

LESSER TOTEMIC APOSTATE

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Certain Vikmordere totem poles mark sacred pacts with the spirits they depict, and serve both ritual and cultural purposes. Most who would dare defile them risk “only” the wrath of the mighty clans; but a sacrilege weighs so much heavier for those who know, and yet chose to violate a magical totem. Some violators, particularly those that die within a lunar cycle of their blasphemous deed, risk becoming undead mockeries of their erstwhile forms. These Undead are filled with an immortal ire and called totemic apostates. Even the least of these horrors make the living sick to their stomachs with their twisted faces. They can move through even the direst storm with unnatural ease to attack friends of the spirits, manipulate weak-willed animals, and bring foul revenge on the living.

From the windswept, frostbitten tundra, a hide-clad warrior shrouded by snow emerges, their shape obscured by the frigid winds. As the shape approaches from the swirl, you perceive spear and bow, clear signs of their profession. Then, you see it: What you took for a helmet shaped like an animal skull is a caricature of a human face: Grotesquely distended bones and red sinew form a manifest open wound that encompasses the entire, disfigured skull in a twisted mockery of a totem...

LORE: THE ASCENSION OF TOTEMIC APOSTATES

Each totem defiled on a new moon, when the spirits are blind, strengthens an apostate, granting them strange abilities. A lesser totemic apostate that manages to defile a totem on three consecutive new moons becomes a true totemic apostate. Vikmordere legends speak in hushed tones of greater totemic apostates, who managed to defile 13 totems; these powerful oathbreakers ostensibly have stolen the power of granting divine spells from the spirits...



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LESSER TOTEMIC APOSTATE

Medium Undead, Lawful Evil

Armor Class 14 (hide armor) Initiative +2 (12)

HP 44 (8d8 + 8)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	16	+3	+3	DEX	14	+2	+2	CON	13	+1	+1
INT	12	+1	+1	WIS	8	-1	-1	CHA	14	+2	+2

Skills Intimidation +4, Perception +3, Survival +1

Resistances Psychic

Immunities Cold, Poison; Charmed, Frightened, Poisoned

Senses Snowsight 60 ft., Passive Perception 13

Languages Common, Vikmordere

CR 1 (200 XP; PB +2)

TRAITS

Mask of Apostasy. The lesser totemic apostate’s face is a frozen rictus, a parody of the totem it defiled in sinew and bone. *Constitution Saving Throw:* DC 14, each creature that starts its turn within a 15-foot Emanation of the lesser totemic apostate and can see its face. *Failure:* The creature looking at the apostate gains the Poisoned condition until the start of its next turn. A poisoned

creature can repeat the save at the end of its next turn. *Success:* The creature becomes Immune to this particular apostate’s Mask of Apostasy until it finishes a Short or Long Rest.

Snowsight. The lesser totemic apostate ignores any penalties to their sight or ranged attack rolls imposed by snow or winds.

Snowstride. The lesser totemic apostate treats Difficult Terrain caused by snow and ice as regular terrain.

ACTIONS

Spear. *Melee or Ranged Attack Roll:* +5 to hit, reach 5 ft. and range 20/60 ft. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage when used with two hands to make a melee attack.

Longbow. *Ranged Attack Roll:* +4 to hit, range 150/600 ft. *Hit:* 5 (1d6 + 2) piercing damage.

Command Beasts. *Wisdom Saving Throw:* DC 14, a Beast within 90 feet that can see or hear the lesser totemic apostate. The Beast automatically succeeds if it is the same kind depicted on a totem pole the apostate defiled or its Challenge Rating exceeds the apostate’s. *Failure:* The beast is magically Charmed by the apostate for 1 hour. Up to four Beasts can be Charmed at once by the apostate; charming a fifth ends this Charmed condition on the Beast that has had it the longest.

BONUS ACTIONS

Targeted Gaze. The lesser totemic apostate directs its gaze at a target it can see within 60 feet of it. If the target can see the lesser totemic apostate’s face, it must immediately make a saving throw against Mask of Apostasy as if it were in range.





CREDITS

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