

## SPRINGHEEL SLAYER

### Springheel Slayer Level 1 Skirmisher

Medium Natural Humanoid (see below)

**Initiative:** +5      **Senses:** Perception +1  
**HP** 30; **Bloodied** 15  
**AC** 15; **Fortitude** 13; **Reflex** 13; **Will** 13  
**Resist** 5, see below; **Vulnerable** 5, See below  
**Speed** 6, climb 6

#### Traits

#### Creator's Arts

A springheel slayer can be created using different magics. If the slayer is created through artifice, it gains the Construct keyword, resist 5 psychic, and vulnerability 5 thunder and force. If the slayer was created through necromancy, it gains the Undead keyword, resist 5 necrotic and poison, and vulnerability 5 radiant and fire.

#### Standard Actions

##### ⊕ **Hookspring Pull** ✦ **At-Will**

*Attack:* +6 vs. AC

*Hit:* 1d10+4 damage, and the springheel slayer shifts 1, or 2 if they remain adjacent to the target. If the opponent granted combat advantage before the attack, the springheel slayer can slide them 1 into any square they vacated as a free action after the shift.

##### ⊕ **Crosshook Tear** ✦ **Encounter**

*Attack:* +6 vs. AC

*Hit:* 2d10+3 damage. If the attack misses, the target is grabbed, but the springhook slayer grants combat advantage as long as the grab continues.

#### Move Actions

##### **Springheel Step** ✦ **Encounter**

*Effect:* The Springheel Slayer flies 6, and until the end of their turn, their next hit does an additional 2d6 damage and they are immune to opportunity attacks.

**Skills** Acrobatics +8, Stealth +8, Athletics +8

**Str** 16(+3);    **Dex** 16(+3);    **Wis** 12(+1)

**Con** 12(+1);    **Int** 10(+0);    **Cha** 10(+0)

**Alignment** Unaligned      **Languages** -

The Springheel Slayer is a construct used by spellcasters who prefer their minions with some mobility, in contrast to the shambling undead and lumbering golems that are more commonplace. They are often created by greedy wizards after a lackey capable of running down fleet-footed thieves, or necromancers seeking an assistant who can retrieve live bodies for their research.

While roughly humanoid form, springheel slayers are purpose-built for speed and agility, with bulky, digitigrade legs, and hooked blades mounted on their forearms that aid in both climbing and combat. Their creators tend to cover them in a cloak of light, easily torn fabric to conceal their nature from casual observation, without impeding their movement

Springheel slayers are highly mobile, capable of leaping long distances, allowing them to travel quickly, bounding between roof-tops, tree branches, and over chasms, whether to escape pursuit, or run down their master's chosen prey. Speed and aggression are the priority for their creators, and the springheel slayer serves these roles very well, indeed.

While the basic design remains the same, springheel slayers can be created through different magical means. The most common is a sort of construct, similar to a golem, but far more agile, and fragile, in equal measure. Less useful for protection than more conventional constructs, they are at their best but when pursuing their master's enemies, or prey.

Others made by necromancers are a form of manufactured undead, with knee joints cut out and reversed, additional sinews and muscles woven into the legs, and weapons built of raw, sharpened bone, often from the shoulder blades- which are cut back to allow the arms additional range of motion

Some springheel slayers are given a measure of intelligence, allowing them to perform missions for their masters, but most fight best in conjunction with their creators, who tend to keep them close even in otherwise normal social settings like a crowded city street- the agility and climbing skill of the slayer means that it can often watch over their master from a nearby roof-tops or forest canopy, springing to their aid- or the hunt- if need be.

For use with the 4th Edition



Requires the use of the D&D Player's Handbook,<sup>®</sup> Monster Manual,<sup>®</sup> and Dungeon Master's Guide<sup>®</sup> Player's Handbook<sup>®</sup> 2, Monster Manual<sup>®</sup> 2, Adventurer's Vault<sup>™</sup> core rulebooks, available from Wizards of the Coast, LLC

Created by  
 Michael Jones  
 for  
 Catastrophe Games  
[CATASTROPHEGAMES.COM](http://CATASTROPHEGAMES.COM)

THANKS FOR READING!

## TACTICS

Springheel slayers are fast, mobile opponents who maneuver around combat using their agility and speed, as well as the unique leverage afforded them by the hooked blades on their arms. Each time they strike out with their blades, they pull back as they make contact, dragging themselves- and potentially their target- into a new position.

They are also excellent climbers, able to maneuver across almost any surface, and ambush their foes from multiple angles. They can even leap onto their enemies from on high, crashing down upon them in a brutal assault. They are however, quite fragile, and enemies managing to pin them down can quickly make short work of them.

For this reason, a springheel slayer stays mobile in combat, maneuvering themselves and, where possible, their foes into an advantageous position, while limiting their own vulnerability to attack- classic skirmisher tactics in other words. They capitalize on their allies by dragging their opponents into harm's way, and luring them into position, before springing away- usually landing by another foe on the edges of the battle.

The springheel step is the key to their mobility in combat, but as an encounter power, it's time must be chosen wisely. Since it can be used in conjunction with the hookspring pull when dropping down near a foe, the combination of movement and the shift effect of the attack can reorder the battle as they drop into it from on high.

The springheel slayer can be used very effectively in conjunction with a controller or a soldier, but any normal group composition is viable. They can also make effective use of walls and other obstructions that can be climbed, and their springheel step can allow them to bypass difficult or hazardous terrain.

## Encounters

Springheel Slayers are rare enough that it's unlikely to find them far from their creators, and hence they usually serve as assistants and security for the spellcasters who craft them.

There are exceptions- some magic-users gift the slayer to a henchman to aid them in their service- particularly if they are undertaking a mission too dangerous for such a mastermind to risk themselves on.

While the motives for their creation are numerous, they most commonly serve as a hunter- pursuing the enemies of their master, either as part of an attack or to gather 'raw materials', or to chase down intruders in a wizard's domain. More than one burglar has broken into a wizard's tower, made their escape, only to be run down dragged back to the tower, impaled on the hooks of a springheel slayer.

Not surprisingly, springheel slayers are also created when a foe shows a talent for evasion, agility, and rapid retreats- elven rebels in the dominion of a tyrannical wizard might find their hit-and-run tactics fall foul of the fast-moving slayers, who travel in tree-tops just as easily as roof-tops. Still, it is in urban environments, whether populated, or deserted, where the springheel slayer is at it's best, and here a wizard might use them to aid in seizing ancient ruins from a goblin tribe, or to wage a secret war against the thieves guild in a bustling city.

In such cases, it may be that the victims of these assaults contact a band of heroes to aid them in their plight, even if they would not normally speak to such people. Then again, such heroes may well be the kind of fast-moving, too-clever nuisances that a spellcaster might decide it is best to deal with permanently, using a squad of springheel slayers.

## LORE

Lore on the springheel slayer uses Religion if they are undead, and Arcana if they are artifice.

**DC 10:** All the information in the intro.

**DC 15:** As above, plus hints about the specific purpose the slayer was crafted for by their creator.

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at [www.wizards.com/d20](http://www.wizards.com/d20).

DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.