



WAR **ASPECT**

Formed from the collective fury of battlefields
these undead seek more for their collection.

WAR ASPECT

Battles have raged across these continents for years eternal, extinguishing hundreds or thousands of lives each time conflict rears its head. It's the particular brutality of these battles that can give rise to many terrible things that stalk this world. Grave robbers, corpse eaters, profiteers, undead, all manner of evil can raise its head from the aftermaths of battle, but one particularly terrifying sight is the amalgamation of metal that has come to be known as a War Aspect. Rising from the bloodied fields of finished battles, it is thought that the collective woe of the battle itself gives rise to this twisted corruption of life. The souls of the dead binding themselves together to give rise to a swirling mass of steel with no other desire but to keep the battle going.

Scholars have debated on what actually causes the rise of the War Aspect from a battlefield. Some have postulated that it has to do with the staining of sacred ground, while others maintain that it is merely a rejection of the afterlife by those that feel they were robbed of their life in an unjust battle

waged by those with little to personally lose in their gleaming castles. One more fringe theory is that they simply arise from bodies that are left too long without being given their proper burial rites. While the very nature of their formation is debated, their destructive power cannot be denied.

Once a War Aspect forms, it will often move towards the nearest military units or villages that it can find. Seemingly they seek more weapons to add to their collection, searching to amass an arsenal that could take down even the mightiest of warriors. It cares little for the corpses of its victims, often leaving them to rot while taking their weapons to continue to power its swirling form of steel and wood. Polearms, swords, spears, and even arrows, War Aspects don't discriminate in what weapons of war end up in their vast collections.

Formed in Woe. While the reason for the formation of War Aspects is debated, one thing that is known for sure is that they arise from bloodied battlefields in war torn areas. They are a particularly harsh reality following some of the worst battles that have been waged by man and beast alike. It

WAR ASPECT

CREATURE 14

UNCOMMON CE HUGE UNDEAD UNHOLY

Perception +25; no vision, tremorsense (precise) 120 feet

Languages Common; (can't speak any language)

Skills Athletics +28

Str +8, **Dex** +5, **Con** +8, **Int** -1, **Wis** +4, **Cha** +4

AC 36; **Fort** +28, **Ref** +22, **Will** +22

HP 252 (void healing); **Immunities** bleed, death effects, paralyzed, poisoned, unconscious

Weapon's Collector (aura, divine) 60 feet. Unattended weapons within the aura are telekinetically drawn to the War Aspect at the start of its turn. Retrieving a specific weapon requires a creature within 5 feet of the War Aspect to use two actions to Interact with the weapon and rip it free.

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 31

Reactive Strike ➤

Speed 30 feet

Melee ✦ clattering metal +29 (reach 15 feet, magical), **Damage** 3d10+18 slashing

Ranged ✦ hurled weapon +27 (magical, ranged increment 100 feet), **Damage** 3d8+15 piercing plus 2d6 bleed

Steel Cyclone ✦✦ (magical); **Frequency** 3 times per day; **Effect** The War Aspect raises a cyclone of slashing blades around it. Creatures within a 30-foot-emanation of the War Aspect take 15d6 slashing damage (DC 31 Basic Reflex save). Creatures that fail also become Drained 1 and take 2d6 bleed.

Weapon Rip ✦✦✦ **Frequency** Once per day; **Effect** The War Aspect focuses its telekinetic energy and attempts to draw all weapons within a 30-foot-emanation into its collection. It attempts to telekinetically Disarm all creatures within this emanation. It doesn't need a free hand to attempt to Disarm in this way. Unattended weapons are automatically drawn into its collection.

is often of particular concern when they arise in already poor conditions brought on by years of conflict in some areas. It is sometimes thought that properly burying the dead of the original conflict will satisfy the whims of the War Aspect and cause it to abate, but little evidence has been shown to prove this.

Seekers of Weapons. After the formation of a War Aspect, their goal seems to be to amass larger and larger collections of weapons, almost treating them as gathering troops for its own conflicts. When War Aspects begin, they are after small in stature, only housing a few dozen weapons at best. They hunt down other battlefields and villages in search of more to add to their collection. Finding military camps is a particularly tantalizing opportunity for a War Aspect as they will often house massive armories that it can use to grow in size and danger.

TACTICS

War Aspects are surprisingly cunning in combat. They will flank and set ambushes on convoys. They sow confusion in the dark and attack at times when camps are least guarded, demonstrating some level of intelligence.

- Weapon Collector should be used to suck in anything left lying around. If you were to set a battle at night when weapons are left unattended, this could lead to disastrous consequences for the unaware.
- Steel Cyclone is a strong AoE skill and shouldn't be ignored in combat. Use it early to get the most out of it.
- Weapon Rip is limited, so use it when it makes the most sense at the height of combat or when others are already distracted with things going on around the battlefield. Finding the right moment is difficult, but worth it.

SUGGESTED PAIRINGS

It's rare for War Aspects to be the soul enemy in combat. They will often have other terrifying things that move with them.

- Consider setting battles with waves of animated weapons, which act as lesser War Aspects or offshoots of the main creature.
- If a battle was terrible enough to raise a war aspect, then there may also be other undead with unfinished business. Think about things like shadows or ghosts that may stalk the same fields.



ARSENAL

ITEM 14

UNCOMMON INVESTED MAGICAL

Price 4,200 gp

Usage worn backpack; Bulk L

What looks to be an oversized quiver on first inspection, actually houses a number of spectral weapons of seemingly varying sizes and configurations within it. The quiver is fitted to a convenient leather bandolier allowing it to be comfortably worn on your back.

Activate ♦ manipulate; **Frequency** Twice per day; **Effect** You reach into the quiver on your back and produce a spectral weapon into your hands. You can choose any melee weapon type that you are proficient to draw. Regardless of the type of weapon you draw, it is always a +2 greater striking weapon with a ghost touch property rune. The spectral weapon lasts for 10 minutes or until you dismiss it by stowing or dropping it.

Activate ♦♦ envision; **Frequency** Twice per day; **Effect** You focus your mind on the weapons of your foes. Choose up to 4 weapons that are wielded by creatures within a 30-foot-emanation of you. You can then attempt to telekinetically Disarm creatures of those 4 weapons, rolling your Athletics check against each of their Reflex DCs. You do not need a free hand to attempt to Disarm creatures in this way.

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