

sample creature from the [Nightfall](#) Halloween adventure

Ebon, Spirit of the Forest

The actions that the PCs take have finally awoken the spirit of the forest! He awakens to seek vengeance against the players, building to a murderous rage. Ebon starts as a partially substantial and formless creature, and solidifies into a large and powerful warrior wielding a greataxe as his rage and power builds.

Large 3rd level wrecker [shadow spirit]

Initiative: +7

Spiritual Strength: Ebon uses the escalation die.

Spirit Rage: Ebon's attacks and transformations happen based on the number of the escalation die. Transformations, once triggered, cannot be reversed by reversing the escalation. Each form's attacks and abilities replace the abilities of the previous form. Each form also has its own defenses.

Forest's Heart: When Ebon dies, choose the enemy with the lowest MD (GM chooses in case of ties). That player takes in Ebon's shadowy energy that may manifest later. What that means is left up to the GM's imagination and cruelty.

HP 90

Ebon's Forms

Awakening Spirit (Escalation die 0)

In this form Ebon is coalescing shadowstuff. It is hardest to hurt, but it's powers are also weakest in this form.

Choking Shadow, +8 vs PD(1d6 nearby enemies), 5 damage, and 5 ongoing damage.

Natural even hit: target must make a DC 15 skill check or be blinded (save ends)

Natural odd hit: target cannot move (save ends)

Haunting Shadows: the Awakening Spirit can teleport as its move action.

AC 22

PD 18

MD 18

Vengeful Spirit (Escalation die 2+)

Ebon completes its transformation into a giant direwolf smoking with shadowy energy. With a howl it summons a pack of 5 shadow wolves with it (see shadow wolf pack below). The wolves do not disappear when Ebon transforms.

Vicious bite +8 vs AC, 14 damage and target is hampered (can only take basic actions)

Hunger of the Forest: Whenever an enemy is wounded, all shadow wolves gain a +2 on attack rolls and +4 on damage until the end of the Vengeful Spirit's next turn.

AC 19

PD 17

MD 14

Murderous Spirit (Escalation die 4+)

Ebon transforms into a giant with pitch-black, oily skin. It wields a large greataxe that it intends to chop its enemies in half with. All strategy is gone from this spirit, as it only wants the death of those who act against the forest.

Giant Swing +8 vs AC(1d3 nearby targets), 21 damage

Backswing: once per battle, make another Giant Swing as a free action after hitting 1 or more targets.

Fear: While engaged with the murderous spirit, enemies that have 15 hp or fewer are dazed (-4 attack) and do not add the escalation die to their attacks.

Nastier specials

Murderous Surge: Ebon heals 20 HP when he assumes the murderous spirit form.

AC 19

PD 17

MD 13

Shadow Wolf

Created from the forest's shadow, these wolves are no less vicious than real wolves. Fueled by Ebons' vengeance, they attempt to overwhelm the enemies of the forest.

2nd level mook [shadow beast]

Initiative N/A (Act on the turn after Ebon)

Bite +6 vs AC, 5 damage

Pack of shadows: Each shadow wolf gets a +3 damage for each other creature engaged with its target (max +6)

AC 18

PD 16

MD 12

HP 9 (kill one shadow wolf mook for every 9 damage you deal to the mob)