

# Lurking Terror

+2 DEX	+2 ANY	-2 ANY	MEDIUM
+1 (+1/8 levels) racial bonus to Stealth +1 to attack rolls			
BONUS FEATS (choose one)		Shadow Blink Ghost Hunter Reaver	

8 HP/LEVEL	6 SKILLS
ANY KOM	DEX KDM

Level	BAB	Fort	Ref	Will	Lurking Terror
1	+1	0	2	2	Blight
2	+2	1	3	3	
3	+3	1	4	4	Murder Alley
4	+4	2	4	4	
5	+5	2	5	5	
6	+6	3	6	6	Bloodletter
7	+7	3	6	6	
8	+8	4	7	7	
9	+9	4	8	8	All Work and No Play
10	+10	5	8	8	
11	+11	5	9	9	
12	+12	6	10	10	The Widow's Web
13	+13	6	10	10	
14	+14	7	11	11	
15	+15	7	12	12	Relentless Killer
16	+16	8	12	12	
17	+17	8	13	13	
18	+18	9	14	14	No One Can Hear You Scream
19	+19	9	14	14	
20	+20	10	15	15	

It is the thing that goes bump in the night. It is the monster hiding under the bed or in the basement. It is the reason that you shouldn't split the party. Lurking Terrors come in many shapes and sizes, but rarely do they leave anyone alive to tell exactly what those are. A Lurking Terror is at its deadliest when it is free to stalk the darkness, lashing out with debilitating effects that isolate the victim from its allies.

**1<sup>st</sup> Circle – Blight<sup>SU</sup>:** You like to stake out a kill site before you set to work. As a swift action, you may create a burst within [Close] range with a radius of 25 ft + 5 ft per circle of Lurking Terror you possess, which lasts until the end of the [Encounter]. This burst is called a Blight. You may have a maximum of one Blight per Lurking Terror circle you possess. Opponents treat squares inside the radius of your Blights as difficult terrain. Whenever an opponent begins its turn within one or more of your Blights, it gains [Vulnerability] for one [Round] to damage you deal while you are within the radius of one or more of your Blights. A successful Will save (DC 10 + ½ your level + your KOM) negates the [Vulnerability].

**2<sup>nd</sup> Circle – Murder Alley<sup>SU</sup>:** You hunt awash in the scent of death. Whenever an opponent ends its turn within one or more of your Blights, it becomes [Sickened] for one [Round]. A successful Fortitude save (DC 10 + ½ your level + your KOM) negates the [Sickened] condition. In addition, whenever an opponent fails a save against one of your Lurking Terror abilities, it begins [Bleeding]. All attempts to end or remove the [Bleeding] condition from opponents within the radius of one or more of your Blights simply fail.

**3<sup>rd</sup> Circle – Bloodletter<sup>SU</sup>:** Beautiful, glistening red, it calls to you. Whenever an opponent moves out of a square within one or more of your Blights, including making a 5-ft step, that opponent provokes an attack of opportunity from you. You can make this attack of opportunity against that opponent even if that opponent is not within the normal range of your melee attacks. (You make a melee attack, not a ranged attack.)

Additionally, whenever an opponent within one or more of your Blights suffers any amount of [HP Reduction] from the [Bleeding] condition, it takes that much damage.

Also, while you are within one or more of your Blights, you are [Covered] and do not provoke attacks of opportunity for movement.

**4<sup>th</sup> Circle – All Work and No Play<sup>SU</sup>:** You show your victims a crazy time. Each [Encounter], the first time each opponent begins its turn within one or more of your Blights, it becomes [Confused] for one [Round]. In addition, once per [Round], when you hit an opponent while both you and that opponent are within the radius of one or more

of your Blights, you may cause that opponent to become [Confused] for one [Round]. In each case, a successful Will save (DC 10 +  $\frac{1}{2}$  your level + your KOM) negates the [Confused] condition.

**5<sup>th</sup> Circle – The Widow’s Web<sup>SU</sup>:** You are [Invisible] within the radius of your Blight. Once per [Round], while you and an opponent are within one or more of your Blights, if you hit that opponent, you can lay a dark veil upon that opponent, isolating it from all aid. Until the beginning of your next turn, other opponents that do not have line of sight to you cannot target that opponent. A successful Reflex save by the opponent hit (DC 10 +  $\frac{1}{2}$  your level + your KOM) negates the veil effect.

**6<sup>th</sup> Circle – Relentless Killer<sup>EX</sup>:** You simply refuse to stop while there is killing left to do. You gain [Lesser resistance] to all damage while within the radius of your Blight, which improves to [Resistance] against damage dealt by creatures outside the radius of your Blight. In addition, conditions your Lurking Terror circles inflict now ignore [Immunity] to those conditions.

**7<sup>th</sup> Circle – No One Can Hear You Scream<sup>SU</sup>:** A massacre at your hands is only a matter of time. As a swift or immediate action, you may create up to one Blight within [Medium range] per Lurking Terror circle you possess. (You may still have a maximum of one Blight per Lurking Terror circle you possess.) Whenever an opponent begins its turn within one or more of your Blights, it becomes [Energy drained], and you gain temporary HP equal to your level. These temporary HP stack, to a maximum of half of your maximum HP.