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# MEDIEVAL BESTIARY

## Morrigan



LEVELS 7-12



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# Morrigan

MORRIGNA ARE BODILY manifestations of women who died during childbirth. Their appearance is ghoulish with pallid decaying flesh and, along with their appetite for the dead, many occasionally mistaken morrigna for such creatures. Many find them alone often standing solemnly at a graveside or by a river ford washing blood stained armor and garments ravished by war. Other times she is in the company of a wolf or murder of crows.



Keith Thompson

## Morrigan Lore

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

**DC 15:** The act childbirth, according to many cultures, is akin to battle and women, writhing in the blood and sweat of labor, are analogous to warriors. Thus, at the time of death, during an act where life begins, such women gain an insight into others' fate, especially the demise of soldiers.

**DC 20:** Morrigna often seek to raise abandoned or neglected infants as their own. It is common for small fey to steal healthy, human infants to trade to a morrigna. In exchange, the fey gains a possible glimpse of their fate from these insightful creatures. Children reared by morrigna become badb.

**DC 25:** Many scholars believe morrigna, in their various forms, are all that remains of an ancient goddess of battle.

## Badb Lore

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

**DC 15:** These unfortunates are products of living children nurtured by morrigna. Their main diet consists of ghoulish breast milk. Badb often lack an insightful nature due to their deficient social rearing. The morrigna are very protective of these children and occasionally a female badb learns the natural gift of fatespinning.

## Poor Perception

Creatures with poor perception are automatically unaware of enemy combatants' presence and fail a Perception check at the start of an encounter.

## Poor Insight

Creatures with poor insight are automatically unaware of enemy combatants' hostile intentions and fail an Insight check at the start of an encounter.

**Surprise** (The Surprise Round; see the D&D 4E *Player's Handbook*.)



Morrigan	Level 10 Lurker
Medium natural humanoid (undead)	XP 500
<b>Initiative</b> +14	<b>Senses</b> Perception +14; low-light vision; poor perception
<b>Fateful Demise</b> aura 10; enemies within the area have a -2 penalty to death saving throws.	
<b>HP</b> 80; <b>Bloodied</b> 40	
<b>AC</b> 24; <b>Fortitude</b> 21, <b>Reflex</b> 23, <b>Will</b> 22	
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic, 10 psychic	
<b>Speed</b> 6	
⊕ <b>Somber Touch</b> (standard; at-will) † <b>Necrotic</b> +15 vs. AC; 2d6 + 5 necrotic damage, or 3d6 + 5 damage if the target is bloodied.	
↗ <b>Mark of Demise</b> (minor; recharges when an creature within range becomes bloodied) Ranged 10; +13 vs. Fortitude; the target is marked until the end of the morrigan's next turn, and for the rest of the encounter the target cannot heal above their bloodied score (no save).	
↓ <b>Terrifying Visage</b> (immediate reaction; when an enemy moves adjacent; at-will) † <b>Fear</b> +13 vs. Will; target is pushed 3 squares.	
↗ <b>Death's Lure</b> (minor 1/round; at-will) † <b>Charm</b> Ranged 10; affects a bloodied target only; +13 vs. Will; target is pulled 5 squares.	
<b>Grim Elusiveness</b> The morrigan does not grant opportunity attacks for bloodied enemies.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Arcana +12, History +12, Insight +12, Religion +12	
<b>Str</b> 17 (+8)	<b>Dex</b> 21 (+10) <b>Wis</b> 14 (+7)
<b>Con</b> 14 (+7)	<b>Int</b> 14 (+7) <b>Cha</b> 18 (+9)
<b>Equipment</b> Peasant or worn and dirtied fey noble clothing, shovel, tea kettles, bone saws, and anything else that catches their fancy.	

## MORRIGAN TACTICS

A morrigan focuses on bloodied opponents with *somber touch*, *mark of demise*, and *death's lure*, while keeping others at bay with *terrifying visage*. They initially spread their damage amongst the group until each of them are bloodied, then focuses on one opponent at a time.

Badb, as well as evil fey, often steal newborn children or toddlers for their morrigan mother. For this exception, it is not uncommon for adventurers to find badb alone or within small groups without the presence of a morrigan.

Morrigan have access to the powerful *loremaster's bargain* ritual. In addition to the skill challenge, morrigna only accepts the offering of a newborn human or half-elf child for those seeking an audience with the ghoulish mother.

Morrigan Phantom Queen	Level 14 Controller
Medium natural humanoid (undead)	XP 1,000
<b>Initiative</b> +12	<b>Senses</b> Perception +17; low-light vision; poor perception
<b>Grim Demise</b> aura 10; enemies within the area have a -2 penalty to death saving throws and die after failing two such saving throws.	
<b>HP</b> 137; <b>Bloodied</b> 68	
<b>AC</b> 28; <b>Fortitude</b> 26, <b>Reflex</b> 26, <b>Will</b> 27	
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic, 10 psychic	
<b>Speed</b> 6	
⊕ <b>Somber Touch</b> (standard; at-will) † <b>Necrotic</b> +19 vs. AC; 1d10 + 6 necrotic damage, or 2d8+6 damage if the target is bloodied.	
↓ <b>Terrifying Portent</b> (immediate interrupt; when an adjacent enemy attacks; at-will) † <b>Fear</b> <i>Before you strike, you catch a glimpse of a haunting image of your own death fraying your nerves as you follow through with your attack against her.</i> +18 vs. Will; the target takes a -5 penalty on attack rolls against the morrigan phantom queen (save ends).	
↗ <b>Murder of Crows</b> (standard; recharge ☐, ☐) † <b>Conjuration, Zone</b> <i>A swarm of crows pecks at your eyes and exposed flesh covering you in a black, feathery shroud leaving you motionless.</i> Area burst 2 within 10; +18 vs. Reflex; 3d10 + 6 damage, target takes ongoing 5 damage and is immobilized (save ends both). This area's attack becomes a zone of difficult terrain until the end of the encounter. Any creatures that enters the zone receives ongoing 5 damage (save ends). Morrigna and badb are immune to <i>murder of crows</i> . While within the zone, the Morrigan Phantom Queen has concealment.	
↗ <b>Portent of Fate</b> (immediate interrupt; when an enemy spends a healing surge within 10 squares, encounter) A morrigan phantom queen can use its <i>somber touch</i> attack against the target as a ranged attack and treats the target as if it was bloodied.	
<b>Veil of Crows</b> (minor; encounter) † <b>Illusion</b> The morrigan phantom queen turns invisible until the end of its next turn.	
<b>Grim Elusiveness</b> The morrigan does not grant opportunity attacks for bloodied enemies.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Arcana +15, History +15, Insight +15, Religion +15	
<b>Str</b> 20 (+12)	<b>Dex</b> 21 (+12) <b>Wis</b> 17 (+10)
<b>Con</b> 17 (+10)	<b>Int</b> 17 (+10) <b>Cha</b> 23 (+13)
<b>Equipment</b> Same as a morrigan.	

## PHANTOM QUEEN TACTICS

The phantom queen has a host of abilities to keep aggressors at bay while focusing on one or two opponents who pose a real threat. She isolates



melee combatants with *murder of crows* while closing in on ranged or arcane enemies.

usually attack with their *grimy bite* against fallen enemies or those combatants knocked prone.

Badb		Level 6 Minion	
Medium natural humanoid		XP 63	
<b>Initiative</b> +5 <b>Senses</b> Perception +3; low-light vision			
<b>HP</b> 1; a missed attack does not damage a minion.			
<b>AC</b> 20; <b>Fortitude</b> 18, <b>Reflex</b> 13, <b>Will</b> 11			
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic			
<b>Speed</b> 5			
⊕ <b>Slam</b> (standard; at-will) +9 vs. AC; 5 damage.			
<b>Devotion to Mother</b> A badb gains a +2 bonus to attack rolls and speed while within a fateful demise or grim demise aura.			
<b>Grim Revelry</b> A badb gains a +2 bonus to damage rolls against bloodied enemies.			
<b>Alignment</b> Unaligned		<b>Languages</b> Common	
<b>Skills</b> Athletics +11			
<b>Str</b> 16 (+6)		<b>Dex</b> 14 (+5)	
<b>Con</b> 14 (+5)		<b>Int</b> 10 (+3)	
		<b>Wis</b> 12 (+4)	
		<b>Cha</b> 10 (+3)	
<b>Equipment</b> Rags, a bladder containing morrigna breast			

## BADB TACTICS

Badb stay close to morrigna defending them viciously. They only venture out to attack bloodied foes.

Badb Mangler		Level 12 Brute	
Medium natural humanoid		XP 700	
<b>Initiative</b> +10 <b>Senses</b> Perception +16; low-light vision; poor insight			
<b>HP</b> 146; <b>Bloodied</b> 73			
<b>AC</b> 24; <b>Fortitude</b> 26, <b>Reflex</b> 24, <b>Will</b> 22			
<b>Resist</b> 10 necrotic			
<b>Speed</b> 6			
⊕ <b>Forceful Slam</b> (standard; at-will) +15 vs. AC; 3d6 + 5 damage, and target is pushed 1 square and knocked prone.			
↓ <b>Grimy Bite</b> (standard; at-will) +15 vs. AC; 4d10 + 5 damage, and target contracts filth fever.			
<b>Infectious Bite</b> Increase the DCs of filth fever caused by grimy bite by 4.			
<b>Alignment</b> Unaligned		<b>Languages</b> Common	
<b>Skills</b> Athletics +17, Nature +13			
<b>Str</b> 22 (+12)		<b>Dex</b> 18 (+10)	
<b>Con</b> 16 (+9)		<b>Int</b> 7 (+4)	
		<b>Wis</b> 14 (+8)	
		<b>Cha</b> 9 (+5)	
<b>Equipment</b> Leather armor, fey trinkets, and a bladder containing morrigna breast.			

## BADB MANGLER TACTICS

Badb manglers use their *forceful slam* to keep foes at a distance and away from morrigna. They

Badb Fatespinner		Level 12 Elite Artillery	
Medium natural humanoid		XP 1,400	
<b>Initiative</b> +10 <b>Senses</b> Perception +15; low-light vision			
<b>HP</b> 220; <b>Bloodied</b> 110			
<b>AC</b> 26; <b>Fortitude</b> 23, <b>Reflex</b> 26, <b>Will</b> 28			
<b>Resist</b> 10 necrotic			
<b>Saving Throws</b> +2			
<b>Speed</b> 6			
<b>Action Points</b> 1			
⊕ <b>Bleak Touch</b> (standard; at-will) † <b>Psychic, Fear</b> +19 vs. AC; 1d8+5 psychic damage, and one additional target within 5 squares of the badb fatespinner, receives half damage.			
⊕ <b>Bolt of the Fates</b> (standard; at-will) † <b>Psychic</b> Ranged 10; +19 vs. Will; 2d6 + 5 psychic damage, and badb fatespinner makes a secondary attack against the same target.			
<i>Secondary Attack</i> +17 vs. Will; the target is between worlds.			
↓ <b>Wolf Pack</b> (standard; sustain minor, at-will) Reach 5; +17 vs. Fortitude; 3d6+4. When the badb fatespinner sustains the attack, the wolf pack deals 3d6+4 damage (an attack roll is not required). The target must still be within ranged of the power for the badb fatespinner to sustain it.			
<b>Know Thy Fate</b> (immediate reaction; encounter, recharges when first bloodied) † <b>Psychic, Fear</b> The target damaging the badb fatespinner is stunned (save ends).			
<b>Between Worlds</b> While between worlds, a creature see beyond 2 squares and takes a -2 penalty to attack rolls. <i>First Failed Save:</i> The creature is weakened (save ends). <i>Second Failed Save:</i> The creature is restrained for the rest of the encounter.			
<b>Alignment</b> Unaligned		<b>Languages</b> Common	
<b>Skills</b> Arcana +12, History +12, Insight +13			
<b>Str</b> 12 (+7)		<b>Dex</b> 19 (+10)	
<b>Con</b> 16 (+9)		<b>Int</b> 12 (+7)	
		<b>Wis</b> 14 (+8)	
		<b>Cha</b> 22 (+12)	
<b>Equipment</b> Cloth armor, fey and gypsy trinkets.			

## BADB FATESPINNER TACTICS

Most travelers mistake badb fatespinners for actual morrigna for they too, like their adoptive mothers, have such a command over fate. When provoked, they often launch their wolf pack upon those coming close wishing to engage in melee, while reserving their *bolts of fates* for those relying on ranged attacks to deal the most damage.





## Encounter Groups

Morrigna are often found within a company of badb and nefarious fey seeking answers with never ending questioning. These fey find the morrigan ability of glimpsing into the fates of others addictive. While at other times, badb fatespinners and morrigan phantom queens tend to live in isolation accompanied only by wolves and crows.

### Level 7 Encounter (XP 1,615)

- ❖ 1 morrigan (level 10 lurker)
- ❖ 4 deathrattle vipers (level 5 brute)
- ❖ 5 badb (level 6 minion)

### Level 10 Encounter (XP 2,700)

- ❖ 2 morrigna (level 10 lurker)
- ❖ 1 feymire crocodile (level 10 elite soldier)
- ❖ 1 badb mangler (level 12 brute)

### Level 11 Encounter (XP 3,000)

- ❖ 1 morrigan phantom queen (level 14 controller)
- ❖ 5 quickling runners (level 9 skirmisher)

### Level 12 Encounter (XP 3,500)

- ❖ 1 badb fatespinner (level 12 elite artillery)
- ❖ 3 badb manglers (level 12 brute)

## Quest

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

### FATEBOUND

*A prominent noble or merchant lord is now a proud father of a newborn daughter or son. They seek knowledge of the child's in the years to come, especially if this child is an heir, and hires adventurers to seek out a morrigan to deliver an answer.*

**Start:** Characters are sought to travel to a bleak region to search for a morrigan. They may mistake a vicious badb fatespinner as a morrigan who, upon learning of the child, now seeks it for herself.

**Goal:** To deliver the noble and child to a morrigan or convince a morrigan to return to see the child and predict her fate.

**Outcome:** Success might give characters access to a powerful divination ritual or a favor or great treasure from the noble or merchant lord.

## 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.

### Badb

**Average Height:** As human.  
**Average Weight:** As human.

**Ability Scores:** +2 Strength or Charisma, +2 Constitution

**Size:** Medium

**Speed:** 6 squares

**Vision:** Low-light

**Languages:** Common

**Skill Bonuses:** +2 Nature, +2 Thievery

**Grim Revelry:** You can use *grim revelry* as an at-will power.

### Grim Revelry

Badb Racial Power

*You surge into a maniac's delight at the sight of blood.*

**At-Will † Martial**

**Standard Action**

**Melee 1**

**Target:** One bloodied creature

**Attack:** Strength vs. AC

**Hit:** 2d8 + Strength modifier damage.

Level 11: 3d8 + Strength modifier damage.

Level 21: 4d8 + Strength modifier damage.

