The Leyak

A Generic, DIY Monster Statblock

By Aaron der Schaedel
v1.1

This stat block is designed to be system agnostic – meaning you'll need to know the rules of the game you're running.

Much of what's included here is an amalgamation of different source material, with some mechanical suggestions. Thus, you'll need to be familiar with the mechanics, as well as the mood and theme of the game you're bringing this creature into. (E.g. it's going to be very different in Call of Cthuhlu than Dungeons and Dragons.)

Specifically, it borrows from how the Leyak appears in the computer game Abiotic Factor. It also borrows from Shin Megami Tensei, which includes Rangda, the Queen of the Leyak.

This stat block also makes use of Progress Clocks as they appear in games like *Blades in the Dark* and *Fabula Ultima*. The short explanation is that they count up until a certain thing happens.

The longer? Check out https://bladesinthedark.com/progress-clocks

The Leyak

The Leyak is a creature from Bali and Indonesian mythology; it's appearance varies, but the most common depiction is as a floating head with stringy hair, no torso, and plenty of entrails floating from under its head.

It typically only makes itself visible and audible to one person at a time.

Setting Considerations

The Leyak, as it was depicted in Abiotic Factor, was meant to be a menace that could not be easily fought. It was annoying, but only really a danger if you ignored it, got careless, or were distracted. The difficulty in permanently dispatching it and its tenacity were what made it a threat.

Ordinary Humans

In games where the characters are more or less ordinary humans, the Leyak can create for tense situations as it pops up to bother its obsession at inopportune moments, even though all it takes to send it away is a few seconds of looking at it scornfully. If something requires your undivided attention, the last thing you'd want to hear is the clumsy breathes of your bloody, fleshy stalker.

Things that can eliminate the Leyak would be rare. In Abiotic Factor, an X-Ray canon was required to destroy a Leyak that was following a player; that's not exactly a piece of technology everybody has sitting in their garage. (But hospitals and dentist offices DO have in house radiologists...)

Meanwhile, in Bali Mythology, the Leyak is more akin to a being of Darkness or Black Magic; so it could possibly be banished for a longer time, given ample spiritual guidance or divine intervention.

Extraordinary Humans or Other Such Entities

In games where the player characters are a cut above the rest, or perhaps even capable of their own supernatural powers, the Leyak would likely be just another monster, especially if it's too fragile. A stalker that keeps running away isn't even a nuisance if you can easily take them out in one strike!

Thus, for the right effect, give it a relatively high stamina or HP so that it can take a beating, but keep its capacity for dealing damaging low so that a few bad rolls won't necessarily spell doom for whomstever draws its attention.

Keep in mind that it's ordinary weapons that don't affect it; even in Abiotic Factor, there was a specialized piece of equipment that could defeat it. In Shin Megami Tensei, Rangda, the Queen of the Leyak, was often able to send physical damage back at her attackers! (Though, Electricity was often her weakness, and so long as it was some form of magic, that would also be at least have an effect on her.)

DIY

On the following pages are some general abilities, the special rules, and a blank stat block for you to fill out yourself.

Abilities

-Immune to almost all mundane means of damage
-Short range teleportation
-Only visible and audible to the Leyak's Obsession (See *Special Rules*)

Weaknesses

-"Holy" magic
-"Lightning" magic
-Intense Gamma Radiation
-Being stared at (See *Special Rules*)

Other Stat Guidelines

-High HP and Stamina
-Low Damage output

Special Rules

Pick the location where the Leyak starts the scenario. If a character wanders into that area, they become the Leyak's Obsession.	
Clock: Leyak's Aggression	Starts at 0, Max 4
Every Scene or Few Story Beats	
Increase "Leyak's Aggresion" by 1 "Leyak's Obsession" rolls Perception. **Success: Medium Difficulty** – You hear a noise made by the Leyak, and know where it came from. **Success: Easy Difficulty** – You hear a noise made by the Leyak, but don't know where it is. Failure: You're oblivious to (or lost track of) the Leyak.	

Behaviors and Actions	
When aware of the Leyak's Location	You can spend a few moments staring at it. This will reset Leyak's Aggression to 0 and it will teleport away, but does not change Leyak's Obsession.
When Leyak's Aggression is 4	The Leyak will attack its Obsession via biting or flailing it's entrails.
If the Leyak's Obsession manages to flee	Reset Leyak's Aggression to 0, do not change Leyak's Obsession.
If the Leyak is wounded	Reset Leyak's Aggression to 0, Leyak flees to a new location, and no longer has an Obsession.

The Leyak	
HP	
Attributes and Skills	
Attacks	
Resistances	
Weaknesses	
Leyak's Obsession	

Leyak's Aggression

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