

The Watcher

“They just... stand there. Staring. Like they're waiting for something.”

A **Watcher** is a [Blightborn](#) known for long periods of complete stillness and an unnerving fixation on the living. Older field notes used the name **Stillborn**, but *Watcher* has become the preferred term.



Appearance

Watchers are often found standing upright in places where a corpse should have collapsed long ago: crossroads, ruined waystations, fields, empty doorways, abandoned streets, and the edges of old quarantine routes.

Their bodies tend to be dry and rigid rather than swollen. Skin pulls tightly across the face, and the eyes are frequently described as black, wet, or oil-like despite the rest of the corpse appearing mummified.

A Watcher can remain motionless for hours. Birds may perch nearby. Rain runs from it. Travelers have mistaken them for old corpses, scare figures, or people standing at an impossible distance in the fog.

The Gaze

The creature's stare is the source of most accounts about it. Those who meet a Watcher's eyes describe sudden panic, bodily paralysis, or the certainty that moving would be fatal.

Survivors also repeat a stranger claim: a Watcher that is ignored seems to become closer. Some insist the creatures move only when no one is looking. Others believe fear simply makes ordinary movement difficult to remember accurately.

No reliable field study has settled the matter.

Behavior

Watchers do not generally rush toward prey. They dominate attention. A single motionless figure can hold travelers in place while other dangers approach or force a group to choose between watching the creature and watching the road around them.

A Watcher can therefore control a road without taking a step. The living spend their attention on the motionless corpse, and every other sound, doorway, companion, or threat becomes harder to watch.

When they do attack, the transition from stillness to violence can be abrupt. The same rigid hands that hang uselessly at their sides can become clawing weapons almost instantly.

Fire is one of the few weaknesses consistently associated with Watchers in survivor accounts.

Field Knowledge

The common advice is contradictory: do not stare too long, but do not lose track of one either. Groups that expect Watchers often divide attention rather than allowing a single frightened traveler to become fixed on the creature.

The uncertainty surrounding their movement has become part of [Faulmoor](#) folklore, and stories about Watchers are now told well beyond places where one has actually been confirmed.

See Also

- [Rotmire Blight](#)
- [The Shambler](#)
- [Faulmoor](#)

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