

TG Publishing Presents...

Horrors of Halloween

Monsters of Myth to Horrify Your Heroes

**By John-Michael Adamczyk
Timothy Szatkowski
Trevor Waters**

Chapter 1 - The Headless Horseman

Optional Background - The Headless Horseman

In the quiet village of Sleepy Hollow, an avaricious nobleman, whom a paladin intended to expose as a fraud, forced the unjust execution of the young hero. The paladin was accused of most heinous crimes, and was brutally tortured before being beheaded. The paladin's soul was burdened with great weight upon his death, and he could not move on to the glorious afterlife that awaited him until he had his vengeance...

The next year, a grim shadow was cast upon the village of Sleepy Hollow, as the paladin returned. The vengeful spirit of the paladin was a sight to behold, mounted atop the remains of his once glorious steed, clutching a blade instilled with dark magic in one hand, and a pumpkin, carved into a distorted mockery of the head he once had, roaring black and red flames, the flames of his soul, dancing within, in the other. The paladin wrought horrible vengeance upon the entire village, feeling that they had all wronged him in life.

Now that the Headless Horseman has avenged himself, he seeks to depart from the mortal world, but he finds his soul far too stained with sin, binding him tighter to the earth than ever before, dark forces gathering within him and driving him mad, leading him across the world, compelling him to destroy every living thing he sees, tricking him into believing they were once people who wronged him in life. Although it is almost impossible to track the Headless Horseman, there is one day each year where he visits the burnt remains of Sleepy Hollow, lingering there silently, stroking his false head fondly.

Eternal Evil

Simply killing the Headless Horseman is not enough to banish his soul from the mortal realm, as he is returned to his torturous existence one year later, on the day of his death, resurrected at full power in the ruins of the village of Sleepy Hollow. In order to truly destroy the Headless Horseman, his blade, Vengeance, must be used to destroy his head. Unfortunately, the Headless Horseman often only brings his head along on the day of his death, while he is visiting Sleepy Hollow.

Implement

If an ability of the Headless Horseman's reads "implement" next to it, it means that he can only use it while he has his head at the ready (and he often only has his head with him while in Sleepy Hollow)



The Headless Horseman is a sight to behold upon his undead steed, inspiring dread in his foes.

The Headless Horseman **Level 16 Solo Soldier (Leader)**
Medium Shadow Humanoid (undead) XP 7,000

Marshal Undead (Aura 10): Undead allies in the aura gain a +2 bonus to their attack rolls.

Initiative +9 **Senses** Perception +12; Blindsight 10

HP 780; **Bloodied** 390; **AC** 33; **Fortitude** 34, **Reflex** 28, **Will** 34

Saving Throws +5; **Speed** 6; **Action Points** 2; **Resist** Necrotic 10; **Vulnerable** 10 Radiant

M Vengeance (standard; at-will) • **Weapon**

+23 vs. AC; 1d8 + 5 plus 5 necrotic damage (1d8 + 21 plus 5 necrotic damage on a critical) damage and the target is weakened until the end of the Headless Horseman's next turn.

Losing Your Head (standard; at-will) • **Necrotic**

Ranged 10; +20 vs. Fortitude; Target is stunned (save ends). While the target is stunned, their head is magically detached from their body, the head spreading bat wings from behind its ears and taking on cruel features. Until the target saves, the Headless Horseman can project his Soul Flames from the target's head, even without an implement. As a minor action, once per round, the Headless Horseman can slide the target's floating head five squares. Once the target saves against stunned, their head swiftly returns to them.

Dark Rider (standard; when mounted; at-will)

The Headless Horseman shifts 5 squares, making up to 3 basic attacks, no more than one per person. A hit deals an additional 1d8 necrotic damage and marks the target until the end of the Horseman's next turn.

Behead (standard; recharge 6) • **Necrotic**

Against an unconscious target; +23 vs. AC; 3d8 + 10 necrotic damage, but instead of dealing damage to the target, the Headless Horseman gains temporary hit points equal to the damage dealt, and the target rises as a Shade of the Horseman under the Horseman's command. When the target saves against this effect, they fall unconscious once more, not taking any damage from the attacks they endured as a shade.

Dance Across Darkness (move; recharges at bloodied)

The Headless Horseman and his mount (if within 10) teleports up to 10 squares, at the end of the teleport, he and his mount gain the insubstantial and phasing properties until the end of his next turn. In addition, the Horseman saves against any adverse effects upon him.

Shade of the Horseman (minor; recharge 6) • **Necrotic, Implement**

The flames within the Headless Horseman's head release 4 Shade of the Horseman minions in squares adjacent to the Horseman, obeying him. The Horseman can only recharge this power once every Shade is dead. These creatures do not award experience points.

Dead Rider (minor; recharge 6)

The Headless Horseman calls forth his Gravesteed into an adjacent square, serving him. The Horseman can only recharge this power once his mount is destroyed. This creature does not award experience points.

R Soul Flames (minor; once per round) • **Necrotic, Implement**

Ranged 3; +20 vs. Reflex; 1d10 + 4 fire and necrotic damage and ongoing 5 fire and necrotic damage and the target gains vulnerability to fire and necrotic 5. (save ends both)

Soul Weapon • **Necrotic, Weapon**

So long as the Headless Horseman is wielding *Vengeance*, he deals an additional 5 necrotic damage on melee attacks. If the Headless Horseman loses his weapon, he is dazed and weakened. If somebody else is wielding *Vengeance* while the Headless Horseman lives, they are weakened and dazed.

B Divine Challenge (minor; once per round)

Close burst 5; one creature in burst; The Headless Horseman marks the target. The target remains marked until he uses this power on another target, or if he fails to engage the target by attacking them or ending his turn adjacent to them. A marked target takes a -2 penalty to attack rolls against anyone but him, and if they attack anyone besides him, they take 13 necrotic damage.

B Unholy Flames (standard; recharge 5, 6)

Close burst 2; +20 vs. Reflex; 6d8 + 5 necrotic and fire damage to living creatures. Undead creatures in the burst deal an additional 2d6 damage fire damage with melee attack until the end of the death knight's next turn.

Alignment Evil **Languages** Common

Skills Acrobatics +14, Athletics +18, Religion +15

Str 20 (+13) **Dex** 12 (+9) **Wis** 18 (+12)

Con 20 (+13) **Int** 14 (+10) **Cha** 18 (+12)

Equipment Vengeance, Horseman's Head

Gravesteed **Level 16 Brute**

Large Natural Animate (undead)

Initiative Acts on the Headless Horseman's initiative **Senses** Perception +1

HP 194; **Bloodied** 97; **AC** 28; **Fortitude** 30, **Reflex** 29, **Will** 2; **Speed** 10

M Kick (standard; at-will) • **Weapon**

+19 vs. AC; 2d8 + 7 damage and the target is knocked prone.

Horseman's Rush (standard; at-will)

Gravesteed and its rider make a basic melee attack on a charge.

Dependence

The Gravesteed cannot take actions on its own and is helpless unless mounted.

Alignment Unaligned

Str 22 (+13) **Dex** 20 (+12) **Wis** 12 (+9)

Con 24 (+15) **Int** 1 (+4) **Cha** 10 (+8)

Shade of the Horseman **Level 16 Minion**

Medium Shadow Animate (undead)

Initiative Acts after the Headless Horseman **Senses** Perception +9

HP 1; a missed attack never damages a minion; **AC** 32; **Fortitude** 28, **Reflex** 27, **Will** 27; **Speed** 6

Resist 10 Fire and Necrotic

M Longsword (standard; at-will) • **Weapon**

+21 vs. AC; 6 fire damage

Spirit Shell (immediate interrupt; daily)

An application of damage that would harm the Headless Horseman instead kills the Shade of the Horseman.

Alignment Unaligned **Languages** -

Str 14 (+10) **Dex** 12 (+9) **Wis** 12 (+9)

Con 14 (+10) **Int** 10 (+8) **Cha** 12 (+9)

New Magic Items

The Horseman's Head

Level 18

This strange pumpkin's eternal flames can be released in the form of a pair of burning undead warriors.

Lvl 18 +4 85,000 gp

Implement: any arcane spells

Enhancement: Attack rolls and damage rolls

Critical: ++4d6 necrotic damage and ongoing 5 fire damage (save ends)

Power (Daily): Minor Action. Call forth two Shades of the Horsemen in two squares adjacent to you. They act on your initiative, and their spirit shield power treats you as the Headless Horseman.

Vengeance

Level 18

This black and red blade constantly reflects light as though a full moon had been cast upon it.

Lvl 18 +4 85,000 gp

Weapon: Longsword

Enhancement: Attack rolls and damage rolls

Critical: +Target is weakened and takes ongoing 5 necrotic damage (save ends both)

Power (Encounter): Immediate Reaction. When a foe hits you with an attack. Make a basic melee attack against the target.

Adventure Hooks

A resident from a nearby village rushes to the party for help, saying that a marauding warrior razed an entire village, leaving behind very few survivors.

A cleric of a deity a party member serves under approaches the group, claiming that he has been plagued by nightmarish visages of a burning, disfigured head being transformed into a pumpkin, and it has left two words ringing in his mind: "Sleepy Hollow".

Chapter 2 - The Ripper

Optional Background – The Ripper

In a world where evil lurks outside every city and village, waiting for the right moment to strike, it is a very rare occasion when townsfolk have time to worry about troubles that arise in town, unless that trouble is as terrible as an encroaching monster. An enigmatic killer, known only by his infamous title of "The Ripper", traveling from populous cities to small towns, strangling victims to death from the shadows, has generated much fear across the countryside, the killer's existence being common knowledge, yet his identity is a mystery.

Those murdered by The Ripper are often discovered with their organs having been expertly removed, very little bloodshed involved, making it evident that The Ripper may be a surgeon of sorts, something rather unheard of in a world where magic can wave away the most grievous of wounds. The Ripper, intelligent enough to understand basic anatomy, is obviously not a monster, as several witnesses to the murders have testified. Every person who claims to have seen The Ripper firsthand has described him differently, but it is also true that everyone who has claimed to see The Ripper could have done so for attention, or perhaps, for promised money by The Ripper himself, seeking to throw off investigators.

The Ripper, in truth, is just as enigmatic as he is when being described by townsfolk, his motives possibly nothing more than committing murder for the sake of committing murder, his killing sprees showing no pattern in the slightest, although the disappeared organs, considering the fact that they are never recovered, may very well be sold at a city's black market, or perhaps gifted to his associates in the dark corners of the world, even The Ripper's associates, if any, are not close enough to him to understand his motives or get a good long look at him.

The Ripper wanders the city and village streets, constantly on the move, waiting in the shadows, hungrily wringing his hands together, anticipating his next kill, euphoric joy from his murders coursing through him, his knife that he uses to liberate organs from his subjects always at the ready, his strong hands prepared to choke the life out of anyone he finds worthy enough to be his next kill...



The Ripper has been seen in many forms, each one so unlike the other, there is a possibility that there are SEVERAL Rippers, although the possibility is much too terrible for one to dwell upon.

The Ripper	Level 4 Elite Skirmisher	
Medium Natural Humanoid	XP 300	
Initiative +7	Senses Perception +7	
HP 92; Bloodied 46; AC 17; Fortitude 15, Reflex 17, Will 15		
Saving Throws +2; Action Points 1; Speed 6		
M Strangle (standard; at-will) • Weapon		
+7 vs. Reflex; 1d8 + 3 damage and the target is restrained (until escape). A person must spend a standard action to escape this grab, and on a failed attempt, they take 1d8 damage. By sustaining the attack, the damage dealt is repeated. If the Ripper uses this power while he is restraining someone else, then they immediately escape.		
M Impromptu Surgery (standard; at-will)		
Requires grabbed target; +8 vs. AC; 2d4 + 5 damage and ongoing 5 damage (save ends)		
M Hostage (immediate interrupt; when targeted by a melee or ranged attack; recharge 4, 5, 6)		
The Ripper automatically hits whomever he is grabbing with Impromptu Surgery.		
Elusive (move; encounter)		
The Ripper shifts 12 squares.		
Alignment Chaotic Evil	Languages Common	
Skills Acrobatics +10, Bluff +10, Stealth +10, Thievery +10		
Str 8 (+1)	Dex 17 (+5)	Wis 10 (+2)
Con 14 (+4)	Int 14 (+4)	Cha 16 (+5)

The Ripper and What Else?

The Ripper is an elite monster, and elites are often intended on being encountered with other monsters, however, since The Ripper has a high stealth skill, he can harass the players over the span of much more than a solitary encounter. When the party comes across The Ripper, he could be in the middle of finishing off another victim, or he could have set his sights on a player character, and gone to great lengths to find ways to disturb them.

If you decide to make The Ripper a recurring villain, show that he is quite obsessive of his profession, staining the floor outside his target's room with bloody footprints, dead bodies being hung in the person's bedroom, The Ripper is a destructive eccentric, and one far too disturbed to be reasoned with. When the party finally *does* encounter him, make sure it is when they are least expecting it, and when you feel that he can't take much more, he uses *Elusive* and flees the premises, taking advantage of his high stealth check to run off into the night.

Played properly, The Ripper can be a true icon of horror in a low level campaign, and can prove to be a particularly nasty combat encounter; played right, this can be an NPC your players talk about for the rest of the campaign!

An Associate?

The organs of his victims never weigh down The Ripper, because he often leaves them behind elsewhere. Of course, in your campaign, The Ripper can do anything you want him to do, but one idea is for him to be a servant of Doctor Frankenstein (detailed later). Doctor Frankenstein requires many organs and natural components from mortal men, putting each one through several tests to see if they will be suitable for his walking corpse creation. At this early stage of the campaign, Doctor Frankenstein could still be hard at work on his monster, believing he will be able to recreate a man through the ingenuity of science and necromancy, not realizing the horrible outcome his experimenting will result in.

When the party kills The Ripper, they could discover a letter initialed "V.D." for Victor Frankenstein, appearing to order him to get certain body parts. And later, much later, the party, having cleared out Doctor Frankenstein's lair, could discover amongst his many papers, an unsent letter with the initials "V.D" upon it. Players will appreciate this connection, especially if they enjoyed The Ripper as a villain.

Adventure Hooks

The Ripper is on the move, traveling rapidly from village to village, apparently setting his sights on clerics...

The bounty on The Ripper's head just rose steeply after the murder of a nobleman's son.

Chapter 3 - Bloody Mary

Optional Background – Bloody Mary

A young, manic girl, fit to bouts of insanity, Mary was abused by her father quite often, and she was forced to flee for the woods whenever her father returned home drunk (which was every night), at which time he would chase after her, calling her cruelly by her pet name “Bloody Mary”, a nickname given to her due to the fact that her mother died from giving birth to her. Mary was horrified of her father, and tried to stay away from him as much as possible, but she viewed him as an ill child meant to be taken care of, and pity always won out for her in the end, and she would return home to endure the beatings just so she could help her father.

Mary found herself with very little time to herself, constantly tending to her father, developing a rapid twitch from what was once her simply flinching away from her father's every move, fearful that he would strike her. Mary tried to harden herself against her father's blows, and often resorted to alcohol to survive the nights, but no matter what, she lived in constant paranoia that her father would be right behind her, and brutally assault her.

One night, Mary was making her usual retreat through the woods; intent on hiding away in the hole she had been digging out every night, distracting herself from her many troubles. Mary found that tonight, the hole had been dug even deeper, a small animal having burrowed within it causing some form of upset within. Mary, hearing her father coming close, leapt into the hole, disregarding her safety. This is the cave where Mary's life would come to a close, as she didn't realize how loud she was within the natural, underground cavern she had discovered, she cried out in joy, as she found this beautiful hiding place, but unfortunately, that cry of joy echoed out of the cavern, and her father entered the cavern as well, and, in a drunken frenzy, he splattered her blood everywhere, leaving behind a convulsing, shrieking wreck. A

day later, the helpless, dying Mary finally faded away, liberated by one final scream, one that nobody would hear...

Mary was such a good-hearted girl, that her soul was to be sent to the Heavens immediately, however, she was fearful of the light cast upon her soul, believing it to be the mad gaze of her father, searching for her even in death. Now, Mary fearfully travels in the darkness, hiding away in people's houses, believing her father awaits her around every corner, and anyone who startles her in the least is met with a bloody end.

Bloody Mary Level 8 Solo Lurker
Medium Shadow Humanoid (undead) XP 1,750

Initiative +12 **Senses** Perception +5

HP 260; **Bloodied** 130; **AC** 20; **Fortitude** 17, **Reflex** 19, **Will** 19

Saving Throws +5; **Action Points** 2; **Speed** Fly 6 (Hover); Phasing

Resist Insubstantial

M Frightful Grasp (standard; at-will) • **Necrotic**

+12 vs. Fortitude; 2d8 necrotic damage and slide the target one square.

Murderous Frenzy (standard; recharge 5, 6)

Close burst 1; +12 vs. Will; 2d10 necrotic damage and the target gains a +5 bonus to damage rolls and vulnerability 5 to all damage until the end of Bloody Mary's next turn.

Nightmarish Visage (standard; encounter)

Close burst 5; +12 vs. Will; Target moves up to their maximum movement speed away from Bloody Mary and is dazed (save ends)

Mirror Travel (move; at-will)

Bloody Mary teleports adjacent to a complete, intact mirror within 10. The mirror need not be in line of sight.

Combat Advantage

When Bloody Mary deals damage to a foe she has combat advantage against, she deals an additional 2d6 necrotic damage.

Marked Mary

Anyone who says, as a standard action, “Bloody Mary” three times, marks Bloody Mary, who can teleport adjacent to the target as an immediate reaction.

Murderous Separation (free; at bloodied; encounter)

Bloody Mary splits off into two separate beings, the first functioning exactly as Bloody Mary had as a solo, except her full hit points are equal to her bloodied value. Place Screaming Mary directly adjacent to Bloody Marys.

Alignment Evil **Languages** Common

Skills Stealth +15

Str 6 (+2) **Dex** 22 (+10) **Wis** 12 (+5)

Con 10 (+4) **Int** 13 (+5) **Cha** 16 (+7)

Screaming Mary Level 8 Elite Skirmisher

Medium Shadow Humanoid (undead) XP -

Initiative Acts after Bloody Mary **Senses** Perception +4**HP** 130; **Bloodied** 65**AC** 20; **Fortitude** 19, **Reflex** 19, **Will** 17**Speed** Fly 10 (Hover) Phasing**Action Points** 1**Saving Throws** +2**M Rending Claws** (standard; at-will) • **Weapon**

Reach 2; +14 vs. AC; 1d8 + 4 damage and ongoing 5 damage (save ends)

Slashing Whirlwind (standard; recharge 4, 5, 6)

Burst 2; +14 vs. AC; 1d8 + 4 damage and ongoing 5 damage (save ends)

Hideous Screech (standard; recharge 5, 6)

Blast 5; +12 vs. Fort; targets enemies; 1d12 + 4 thunder damage and the target is pushed 3 squares, knocked prone and dazed (save ends)

Building Pressure (minor; sustain minor; encounter)

Screaming Mary gains a cumulative +5 power bonus to damage rolls and vulnerability 5 to all types of damage (excluding ongoing damage). Every round Screaming Mary sustains this power, she takes damage equal to her vulnerability, which continues to increase by 5 each turn, as does her additional damage dealt.

Alignment Chaotic Evil **Languages** Common**Str** 20 (+9) **Dex** 17 (+7) **Wis** 10 (+4)**Con** 10 (+4) **Int** 6 (+2) **Cha** 10 (+4)**Redeeming Mary?**

The party may very well take it upon themselves to redeem Bloody Mary, rather than destroy her. In such a situation, the party may have to go to very drastic measures to make Bloody Mary listen to them, and it may result in the occasional skirmish. If the party *does* manage to redeem the paranoid spirit, they may find the good deed leading off to another adventure, as Mary's father may very well still wander the earth, physically or spiritually.

Bloody Mary cannot be destroyed conventionally, she must willingly move on before she is permanently removed from the world. In order for Redeeming Mary to leave the world willingly, she must be cured of her paranoia.



The unassuming, graceful spirit of Bloody Mary becomes a much worse sight to behold when Screaming Mary tears free from her spiritual form.

Chapter 4 - Doctor Frankenstein**Optional Background – Doctor Frankenstein**

An overeager necromancer and alchemist, Dr. Victor Frankenstein has never before troubled townsfolk with his peculiar experiments, no matter how disturbing they were. The townsfolk let the old Doctor alone and he them. Dr. Frankenstein knew he was capable of reanimating a body without sentience, but recreating a person who was right of mind was something that eluded him. The thought of never being snatched up by the interfering gods, never being cast into the

afterlife, instead allowed to walk the earth in a wide range of bodies, trying on different physical aspects day by day was incredibly appealing to the Doctor. Returning the dead is a difficult task, but reanimating the brain of a person without the use of actual magic that is capable of returning a soul to a body, is considered impossible, but that didn't stop the doctor.

Igor, Doctor Frankenstein's deformed minion, was sent in search of a brain suitable for revivification. The doctor, while being a calculating, intelligent man, was contrasted by his imbecile assistant, whom the doctor should not have trusted alone with the task of capturing a stable human's brain. However, the Doctor understood that robbing the graves of the recently deceased for a brain and organs to make a body suitable for a person, was obviously a malign practice, and the Doctor intended to send Igor out, and if he was caught, there would be no real loss (and he could possibly use Igor's brain for his experiments). Igor did indeed find a brain, but it wasn't one the Doctor would have placed in his creation's body if he knew where it came from.

Igor eventually captured what the Doctor believed to be a perfect specimen, whom waited through the nights for a storm with an ample amount of lightning that could be harnessed and used to animate his new creation. In a terrible, experimental night, the Doctor reanimated the entire body, brain and all. Unfortunately for the Doctor, he had not realized that Igor found this brain in the body of a dead man on the streets, a vile urchin that the world would have been better off without.

The animated body acted strangely, believing the Doctor to be his father, and acted in a kind, friendly manner to him and the world, almost childlike. Although Frankenstein was thoroughly shocked at the fact that he had both succeeded and failed in his efforts (he created a sentient body, but hadn't reanimated the person), he decided that his monster could be used for something that could allow him to further his experiments, by doing things such as razing the town near Frankenstein's tower, so he would have a vast number of body parts on hand for future creations, hoping that one day he could create a functioning, reanimated body, thus proving that he himself, could one day achieve immortality.

Until the Doctor finds a way to live for all time through his research, he sends his monster across the lands, listlessly searching for bodies to be used in his vile experiments.



Frankenstein's Monster, lumbering toward his next victim.

Persistent Darkness

While Doctor Frankenstein is indeed a mortal, and his monstrosity could be put to rest by way of the blade, the mad doctor has likely thought far, far ahead into the future, and invested heavily in survival, as such, the doctor may very well return in a later adventure within the body of his own grafted monstrosity, or perhaps in his monster's body, having finally created one perfect enough for him to use as his own.

Frankenstein's Monster Level 19 Elite Controller
Large Natural Animate XP 4,800

Voltage Aura (aura 2): Creatures that deal damage to Frankenstein within his aura take 5 lightning damage.

Initiative +9 **Senses Perception** +11

HP 368; **Bloodied** 184; **AC** 29; **Fortitude** 34, **Reflex** 25, **Will** 30

Saving Throws +2; **Speed** 6; **Action Points** 1; **Vulnerable** Fire 10

M Slam (standard; at-will) • **Weapon**

Reach 2; +22 vs. AC; 2d6 + 8 damage plus 1d6 lightning damage.

R Positive Charge (standard; at-will) • **Lightning, Radiant, Necrotic**

Ranged 3; +20 vs. Reflex; 2d8 + 8 lightning and radiant damage and the target gains vulnerability to necrotic 5 until the end of Frankenstein's Monster's next turn.

R Negative Charge (standard; at-will) • **Lightning, Radiant, Necrotic**

Ranged 3; +20 vs. Reflex; 2d6 + 8 lightning and necrotic damage and the target slides 3 squares and gains vulnerability to radiant 5 until the end of Frankenstein's Monster's next turn.

High Voltage (minor; at-will)

Against a target vulnerable to radiant and necrotic damage; Ranged 3; +20 vs. Fortitude; 2d8 + 8 necrotic, radiant and electricity damage and the target is stunned (save ends) and their vulnerability to necrotic and radiant, if caused by a durational effect, is removed.

Aversion to Flame (immediate reaction; when dealt fire damage; at-will)

Frankenstein's Monster shifts 3 squares and makes a basic attack against the source of the fire damage dealt to it.

Positive Field (standard; sustain minor; at-will)

Close burst 1 within 5; +20 vs. Fortitude; Target gains vulnerability necrotic 5 (save ends).
Sustain Minor: Anyone who enters or starts their turn in the burst 1 is subject to an attack.

Negative Field (standard; sustain minor; at-will)

Close burst 1 within 5; +20 vs. Fortitude; Target gains vulnerability radiant 5 (save ends).
Sustain Minor: Anyone who enters or starts their turn in the burst 1 is subject to an attack.

Colloidal Energy Shift (minor; encounter)

Close burst 10; Targets enemies; +20 vs. Fortitude; Target gains vulnerability necrotic or radiant 5, as decided with the attack.

Chain Lightning (standard; recharge 5, 6)

Ranged 10; +20 vs. Reflex; 3d6 + 8 lightning damage and the target is pushed 2 squares and knocked prone. Make a secondary attack.

Secondary Attack: Ranged 5 from target; +20 vs. Reflex; 2d6 + 8 lightning damage and the target is knocked prone. Make a tertiary attack.

Tertiary Attack: +20 vs. Reflex; 1d6 + 8 lightning damage.

Crackling Discharge (immediate reaction; when bloodied)

Close burst 2; +20 vs. Fortitude; 1d10 + 8 lightning damage and the target is pushed back 2 squares and stunned until the end of Frankenstein's Monster's next turn.

Alignment Unaligned **Languages** Common

Str 26 (+17) **Dex** 10 (+9) **Wis** 15 (+11))

Con 24 (+15) **Int** 8 (+8) **Cha** 13 (+10)

Doctor Frankenstein Level 18 Artillery (Leader)
Medium Natural Humanoid XP 2000

Initiative +11 **Senses Perception** +12

HP 167; **Bloodied** 83; **AC** 30; **Fortitude** 28, **Reflex** 29, **Will** 32; **Speed** 6

M Cold Solution Needle (standard; at-will) • **Weapon**

+20 vs. AC; 1d4 + 1 damage and the target is slowed (save ends, -2 penalty)

First Failed Save: Target is immobilized (save ends, -2 penalty)

R Alchemical Admixture (standard; at-will) • **Weapon**

Burst 1 within 5; +22 vs. Reflex; 1d10 + 6 damage and roll a d6.

1: The damage is acid and the target is blinded (save ends).

2: The damage is cold and the target is immobilized (save ends)

3: The damage is fire and it is treated as a critical strike.

4: The damage is thunder and the target is knocked prone and dazed until the end of Doctor Frankenstein's next turn.

5: The damage is necrotic and the target is weakened (save ends).

6: No damage is dealt, instead, the target is stunned until the end of Doctor Frankenstein's next turn.

Quick Search (minor; at-will)

Doctor Frankenstein selects the next result (instead of rolling a d6) for his Alchemical Admixture or Beneficial Admixture attack this round.

“Live, LIVE!” (standard; encounter)

Adjacent ally spends a healing surge

Beneficial Admixture (standard; at-will)

Ranged 5; +22 vs. Reflex; No damage and roll a d6

1: The target gains a +6 power bonus on its next damage roll.

2: The target slides 3 squares.

3: The target can make a saving throw against one negative effect it has on it that a save can end.

4: The target gains a +6 power bonus to defenses against the next attack to hit it before the end of its next turn.

5: The target takes a free move action.

6: The target gains a +2 power bonus to saving throws until the end of its next turn.

Alignment Unaligned **Languages** Common

Skills Arcana +20; Nature +20

Str 12 (+9) **Dex** 14 (+11) **Wis** 16 (+12)

Con 15 (+11) **Int** 22 (+15) **Cha** 10 (+9)

Igor Level 18 Skirmisher
Medium Natural Humanoid XP 2000

Initiative +18 **Senses Perception** +9

HP 172; **Bloodied** 86; **AC** 32; **Fortitude** 28, **Reflex** 30, **Will** 29; **Speed** 5

M Swift Slam (minor; at-will) • **Weapon**

+23 vs. AC; 1d6 + 7 damage and the target is pushed one square, Igor shifts adjacent to the target.

Vicious Impact (standard; at-will)

Igor makes a charge attempt; 2d6 + 7 damage and the target is pushed two squares and knocked prone, Igor shifts adjacent to the target.

“As You Will, Master”

Any ally of Igor’s of an equal or higher level than him can spend actions on their turns in order to have Igor take an action of the same type. Igor can only take an additional one of each type of action each round.

Combat Advantage

Igor gains a +3 bonus to damage rolls against foes he has combat advantage over.

Henchman

Any ally Igor grants combat advantage over through flanking gains an additional +2 bonus to their attack rolls against the target.

Alignment Unaligned **Languages** Common

Skills Athletics +16, Endurance +19

Str 14 (+11) **Dex** 24 (+16) **Wis** 12 (+9)

Adventure Hooks

Horrendous tales of a ruined village off in the distance being destroyed by a giant corpse creature, harvesting their limbs and returning to a large tower upon an overlook have spurred many heroes into action...but none have returned.

Frankenstein’s monster attacks the village one day, sent by his “father” in hopes of finally finding the perfect brain for his experiments.

An eccentric doctor seeks out the party, hoping that they will be able to help him in procuring the vast troves of knowledge found within Frankenstein’s tower, hoping that with them, he can find a way to live eternally.

Chapter 5 - Jack of the Lanterns

Optional Background – Jack of the Lanterns

The somewhat deserving victim of a horrible fate, Jack of the Lanterns has earned himself an eternity on earth, something to be considered a mixed blessing, considering the condition he is in while he roams the lands.

Long ago, Jack was a simple farmer, his one feature separating him from the rest of the common folk being his shrewdness and silver tongue, that townsfolk believed would one day put him in a position of power one could only dream of, or, perhaps, a position that nobody would envy. Jack considered himself a gentleman, despite his poor upbringing and raunchy pleasures, and often went about conning people, until eventually, his brilliance and trickery attracted unwanted attention, attention that would normally require a great deal of personal power to acquire.

When Jack was fleeing from a group of townsfolk whom he had stolen from, after taking advantage of their hospitality for days on end, he was affronted by a horrendous beast from hell of great arcane power, one that had traveled far and wide in search of a sinner with an incredible knack for deception, and he believed he had found his puppet in this low-life conman. The devil approached Jack, informing him that his time on earth had ended, and that it was time to go to the place where he belonged. Jack, of course, was terrified, however, being incredibly clever, he concocted a brilliant plan.

Informing the devil that he would go willingly, he offered one chance at raising hell in the local village, solemnly swearing he had a strong desire for one “last hurrah”. Jack’s plan was to have the devil take the form of a coin that he would pay the villagers with, and, once they had all returned happily, believing the stolen goods to have been accounted for by an earnest payment, the devil would disappear, and residents of the poor, desperate village of deity-fearing townsfolk would degenerate into bickering mongrels amongst themselves, trying to find out who stole the coin.

The devil found nothing flawed with this plan and, as his time on earth was limited, he decided to go along with Jack’s idea, his own devious, mysterious machinations in mind. So, the devil swiftly took the form of a valuable coin, and Jack shrewdly placed him in his pocket. However, little did the devil realize, one of the things Jack stole was a holy symbol from a local church, and, pressed up against it, the devil was sealed within the coin.

Now trapped within, the devil had no choice but to bargain with Jack, who was obviously even more resourceful and valuable to him now than ever. But, the first thing Jack requested was that the devil not take his soul, thus crushing the fiend's hopes of taking Jack to the depths of Hell, the contract being bound in blood and flame. In addition to this, in exchange for the devil's release, Jack sought to enjoy life as a wealthy nobleman for the rest of his days, and the devil obliged, such a gift being simple to provide.

Unfortunately for Jack, after his encounter with the devil, he had not specified how he would come into all of the money, and as such, the devil decided to murder a nobleman and frame Jack for it (giving him the nobleman's wealth in several large sacks). Jack was falsely accused and hung for his misdeeds, and when he attempted to travel to the Heavens, he was cast out, and when he tried to go to Hell, he realized his contract forbade him from descending, and the devil he had previously encountered, taunting him from the gates beyond, set Jack's soul alight, and cast it out into the mortal realm, instilled within a pumpkin.

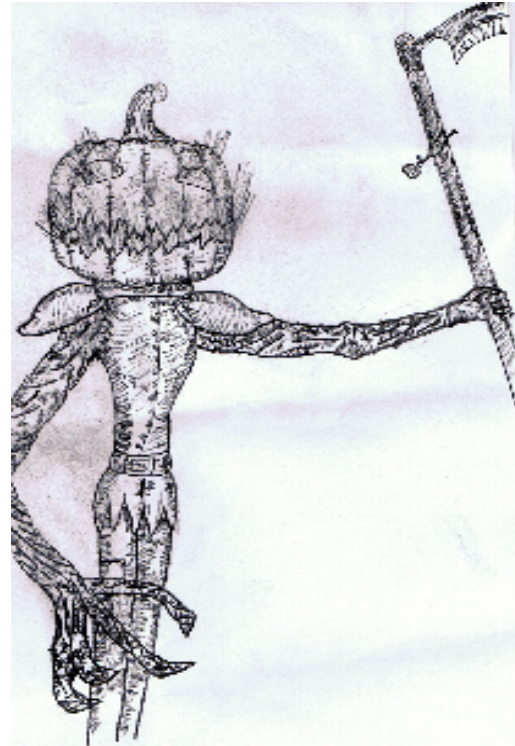
Over the years, Jack has developed an inhuman body, wrought from knobbed, dark wood, traveling the lands, causing death and despair wherever he goes, and, always behind him, lurking in the shadows, influence over him disturbingly high, is the cruel devil from the deepest pits of Hell whom had made the contract with him long ago, making sure that anyone who approaches Jack trying to help is turned away by both his own doing...and the influenced Jack.

A Deal?

The Devil whom has bound Jack to the mortal realm could be bargained with, not to redeem Jack, but to allow him into the depths of Hell where he belongs. Such bargaining could entail anything you as the DM want, however, the Devil may very well seek to bind another soul to the earth in return, a soul as capable of destruction as Jack's, and at this level, there are very few besides the PCs that could fill this position.

Who Does Jack Fight Alongside?

Jack is an elite, and elites are often fought with another group of monsters or another even leveled elite. Consider constructing statistics for a level 26 elite monster, possibly a soldier, that could play the role of the devil constantly following Jack, leaping out from the darkness to protect Jack (so long as he doesn't die doing it) and slaughter any who come in his way.



Damned to walk the earth for all eternity, Jack has become the lapdog of the infernal patron he once took advantage of.

Jack of the Lanterns Level 26 Elite Artillery
Medium Immortal Humanoid XP 18,000

Initiative +15 Senses Perception +16

HP 358; Bloodied 179

AC 42; Fortitude 38, Reflex 40, Will 42

Speed 6

M Unhallowed Pyre (standard; at-will) • **Weapon**

Reach 3; +29 vs. Reflex; 2d6 + 11 fire damage

R Eldritch Blast (standard; at-will) • **Weapon**

Ranged 10; +29 vs. Reflex; 2d10 + 11 damage

Fields Afire (standard; sustain minor; at-will) • **Fire**

Burst 1 within 10; +29 vs. Reflex; 1d10 + 9 fire and necrotic damage and the target takes ongoing 5 fire damage (save ends). The area of the burst becomes a zone until the end of Jack of the Lantern's next turn, and anyone who enters or starts their turn in it takes 1d10 + 9 fire and necrotic damage instantaneously.

Sustain Minor: The zone persists.

Toss Through Hell (standard; recharge 6)

Ranged 10; +29 vs. Will; 2d10 fire and necrotic damage and the target gains vulnerability 5 fire and necrotic.

Effect: The target is teleported into one square adjacent to Jack, and then pushed ten squares away. Every time the target enters an area where they take fire or necrotic damage during this push, they gain a cumulative vulnerability to such damage, increasing in intervals of five. This vulnerability stacks with any preexisting vulnerability the target might have.

Entropic Ward (minor; encounter)

Personal; Until the end of Jack's next turn, anyone who attacks him must roll twice, taking the lower result. Each time an attack misses Jack, he gains a cumulative +1 bonus to his next attack roll.

Infuriating Elusiveness (move; encounter)

Jack teleports 4 squares and turns invisible until the start of his next turn.

Spiteful Darts (standard; encounter)

Close blast 5; +29 vs. Reflex; 4d8 + 11 fire damage and the target is pushed 10 squares.

Tartarean Tomb (standard; daily)

Ranged 10; +29 vs. Reflex; 5d10 + 11 damage and the target is entombed. (save ends) An entombed target is immobilized and lacks line of sight and line of effect to any space other than its own. All creatures other than Jack cannot gain line of sight or line of effect to the target.

Miss: Half damage, and the target is immobilized. (save ends)

Alignment Evil Languages Common, Supernal

Skills Arcana +25, Bluff +29, Diplomacy +29, Religion +25

Str 8 (+12) Dex 14 (+15) Wis 16 (+16)

Con 17 (+16) Int 25 (+20) Cha 32 (+24)

Chapter 6 - The Telltale Heart

Optional Background – The Telltale Heart

A primordial horror lurking within the depths of the earth, tainted lifeblood slowly poisoning reality itself, the Telltale Heart is the troubling source behind all the previously detailed dark forces within this tome, sowing its seed once every year on Hallows Eve, fermenting a person's hatred, or bestowing them with an implacable curse, one that warps the subject mentally or physically, cursing their life, dooming them to an eternity of suffering unless slain at the hands of a hero.

The Telltale Heart is an artistic, yet cruel soul, emotionless and representing the corruption within the heart of every living being. The Heart remains in a troubled sleep all throughout the year, often incapable of interacting with the outside world, constantly creating new scenarios in its mind, preparing for its next tale that it will create on Hallows Eve by using more people as puppets, hoping to create one more elaborate than the last.

Situational Evil

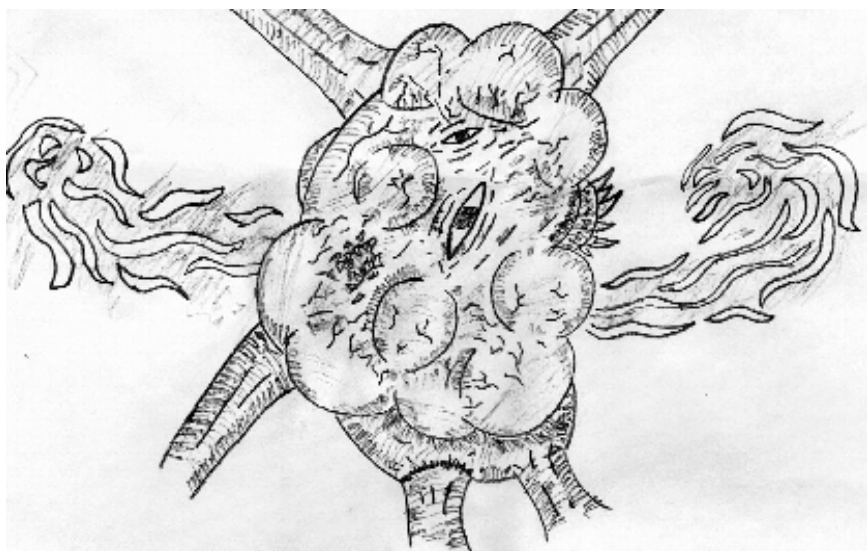
The Telltale Heart can only be confronted on Hallow's Eve, as while it is asleep, it reassumes its position within the earth, nestled deep below, in unreachable, impossible depths, where it quivers and beats rapidly, fearfully, its many nightmares coming together within its mind to form a brilliant tale of horror and tragedy.

The Telltale Heart as the “Big Bad Evil Guy”

The Telltale Heart is a villain of epic proportions, and has a background that allows it to be the source of many problems the party faces throughout the entire campaign, villains created by the Heart detailed in this book spanning every tier of play. Once the party has realized that a single force has created so many of their enemies, they will have a strong desire to end the Heart's existence, forcing it to halt its horrific, reality altering storytelling once and for all.

Repercussions

The Telltale Heart, despite having been horribly tainted over the years, has existed for as long as the world itself has, and although it is undoubtedly corrupt and cruel, it's feverish thoughts are the product of the residents of the world itself, and despite it's transformation, the Telltale Heart is still the lifeblood of the Earth, and it's destruction would put the world in jeopardy, requiring a new life force to become the blood of the earth. If, however, the party can calm the fury of the Telltale Heart, purifying it and quelling it's anger, the world could continue to run on the Heart...until the races that live upon the world taint it once more.



The Telltale Heart

Level 33 Solo Controller

Gargantuan Primordial Beast

XP 155,500

Infernal Beating (Aura 5): Anyone who starts their turn in the aura takes 15 thunder damage and is deafened until the end of their next turn.

Initiative +21 **Senses** Perception +29; darkvision

HP 1,400; **Bloodied** 700; **AC** 48; **Fortitude** 49, **Reflex** 46, **Will** 51

Action Points 2; **Speed** 0, **Fly** 10, **Burrow** 10; **Saving Throws** +5

M Resounding Lashing (standard; at-will) • **Weapon**

Reach 4; +37 vs. AC; 1d10 + 10 thunder and necrotic damage and the target is pushed 3 squares and knocked prone. If the target moves to get up on their next turn, they cannot take another action.

R Nevermore (standard; at-will) • **Weapon**

Ranged 10; +35 vs. Will; 1d12 + 10 necrotic damage and the target cannot regain hit points. (save ends, -2 penalty)

Narration (standard; at-will)

Ranged 10; +35 vs. Will; The target is dominated, but can still take a full set of actions. (save ends, -5 penalty)

Inevitability (minor; once per round)

Ranged 5; +35 vs. Will; The target treats their next death save as a "1".

Rewrite (immediate interrupt, when a die is rolled, recharge 6)

The Telltale Heart treats its die roll as a "20", or a foe's die roll as a "1".

Pit and Pendulum (minor; recharge 5, 6)

Ranged 10; +35 vs. Will; The target is removed from the world and placed in a torturous, unspeakable realm of nightmares and suffering until they save (-2 penalty). The target cannot take actions and takes ongoing 10 necrotic damage while within this realm.

Rhythmic Action (immediate reaction; when an enemy ends their turn; at-will)

The Telltale Heart spends an action point and can act as though it was its turn. (Initiative count does not change)

Buried Alive (standard; recharges when the Telltale Heart reduces a foe to 0 hp or fewer)

Ranged 20; +35 vs. Reflex; At the start of the target's next turn, it must make death saving throws even if they are not unconscious. The target, if they reach 3 failed rolls while conscious, dies. This ability lasts until the end of the encounter, but can only be active on one person at a time.

An Unbreakable Heart

The Telltale Heart makes a saving throw against any negative effects currently afflicting it at the beginning of its turn, instead of the end.

Alignment Chaotic Evil **Languages** All; Telepathy 100 squares

Skills The Telltale Heart is considered trained in all skills.

Str 33 (+27) **Dex** 20 (+21) **Wis** 26 (+24)

Con 30 (+26) **Int** 35 (+28) **Cha** 25 (+23)

Thank You For Your Patronage!

As TG Publishing's first 4e product, we would like any feedback on this product, positive or negative, and the first place to visit would be our home page!

<http://www.4etgpublishing.com>