

DEADBORN

Source: 3e *Monster Manual V*.

Deadborn are natural creatures altered before birth, either in the womb or the egg, to spontaneously arise as undead when slain. Although the first deadborn were vultures created from the eggs of giant eagles by evil cultists of Bleak, the techniques and rituals now exist to create deadborn of many different types.

Shunned Outcasts: Deadborn are shunned by other natural creatures of their type. While a few come to associate with undead or creatures from the Shadowfell, most live out a miserable and lonely existence whose pitiful nature is only re-emphasized by the creature's subsequent undeath. Most deadborn are abandoned by their parents, though they seem to be able to survive of exceptionally sparse sustenance.

Full of Spite: Deadborn are born malevolent and are evil through and through, even in cases where the creature would seem to be too stupid to act out of malice. A deadborn creature prefers to torment its prey with a slow death, sometimes even eating helpless creatures alive, and will often take the opportunity to cause misfortune to other creatures simply out of its evil nature.

Breeding Horrors: In the very rare case when deadborn meet and mate- usually a violent and unwholesome affair- they have proven able to breed true, producing other deadborn creatures as offspring. Students of necromancy claim that this is a wonder, but most other scholars find the very concept horrifying.

Deadborn Vulture

Level 9 Skirmisher

Large natural beast

XP 400

HP 80; **Bloodied** 40

Initiative +10

AC 22; **Fortitude** 21; **Reflex** 22; **Will** 21

Perception +4

Speed 3, fly 8 (clumsy)

Immune disease

TRAITS

Moving Target

When the deadborn vulture moves at least 4 squares on its turn and does not have the undead keyword, it gains a +2 bonus to AC and Reflex until the end of its next turn.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +14 vs. AC.

Hit: 2d10+6 damage.

(close) Foul Breath (poison) * Encounter (see also *deadborn*)

Attack: Close blast 3 (each creature in blast); +10 vs. Fortitude.

Hit: 3d8+11 poison damage, and the target is dazed (save ends).

TRIGGERED ACTIONS

Deadborn * Encounter

Trigger: The deadborn is first reduced to 0 hit points.

Effect (No Action): The deadborn vulture reanimates with 25 hit points. It gains the shadow origin and undead keyword. *Foul breath* recharges and it uses it as a free action.

Str 15 **Dex** 18 **Wis** 10

Con 20 **Int** 10 **Cha** 17

Alignment chaotic evil

Languages Common

Deadborn Hulk

Level 14 Brute

Large natural beast

XP 1,000

A deadborn hulk is a deadborn creature created from an unborn bear. In life, the creature grows into an immense, malformed bear with oversized claws and twisted legs that make it difficult for the hulk to move quickly.

HP 136; **Bloodied** 68

Initiative +9

AC 26; **Fortitude** 28; **Reflex** 24; **Will** 26

Perception +12

Speed 4

STANDARD ACTIONS

(mbasic) **Claw * At Will**

Attack: Melee 2 (one creature); +19 vs. AC.

Hit: 4d8+9 damage and the target is grabbed (escape DC 21).

(melee) **Bite * At Will**

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 3d10+9 damage, or 4d10+11 against a target grabbed by the bear.

MOVE ACTIONS

Burst of Speed * Recharges when the deadborn hulk is hit by a ranged or area attack

Requirement: The deadborn hulk must not have the undead keyword.

Effect: The deadborn hulk moves up to 8 squares and gains a +2 bonus to its attack rolls until the end of its turn.

TRIGGERED ACTIONS

Deadborn * Encounter

Trigger: The deadborn is first reduced to 0 hit points.

Effect (No Action): The deadborn hulk reanimates with 42 hit points. It gains the shadow origin and undead keyword.

Skills Athletics +19, Intimidate +11

Str 24 **Dex** 15 **Wis** 20

Con 20 **Int** 4 **Cha** 8

Alignment chaotic evil

Languages Common