and target is weakened (save ends).

Alignment Unaligned **Languages** Common

Skills Bluff +6, Intimidate +11

Str 18 (+7) **Dex** 17 (+6) **Wis** 12 (+4)

Con 12 (+4) **Int** 8 (+2) **Cha** 11 (+4)

Equipment leather armor, 4 handaxes

MARAUDER TACTICS

Anthropophagus marauders quickly close the distance between themselves and their foes then use their *insatiable hunger* power to dart to its next victim without provoking an opportunity attack.

Anthropophagus Corpse-Herder

Level 7 Controller (Leader)

Medium natural humanoid XP 300

Initiative +6 **Senses** Perception +5; low-light vision

HP 77; **Bloodied** 38

AC 21; **Fortitude** 21, **Reflex** 19, **Will** 19

Speed 6

⊗ **Man catcher** (standard; at-will) + **Weapon**
Requires man catcher; reach 2; +12 vs. AC; 1d8 +5 damage.

⊗ **Cannibalizing Bite** (minor 1/round; at-will)
Requires combat advantage; +11 vs. Fortitude; 1d6 + 4 damage, and target is weakened (save ends).

⊗ **Piercing Grab** (standard; at-will) + **Weapon**
Requires man catcher against a large or smaller target; reach 2; +11 vs. Reflex; 1d8 + 5 damage, the target slides into a square adjacent to the anthropophagus, takes ongoing 5 damage, and is grabbed (until escape). While the target is grabbed, the anthropophagus can't make man catcher attacks. An anthropophagus can hold only one creature with this power.

⊗ **Slaver's March** (standard; at-will) + **Weapon**
Target must be grabbed; +11 vs. Fortitude; move anthropophagus up to 6 squares and pull grabbed target with it.

↗ **Call of the Master** (minor; encounter) + **Healing, Necrotic**
Ranged 10; affects one dead creature; the target rises as a ghoul, standing as a free action, with a number of hit points equal to its bloodied value.

Slaver

The anthropophagus gains a +2 bonus to move a grabbed target and may move up to its speed when moving a grabbed target.

Alignment Unaligned **Languages** Common

Skills Bluff +8, Intimidate +13

Str 20 (+8) **Dex** 16 (+6) **Wis** 12 (+5)

Con 13 (+4) **Int** 9 (+2) **Cha** 17 (+6)

Equipment leather armor, man catcher, cleaver

CORPSE-HERDER TACTICS

An anthropophagus awakens a ghoulish servant before using their man catcher to bring foes closer to its *cannibalizing bite*. Their *piercing grab* immobilizes enemies allowing a ghoul ally to use its *ghoulish bite*.





Encounter Groups

Anthropophagi often shadow armies marching to war much like vultures in hopes to find fresh food or ghoulish slaves. They often travel in the company of degenerate or desperate humans as well as scavenging gnolls and hyenas.

Level 4 Encounter (XP 923)

- ❖ 1 corpse-herder (level 7 controller)
- ❖ 3 zombies (level 2 brute)
- ❖ 8 human rabble (level 2 minion)

Level 7 Encounter (XP 1,550)

- ❖ 1 corpse-herder (level 7 controller)
- ❖ 2 marauders (level 6 skirmisher)
- ❖ 2 ghouls (level 5 soldier)
- ❖ 2 man-eaters (level 4 brute)

Level 7 Encounter (XP 1,550)

- ❖ 2 corpse-herder (level 7 controller)
- ❖ 2 man-eaters (level 4 brute)
- ❖ 2 cacklefiend hyena (level 7 brute)

Level 9 Encounter (XP 2000)

- ❖ 1 corpse-herder (level 7 controller)
- ❖ 4 marauders (level 6 skirmisher)
- ❖ 2 cacklefiend hyena (level 7 brute)
- ❖ 1 gnoll huntmaster (level 5 artillery)

Quest

You may insert the following anthropophagi related quest into an adventure.

REQUIEM FOR THE LONGBOW

Seven Arrows, a village known for its well-crafted longbows, lost its famed bowyer, John Hornwood in a recent raid. Not just his life, but also his secret time honored traditions of artisanship vanished at the tip of a marauder's sword.

Start: Characters witness the aftermath of the raid and the villagers' horror when they cannot find the body of John Hornwood.

Goal: To find John Hornwood before the anthropophagi raiders devour his body. A *speak with dead* ritual is needed to learn the artisan's secrets.

Outcome: Success might warrant a unique magical bow or quiver, while failure soon results in loss in trade for the village bringing townsfolk closer to destitution.

Racial Traits

This is similar to the racial traits presented in the D&D 4E PLAYER'S HANDBOOK. This allows the Game Master to generate NPCs and serve as a guideline to create a player character. However, we do not recommend the later suggestion since the racial traits presented below may prove more powerful than those found in the D&D 4E PLAYER'S HANDBOOK.

Anthropophagus

Average Height: 7'1" – 7'5"

Average Weight: 300-330 lb.

Ability Scores: +2 Strength, +2 Charisma

Size: Medium

Speed: 6 squares

Vision: Low-light

Languages: Common

Skill Bonuses: +2 Bluff, +2 Intimidate

Cannibalizing Bite: You can use *cannibalizing bite* as an at-will power.

Cannibalizing Bite

Anthropophagi Racial Power

The double row of your piercing teeth penetrates flesh and cripples your foe.

At-Will + Martial

Minor Action (Special)

Special: You can use this power once per round

Target: One humanoid creature

Attack: Strength vs. Fortitude

Hit: 1d6 + Strength modifier damage, and target is weakened (save ends).

Special: Requires combat advantage. Increase damage to 2d6 + Strength modifier damage at 21st level.

