

MEATHEAD

When the shadow creeps into civilized areas where livestock are regularly raised, you sometimes will find abominations referred to as meatheads. These rotting hulls are the oozing remains of butchers, cooks, and hog farmers doomed to a transformation perversely apropos of their former livelihood.

Meatheads are but a shred of the people they once were, heads completely rotted off, they've lost nearly all of their former senses. Instead, a collection of massive leeches infest their body, serving as a sensory array and burrowing deep within the husk of their bloated frame.

Typically docile unless provoked, they wander aimlessly around the farms and shops they once inhabited. If anything draws too close though, the leeches immediately send impulses to the host causing it to rush wildly toward whatever was detected, thrashing violently with murderous intent. Meatheads are sometimes armed with the cleavers, blades, or other implements they once wielded in life.

MEATHEAD

DIFFICULTY 50

Size 2 horrifying undead

Perception 12 (+2); sightless

Defense 13; **Health** 64

Strength 15 (+5), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 14 (+4)
Speed 10

Immune damage from disease and poison; gaining insanity; asleep, charmed, dazed, deafened, diseased, fatigued, frightened, poisoned, stunned.

Deaf meatheads cannot hear

Resilience A meathead takes half damage from weapons.

Fire Resist A meathead takes half damage from fire.

Destruction Vulnerability A meathead makes challenge rolls to resist Destruction spells with 1 bane and takes double damage from Destruction spells and explosions.

Leech Sense The meathead uses a collection of massive leeches that detach from its body and act as sensors as they crawl nearby it. It's sightless range is reduced to medium.

ATTACK OPTIONS

Natural Weapon (melee) +5 with 2 boons (2d6)

Leeches (melee) +2 with 1 boon (1d6 +2 plus Siphon)

Siphon If living, the target must make a strength challenge roll. On a failure, it becomes fatigued for 1 minute or until it heals any damage. At the end of any round while fatigued this way, it takes 1 damage.

SPECIAL ACTIONS

Frenzied Attack The meathead attacks two different targets with its natural weapon, making each attack roll with 1 bane.

Blind Charge The meathead moves up to half its speed toward a creature and makes two attacks against it, each attack roll is made with 1 bane. If either of these attacks cause damage, the target must succeed a Strength challenge roll with 2 banes or fall prone.



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