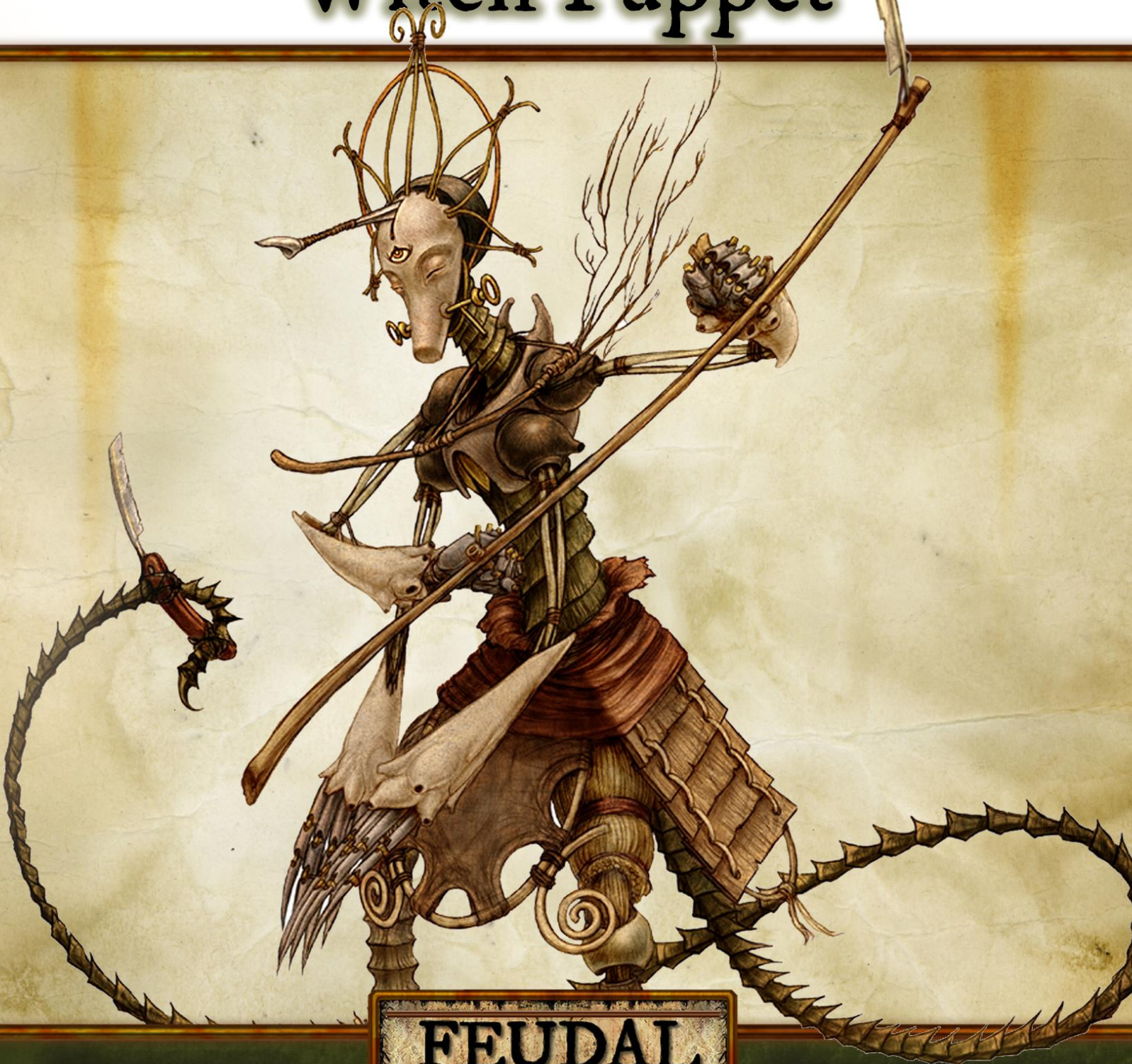


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# MEDIEVAL BESTIARY

## Witch Puppet



LEVELS I-II



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# Witch Puppet

WITCH PUPPETS ARE an extension of their arcane masters free to move about the world unabated exploring lands in relative safety. These constructs vary depending upon the components used during its ritual construction and the personality of its creator. However, despite their differences, each witch puppet has many similarities. Every witch puppet has a painted third eye from which it sees its surroundings, a piece of burial site, whether it be a rock from a gravestone or burial branch, to fool the soul trapped within, and a vital bone dagger. The ritualistic bone dagger imbues the magic into the creation and without it, the creature becomes inert.

Each year, more and more witch puppets appear throughout the region as church inquisitors and witch hunters become more successful hunting arcane purveyors. Rather than risk their own lives, such mages live in isolation using their witch puppets as surrogates to interact with the world without fear of reprisal. While many see witch puppets performing menial tasks, such as threshing millet or collecting rare herbs, some witness horrific acts performed by witch puppets, especially against those who aid the inquisition.



Keith Thompson

## Witch Puppet Lore

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

**DC 15:** Many scholars predict, correctly in most cases, the ritual bone dagger pins the soul to the construct. The soul infuses with the residual magic used during creation to animate the construct. The arcane creator, in most instances, are in total control of their creation and able to see through the magic third eye painted on the forehead.

**DC 20:** Despite their initial purpose of supplementing peasant labor, a witch puppet has multiple forms of attack including threshing claws and possible whip-like appendages.

**DC 25:** It is possible, if the timing is right, to remove the bone dagger making the creature inert.

### Witch Puppet Servant Level 1 Minion

Medium natural animate (construct) XP 25

**Initiative** +3 **Senses** Perception +2

**HP** 1; a missed attack does not damage a minion.

**AC** 16; **Fortitude** 13, **Reflex** 14, **Will** 13

**Speed** 6

Ⓢ **Slam** (standard; at-will)

+6 vs. AC; 4 damage.

**Reviving Bone Dagger** (the first time it is reduced to 0 or fewer hit points)

When dropped to 0 or fewer hit points, an adjacent creature may pull the reviving bone dagger from the witch puppet servant as an immediate reaction by making an Athletics check (DC Fortitude). On a failed result, make a new initiative for the witch puppet servant. On its next turn it rises again with 1 hit point.

**Alignment** Unaligned

**Languages** -

**Str** 15 (+2)

**Dex** 17 (+3)

**Wis** 14 (+2)

**Con** 13 (+1)

**Int** 3 (-4)

**Cha** 3 (-4)

**Equipment** peasant tools and odds and ends.





## WITCH PUPPET SERVANT TACTICS

Without a ranged attack, witch puppet servants swarm an opponent making the most of their slam attacks.

<b>Witch Puppet Thresher</b> Level 1 Skirmisher	
Medium natural animate (construct) XP 100	
<b>Initiative</b> +5 <b>Senses</b> Perception +1	
<b>HP</b> 28; <b>Bloodied</b> 14	
<b>AC</b> 15; <b>Fortitude</b> 13, <b>Reflex</b> 15, <b>Will</b> 12	
<b>Immune</b> disease, poison; <b>Vulnerable</b> crippling bone dagger (see below)	
<b>Speed</b> 6	
⊕ <b>Scything Sweep</b> (standard; at-will) † <b>Weapon</b>	+6 vs. AC; 2d4+3 damage, and slide target 1 square.
‡ <b>Threshing Whip</b> (standard; at-will)	Reach 2; +4 vs. Reflex; 1d6+3 damage.
‡ <b>Threshing Claws</b> (Standard; encounter)	+6 vs. AC; 2d10+3 damage.
<b>Crippling Bone Dagger</b> (the first time it is damaged by a critical hit)	
When damaged by a critical hit, an adjacent creature may pull the crippling bone dagger from the witch puppet thresher as an immediate reaction by making an Acrobatics (DC Reflex +5) or Athletics check (DC Fortitude +5). On a successful result, the bone dagger is removed and the witch puppet thresher falls inert.	
<b>Alignment</b> Unaligned	<b>Languages</b> -
<b>Str</b> 13 (+1)	<b>Dex</b> 16 (+3) <b>Wis</b> 10 (+0)
<b>Con</b> 12 (+1)	<b>Int</b> 5 (-3) <b>Cha</b> 7 (-2)
<b>Equipment</b> a scythe and odds and ends.	

## WITCH PUPPET THRESHER TACTICS

Commonly found in isolated farm fields, witch puppet threshers keep their distance by using their *threshing whip*. For opponents closing for melee, it attacks with its *scything sweep* and then simply moves away. It reserves its threshing claws for extremely injured opponents foolish enough to engage it in melee.

## WITCH PUPPET WARRIOR TACTICS

A witch puppet warrior barrels into combat opening up its *threshing claws* on the strongest melee combatant, putting fear in those enemies who wish to continue to remain adjacent. When bloodied, warriors try to gain some distance before using its *enlivening bone dagger*.

<b>Witch Puppet Warrior</b> Level 4 Soldier	
Medium natural animate (construct) XP 175	
<b>Initiative</b> +8 <b>Senses</b> Perception +6	
<b>HP</b> 55; <b>Bloodied</b> 27	
<b>AC</b> 20; <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 15	
<b>Immune</b> disease, poison; <b>Vulnerable</b> crippling bone dagger (see below)	
<b>Speed</b> 6	
⊕ <b>Battleaxe</b> (standard; at-will) † <b>Weapon</b>	+11 vs. AC; 1d10+4 damage, and target is marked until end of the witch puppet warrior's next turn.
‡ <b>Threshing Claws</b> (Standard; encounter)	+11 vs. AC; 3d8+4 damage.
<b>Enlivening Bone Dagger</b> (minor, must be bloodied; encounter)	
The witch puppet warrior gains 27 temporary hit points. An adjacent creature may pull the crippling bone dagger from the witch puppet warrior as an immediate reaction by making an Acrobatics (DC Reflex +5) or Athletics check (DC Fortitude +5). On a successful result, the bone dagger is removed and the witch puppet warrior falls inert.	
<b>Alignment</b> Unaligned	<b>Languages</b> As creator
<b>Str</b> 14 (+4)	<b>Dex</b> 18 (+6) <b>Wis</b> 12 (+3)
<b>Con</b> 15 (+4)	<b>Int</b> 10 (+2) <b>Cha</b> 10 (+2)
<b>Equipment</b> a battleaxe and odds and ends.	

<b>Witch Puppet Hexen</b> Level 6 Artillery	
Medium natural animate (construct) XP 250	
<b>Initiative</b> +6 <b>Senses</b> Perception +7	
<b>HP</b> 57; <b>Bloodied</b> 28	
<b>AC</b> 18; <b>Fortitude</b> 17, <b>Reflex</b> 18, <b>Will</b> 19	
<b>Immune</b> disease, poison; <b>Vulnerable</b> siphoning bone dagger (see below)	
<b>Speed</b> 6	
⊕ <b>Slam</b> (standard; at-will)	+13 vs. AC; 1d6+4 damage.
⚡ <b>Static Energy Orb</b> (standard; recharge ☼, ☼) † <b>Lightning</b>	Area burst 3 within 10; +11 vs. Reflex; 3d6+4 lightning damage, and target is pushed 1 square and knocked down.
<b>Siphoning Bone Dagger</b> (minor, 1/round; at-will)	
The witch puppet hexen gains a +2 power bonus to its recharge roll on its next turn. An adjacent creature may pull the siphoning bone dagger from the witch puppet servant as an immediate reaction by making an Acrobatics (DC Reflex +5) or Athletics (DC Fortitude +5) check. On a successful result, the witch puppet hexen is immobilized and loses this ability until the siphoning bone dagger is replaced (minor action).	
<b>Alignment</b> Unaligned	<b>Languages</b> As creator
<b>Str</b> 12 (+4)	<b>Dex</b> 16 (+6) <b>Wis</b> 10 (+3)
<b>Con</b> 15 (+5)	<b>Int</b> 11 (+3) <b>Cha</b> 19 (+7)
<b>Equipment</b> metal and arcane trinkets, protruding copper wires, and other odds and ends.	





## WITCH PUPPET HEXEN TACTICS

A witch puppet hexen remains at a distance, using its *siphoning bone dagger* as often as possible even sometimes risking becoming immobilized.

### Awakened Witch Puppet

#### Level 9 Solo Controller

Medium natural animate (living construct) XP 2000

**Initiative** +7 **Senses** Perception +10

**Thrashing** aura 2; the awakened witch puppet makes a thrashing whip attack as a free action against any enemy within the aura at the start of the enemy's turn.

**HP** 376; **Bloodied** 188

**AC** 25; **Fortitude** 23, **Reflex** 23, **Will** 25

**Immune** disease, poison

**Saving Throws:** +5; +7 against ongoing damage

**Speed** 6

**Action Points** 2

⊕ **Grasping Scythe** (standard; at-will) † **Weapon**  
+14 vs. AC; 2d4+5 damage, and target is grabbed.

↓ **Mutilating Claws** (minor; at-will)  
Grabbed targets only; +12 vs. Reflex; 3d8+4 damage. While target is grabbed a witch puppet cannot make grasping scythe attacks.

↓ **Thrashing Whip** (standard; at-will)  
Reach 2; +14 vs. Reflex; 1d8+5 damage.

← **Hexing Blast** (immediate reaction, when the awakened witch puppet is hit by an adjacent creature; at-will) † **Lightning**

Close blast 2; +12 vs. Reflex; target is pushed 5 squares and takes ongoing 5 lightning damage (save ends).

**Force Defense** (minor; recharge ☐, ☐, ☐)

Until the start of the awakened witch puppet's next turn, ranged weapon attacks deal half damage.

**Alignment** Unaligned **Languages** Common

**Str** 17 (+7) **Dex** 16 (+7) **Wis** 15 (+6)

**Con** 14 (+6) **Int** 12 (+5) **Cha** 20 (+9)

**Equipment** a scythe, arcane trinkets, adventuring gear as well as other odds and ends.

## AWAKENED WITCH PUPPET TACTICS

On occasion, upon removal of the ritualistic bone dagger binding the soul to the construct, the soul remains instead of dissipating into the other realm. These awakened witch puppets, free of an arcane master or responsibilities, they continue to roam the land in search of adventure.

The awakened witch puppet usually focuses on melee combatants relying on their *force defense* to frustrate ranged attackers. It tends to isolate one

melee enemy while keeping others away with its *thrashing aura* and *hexing blast*. Once one enemy is disposed, it quickly turns to another within reach of its *mutilating claws*.

## Encounter Groups

Scattered throughout the lands, adventurers can encounter witch puppets nearly anywhere, especially in particularly isolated areas as not to draw attention to themselves. It is also not uncommon to find them working in a field of a small village far from the prying eyes of the inquisition.

However, more deadly encounters with witch puppets come from underground arcane cultists as well as from magicians of an evil veiled coven. Furthermore, depending on the nature of the creature, an awakened witch puppet may prove devastating to an adventuring group.

### Level 3 Encounter (XP 750)

- ❖ 1 witch puppet warrior (level 4 soldier)
- ❖ 4 witch puppet thrashers (level 1 skirmisher)
- ❖ 7 witch puppet servants (level 1 minion)

### Level 6 Encounter (XP 1,250)

- ❖ 2 witch puppet hexens (level 6 artillery)
- ❖ 3 halfling prowlers (level 6 lurker)

### Level 6 Encounter (XP 1,275)

- ❖ 1 dryad (level 9 skirmisher)
- ❖ 5 witch puppet warriors (level 4 soldier)

### Level 8 Encounter (XP 1,850)

- ❖ 1 drow warrior (level 11 lurker)
- ❖ 5 witch puppet hexens (level 6 artillery)

### Level 11 Encounter (XP 3000)

- ❖ 1 warhorn battlebriar (level 14 controller)
- ❖ 1 awakened witch puppet (level 9 solo controller)

## Witch Beasts

Although most witch puppets take the form of humanoids to better adapt to the rigors of exploration, some arcane masters prefer mimicking the animals in a given environment.

"Witch beast" is a template you may apply to a natural beast to create a new monster.

**Prerequisite:** Natural beast





### Witch Beast

Animate (construct)

### Elite Soldier

XP Elite

**Defenses** +2 AC; +2 Fortitude

**Saving Throws** +2

**Action Point** 1

**Hit Points** +8 per level + Constitution score

**Powers**

#### Threshing Grasp

Whenever a witch beast hits with a claw or a bite attack, the target is also immobilized until the end of the witch beast's next turn. As a standard action, the target may pull the bone dagger from the witch beast by making an Acrobatics (DC Reflex) or Athletics check (DC Fortitude). On a successful result, the witch beast loses this ability until the bone dagger is replaced (minor action).

† **Static Energy Bite** (minor; recharge ☼, ☼) †  
**Lightning**

Level + 2 vs. Fortitude; ongoing 5 lightning damage.

### RACIAL TRAITS

**Average Height:** 5' 8" - 6' 3"

**Average Weight:** 200-250 lb.

**Ability Scores:** +2 Strength, +2 Dex

**Size:** Medium

**Speed:** 6 squares

**Vision:** Normal

**Languages:** Common

**Skill Bonus:** +2 Endurance

**Past Life:** Your soul may be hundreds of years old or you remember your travels before becoming awakened thus allowing you access to certain knowledge or insight. You gain a +2 racial bonus to one of the following skill checks: History, Insight, or Religion.

**Living Construct:** You are a living construct and therefore benefit from all the traits provided to such a creature. This includes the following:

- ❖ Do not need to eat, drink, or breathe
- ❖ Need only 4 hours for an extended rest
- ❖ +2 racial bonus to saving throws versus ongoing damage
- ❖ On a death saving throw, you may take a 10 or your die roll as a result, whichever is better.

(See the *living construct* keyword in the D&D 4E MONSTER MANUAL).

**Arcane Siphon:** Drawing upon arcane energy imbued by your creator, you know and can perform the *disenchant magic item* ritual without a component cost. Once per day, after performing the *disenchant magic item* ritual you may spend a healing surge to regain one daily power you know with a level equal to or lower than the item disenchanting.

**Arcane Conduit:** You have the *arcane conduit* racial power.

**Threshing Claws:** You have the *threshing claws* racial power.

### Arcane Conduit

Witch Puppet Racial Power

You channel the residual arcane power to bolster a strike.

Encounter † Lightning

Minor Action

Personal

**Effect:** You can channel arcane energy against an enemy that you hit with an attack since your last turn. If your attack hits and deals damage, add your Constitution modifier as extra lightning damage.

## Character Race

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. Though balanced as a player character, the rules below are left to the discretion of the Game Master and considered optional.

### Witch Puppet

*Awakened from their arcane imprisonment, these souls continue to live their existence within the confines of the witch puppet.*

Initially created for a specific purpose by a reclusive arcane creator, awakened witch puppets survived the removal of their ritualistic bone dagger by a sheer force of will and desire to remain in the mortal realm. Without a master or a purpose, awakened witch puppets struggle to find familiarity in a world that now fears their presence due to their arcane nature.





**Threshing Claws** Witch Puppet Racial Power

You have two additional claws that grind opponents when following through with a melee basic attack.

**Encounter**

**Minor Action**

**Personal**

**Effect:** You deal +1d6 extra damage when you hit with a melee basic attack.

You may play a witch puppet if you desire . . .

- ❖ stealth and intrigue as you hide your true nature while within heavily populated areas.
- ❖ to be a creature with a rich past life or history spanning a few hundred years.
- ❖ to be a creature that is resilient, yet spry.

### PHYSICAL QUALITIES

Witch puppets are tall, lanky humanoids comprised of an assortment of odds and ends imbued with arcane energy to help the soul within animate the creation. While most seem created from bits of bone and wood, broken tea pots, washing boards, dried gourds, and the like, others might have a body of armor plates similar in appearance to a knight.

Being without a physical, naturally organic body, witch puppets cannot reproduce, but still experience a residual remembrance of emotions, including anger, joy, love, and even heartbreak. Though they respond to stimuli through arcane means, witch puppets do not have the natural senses they once had in life. This often proves frustrating and sometimes confusing for witch puppet characters.

### ROLE-PLAYING A WITCH PUPPET

Awakened souls often feel as if they are witnessing a world anew equating it to being born again. Some cling to life, seeing this as an opportunity as a second chance, and thus are much more reserved. On the other hand, having confronted death a first time, some souls within witch puppets no longer fear what lies in the great beyond and thus live life as if it were their last day.

Regardless of which outlook of life they choose or accept, their being is now their own to control. Loosing such a gift holds great fear over them and often they shun those that have the ability to reassimilate them into the bone dagger drones they once were, such as magicians, sorcerers, and other arcane purveyors. They might also fear

those of the Church, since it is not uncommon to view witch puppets as a perverse form of undead.

### WITCH PUPPET ADVENTURERS

*Kara remembers being a little girl, often found hiding amongst the tall grass from her cousins or when chores needed done. She also remembers confessionals and working the church demesne so the parish priest could remain fat. It would be a hard life, but she determined it would be hers, that is until the soldiers raided her lord's manor. With the lord in residence elsewhere, those who could not make it to the gates were slaughtered. Knights have no need of peasants unless they toil upon their own lands. Kara remembers being found and butchered amongst the tall grass.*

*Kara thought she was still there, in the blood soaked fields of her birth. Her first instinctive thought was to curl up in a ball in hopes her mother would scoop her up like she always does. But the will to move was not her own. Instead, she rose from flat bedrock and saw a tattered, worn man covered in trinkets standing before a fire.*

*"I will run no longer," muttered the old man.*

*"What will it do, my master?" A shifty child, not much older than she, looked directly at her, still frightened by the old man's magic.*

*"Anything I desire. For now," he whispered, "it will grant us vengeance for your brother and my son."*

*He picked up a scythe and placed it into her hands. Kara often watched her older brothers thrashing the wheat in long, rhythmic strokes. Surprise came over her when she realized she was tall and strong enough to hold one. Pleased at her newfound growth, she firmly gripped the sharp instrument.*

*"Go. It is harvest time," the old man sputtered. "Reap for us for they have sowed a mighty field of hatred."*

*That pleasure soon drowned in horror, fear, and blood, as Kara fell upon the peasant rabble that claimed to be witch hunters. The peasants, like she or her parents once were, put up no more a fight than she had. Kara now was a soldier and continued to be such for many years, but alas she no longer had a heart to harden and during those days she imagined she was a girl hiding in the tall grass keeping the blood at bay.*

*That, she believed, is what saved her when someone finally pulled the bone dagger used to bind her soul to the mystically forged mannequin*





from what would have been her skull. A man stood before her, surprised. He instinctually gripped the youth at his side and pushed the boy behind him.

"Father, it did not crumble as you said it would."

"No, it didn't," the father replied. He muttered an incantation, "but I prepared for this. This one has a strong soul."

"You might not have any remembrance of me, but my master bound you many years ago. I am much older and wiser now and realize vengeance is not a path I wish to pass along to my son." He took in a great breath.

"You may choose to fight or leave, but you now have a choice. So what will it be . . ."

## Feats

This *Medieval Bestiary* provides new feats for both generic and *Feudal Lords Campaign* settings.

### HEROIC TIER FEATS

#### IMPROVED ARCANE SIPHON [WITCH PUPPET]

**Prerequisite:** Witch puppet

**Benefit:** When regaining a spent daily power through use of your arcane siphon racial ability, you can regain one daily power one level higher than normal. The daily power regained this way must be a power of the heroic tier level (levels 1-10).

### PARAGON TIER FEATS

#### ENHANCED ARCANE SIPHON [WITCH PUPPET]

**Prerequisite:** 11th level, witch puppet, Improved Arcane Siphon

**Benefit:** When regaining a spent daily power through use of your arcane siphon racial ability, you can regain one daily power two levels higher than normal. The daily power regained this way must be a power of the paragon tier level or lower (levels 1-20).

#### IMPROVED THRESHING CLAWS

[WITCH PUPPET]

**Prerequisite:** 11th level, witch puppet

**Benefit:** Increase the extra damage you deal from the *threshing claws* racial power to +2d6.

#### IMPROVED ARCANE CONDUIT

[WITCH PUPPET]

**Prerequisite:** 11th level, witch puppet

**Benefit:** Add +1d6 lightning damage when applying damage from your arcane conduit racial power.

### EPIC TIER FEATS

#### ENHANCED THRESHING CLAWS

[WITCH PUPPET]

**Prerequisite:** 21st level, witch puppet, Improved Threshing Claws

**Benefit:** Increase the extra damage you deal from *threshing claws* racial power to +3d6.

#### EPIC ARCANE SIPHON [WITCH PUPPET]

**Prerequisite:** 21st level, witch puppet, Enhanced Arcane Siphon, Improved Arcane Siphon

**Benefit:** When regaining a spent daily power through use of your arcane siphon racial ability, you can regain one daily power three levels higher than normal.

#### RESIDUAL ARCANE POWER

[WITCH PUPPET]

**Prerequisite:** 21st level, witch puppet

**Benefit:** Whenever hit by lightning damage, you regain the use of your *arcane conduit* racial encounter power.

### Character Options: Witch Puppet Surrogates

With a bit of imagination and flexibility, you can further enhance your character options. Instead of being an awakened witch puppet, you are a secluded wizard or other arcane class using your creation as a surrogate.

You make a witch puppet character with an arcane class using the above rules. While you are safe within the confines of your isolated wizard's tower in hiding from the inquisition, you funnel your magic through your witch puppet hundreds of miles away. This proves an interesting twist on character development for when your witch puppet is finally destroyed, you must then emerge from your self-imposed exile and rejoin the world.

