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Absorbing Nymph

Chaotic Neutral
Frequency: Very Rare
No. Appearing: 1
Armor Class: 8
HD: 1*
Move: 12”
No. of Attacks: 1
Damage/Attack: None
Special Attacks:
Soul Touch
Special Defense: None
Magic Resistance: Nil
Intelligence: Standard
Size: M (5’)
Psionic Ability: NIL
% in lair: 05%
Treasure Type: U
Climate Zone: C
Experience:
65+2/hp (Varies)

Sponsored by: Jeremy Rosen

History

One of the deadlier Fey to breach the Fey Bridge and come into the Prime Material plane, this forest nymph comes into the world relatively powerless but can quickly become a deadly creature once she encounters civilized races. She has the devastating ability to steal the acquired life skills of a victim, permanently transferring them to herself. Studies of these creatures indicate that they can only hold a single such pool of life experience at a time, but they are capable of discarding one set of life experiences for another as quickly as a human might try on different shirts. The nymph, always playful and wicked, enjoys the chase and process of stealing a soul’s experiences, and although she wouldn’t believe herself to be evil, anyone caught in her web of theft would beg to differ.

Nature

All the nymph must do to utilize her Soul Touch ability is touch a victim’s flesh. (Plate armor can protect against this ability, but otherwise, a target is susceptible.) Once touched, the victim must make a saving throw vs. magic or lose all life experiences, effectively reducing them to a 1 HD peasant. After losing life experiences, the victim is highly disoriented and stunned for 2–24 rounds. Only a Restoration (or greater) spell will return what was lost to the victim, and it must be cast within 1–4 days after the Soul Touch to fully return the victim to his old self; otherwise, the victim’s restored HD are reduced by 1 per 24 hours. Once the nymph has made a successful Soul Touch, she is considered to have the HD and abilities of her victim until she discards them for another.

Special Abilities

Soul Touch

Saving throw vs. magic or be reduced to a 1 HD unskilled peasant and stunned for 2–24 rounds.

Arch-Necromancer

Lawful Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: -5

HD: 18d4+36

HP: 72

Move: 12”

No. of Attacks: 1

Damage/Attack: 1–4+2

Special Attacks: Spells

Special Defense: Defensive Spell Matrix + Contingency Matrix

Magic Resistance: 30% (Robes of the Arch-Magi + Sta of Seven Skulls)

Saving Throws: Para/Poi (7), Petri/Poly (6), Rod, Sta , W (2), Breath (6), Spell (3)

Intelligence: Super Genius

Size: M (6’ Tall)

Psionic Ability: NIL

Treasure Type: See Below

Climate Zone: Varies

Experience: 6,550+25/hp

Spells:
1st (5) Shield, Shocking Grasp, Magic Missile, Charm Person, Sleep
2nd (5) Strength, Web, Detect Invisibility, Mirror Image, Darkness 15’ Radius
3rd (5) Fireball, Hold Person, Suggestion, Protection from Normal Missiles, Fly
4th (5) Fire Shield, Ice Storm, Stoneskin, Evard’s Black Tentacles, Minor Globe of Invulnerability
5th (5) Cone of Cold, Wall of Force, Cloudkill, Animate Dead, Feeblemind
6th (3) Contingency, Chain Lightning, Repulsion
7th (3) Power Word: Stun, Monster Summoning V, Volley
8th (2) Mass Charm, Serten’s Spell Immunity
9th (1) Meteor Swarm

Treasure: +2 Dagger, Ring of Protection +4 (+2 saves), Ring of Fire Resistance, Bracers AC 4, Wand of Paralyzation (52 Charges), Cloak of the Manta Ray, Black Robes of the Arch-Magi, Sta of Seven Skulls (34 Charges) [25% Magic Resistance, Absorption (directed spells as Rod of Absorption), Power Word: Kill (5 charges), Energy Drain (3 charges), Torment (2 charges)], Gloves of the Black Death (Vampiric Touch gloves that transfer 1/3 of any damage delivered by the caster back to the caster as false hit points)

History

Many are the stories of great necromancers, and while certainly exaggerated in some way, that doesn’t mean that these great and extremely lethal magicians don’t exist. The arch-necromancer is a wizard at the top of his field of study, capable of almost any action involving the command and creation of the undead, while also having an extremely nasty collection of spells and defenses that have kept him alive for longer than the bulk of his contemporaries. They are typically cruel, with little regard for life and, thus, have removed themselves from society, feeling more at home with the dead than the living.

Nature

Arch-necromancers didn’t get to their position by being kind or defenseless, and they are known to have mastered something called a ‘Defensive Spell Matrix’ to help ward damage from their person. Couple this with a particularly handy Contingency Matrix, and even if killed, they will slip away to be born again. They have a powerful assortment of spells as well as various magical items, the two most valuable being their black Robes of the Arch-Magi and their Sta of Seven Skulls. They will also be served directly by a number of undead equal to their HD, each of these undead having ½ their total HD themselves.

Special Abilities

Defensive Spell Matrix

The following spells will be in place before any known combat situation that the arch-necromancer faces: Shield, Protection from Normal Missiles, Fire Shield, Minor Globe of Invulnerability, Serten’s Spell Immunity (+9 Charms, +7 Hold/Command/Fear, +5 Geas/Quest), and Volley. However, this does mean he has lost those spell slots for the day, so keep that in mind (especially when dealing with him a 2nd time during a given day).

Contingency Matrix

If the arch-necromancer is slain, a Teleport Without Error is enacted that sends him to an underling follower who will resurrect him.

Bane of the First Fall

Neutral Evil

Frequency: Very Rare

No. Appearing: 2–12

Armor Class: 4

HD: 3

Move: 12”

No. of Attacks: 3

Damage/Attack:

1–4 (Claw) 1–6 (Bite)

Special Attacks: Hem Attack

Special Defense: None

Magic Resistance: Nil

Intelligence: Animal

Size: S (2’)

Psionic Ability: NIL

% in lair: 10%

Treasure Type: Nil

Climate Zone: A, C

Experience: 85+4/hp

History

These burrowing and furred bug creatures are about the size of a 50-pound dog. They nest in a large clump beneath the ground during summer months, having between 10–20 in any single pocket. When the temperature drops below freezing, and the first snows of the year begin to fall, this menace emerges from the ground seeking blood to help fill its hunger-slumber. They tend to swarm, moving quickly over the snows until they find collections of warm-blooded creatures. Farmsteads are their most prized food source as livestock and large families can sustain them from weeks once the blood had been turned into a type of anti-freeze in their own system. Their eyes are well adjusted to both sunlight and shadow, giving them catlike vision that allows them to see as well during dark hours as the day.

Nature

Needing to feed once they emerge from hibernation, these creatures will attack anything they sense to be warm-blooded. They surround prey, trying to hem it in and then rip it apart with their claws and mandibles. Utilizing three attacks per round and always attacking in at least a group of four, they have little problem ripping a target to shreds. This Hem Attack provides them with advantages to hit and damage when they are next to an ally. If these creatures are encountered below ground while they are slumbering, they will be lethargic and only get a single claw attack. They hate fire and will back o from it if possible as fire does twice normal damage to these creatures.

Special Abilities

Hem Attack

+2 to hit when within 5 feet of an ally.

Barkempkin

Chaotic Evil

Frequency: Very Rare

No. Appearing: 1

Armor Class: 5

HD: 9

Move: 12”

No. of Attacks: 1

Damage/Attack: 1–4 (Slam)

Special Attacks: Cord of Midnight

Special Defense: +1 or better weapon to hit

Magic Resistance: Nil

Intelligence: Standard

Size: M (6’)

Psionic Ability: NIL

% in lair: 10%

Treasure Type: P

Climate Zone: H

Experience: 1500+14/hp

History

Bartenders are some of the most recognizable souls in any fantasy world, and as such, they tend to get to know the locals very well, and people depend on them to lend an ear to all their troubles. However, there are creatures out there in the dark that have noted this, and some have found a way to replace a local barkeep with a type of dark symbiote. This creature is known as a barkempkin, and it poses as a local icon, serving up drinks and conversation until closing time and then murdering the last one to leave the establishment. Eventually, all roads lead back to the barkempkin as the bodies begin to stack up, but by that point, these nefarious creatures slip away into the dark and find another town and bar to try their murderous luck once more.

Nature

Although some would insist these creatures are related to dopplegangers, that is not the case. Instead, barkempkin are tied to the Elemental Plane of Shadow and are creatures without true form. Without their host body, they are wisps of shadow, which means to even hurt one requires a +1 or better weapon. They are immune to all spells that do not rely on force magic (like magic missiles) but are no fans of light (bright light will cause them to lose a HD and be -1 to attack and damage). They attack by utilizing a wicked Cord of Midnight, that strangles a foe for 1-4 Constitution per round. Once struck by the cord, the character must make a successful saving throw vs. paralyzation minus the barkempkin’s HD or remain in the strangling hold of the shadowy garrote.

Special Abilities

Cord of Midnight

Save vs. paralyzation (minus the Barkempkin’s HD) or lose 1–4 Constitution per round.

Bastian Born

Sponsored by: Dan Alban

Lawful Good

Frequency: Very Rare

No. Appearing: 1–4

Armor Class: 0

HD: 12

Move: 12”

No. of Attacks: 2

Damage/Attack: 1–8 + 2 (Axe)

Special Attacks: None

Special Defense: Dwarven Wall

Magic Resistance: Nil

Intelligence: Standard

Size: M (4’)

Psionic Ability: NIL

% in lair: 20%

Treasure Type: B

Climate Zone: F

Experience: 2150+16/hp

History

Among the dwarven nations there are those who are born with fathers who have fallen in battle. It is said that when such dwarves are born, they are taken from their mothers and delivered to the temples of the dwarven gods for blessing. Of those, a few are chosen by the gods to serve as guardians of the gods and blessed with a bit of their father’s spirit before he travels to the table of the gods themselves. These are considered Bastian Born, blessed defenders of the dwarven gods and their people. They are trained from birth at war but in particular the art of defense. It is said that a platoon of such dwarves can hold o an entire orcish army if given the right supplies and a defensible position.

Nature

Specialized in axe, hammer, and pick, these warriors are considered to be +2 to hit and damage with each, as well as getting 2 attacks per round. They are adept at utilizing heavy shields as defense and gain an additional +2 to their armor class when using a shield. Trained in defensive team tactics known as the Dwarven Wall, they gain an additional +1 to hit and damage when holding a position with other dwarves (even if those dwarves aren’t Bastian Born).

Special Abilities

Dwarven Wall

+1 to hit and damage if other dwarves are within 5’ and holding a defensive position, and can fight to -10 hit points.

Beast Spirit Haunt

Lawful Evil
Frequency: Very Rare
No. Appearing: 1–2
Armor Class: 2
HD: 10
Move: 16”
No. of Attacks: 2
Damage/Attack: 1–10 (Claw)
Special Attacks: Rend
Special Defense: Ethereal Presence
Magic Resistance: Nil
Intelligence: Low
Size: M (6’)
Psionic Ability: NIL
% in lair: 20%
Treasure Type: Z
Climate Zone: H
Experience: 1500+14/hp

History

Cities are ever encroaching on the wilderness, and when that happens, it displaces and kills animals. Sometimes these animals are mated pairs, and when they die, their spirits are bound to the earth on which they passed. Years later, the spirits can sometimes rise, bringing with them the hatred and terror they felt in life as they look to exact some kind of vengeance on the civilization. These spirits tend to take on the nature of the civilization that destroyed them, their undead and ethereal beast forms sometimes becoming more bipedal or humanoid, enough to make them even more frightening to those that witness them first hand.

Nature

These creatures are always a mated pair, and they organize their attacks to confuse the populace as to their real numbers, showing up at random places at the same time to appear as if there are more than two predators. The duo has also been in the Ethereal for over a hundred years before they manifest, watching the city grow and learning its secrets along the way, so they will have a better understanding of streets, sewers, alleys, and even secret structures long forgotten (which they oftentimes use as a lair). They tend to hunt at night, using rooftops as a way to spy on the populace and catch victims alone. Attacking with their long claws, they do massive damage, but if they do hit with both, they can make a terrible rend attack. They are also semi-immaterial, having exited the Ethereal only recently, they tend to shift back and forth between the two realms. Also, when one of the pair is killed, the other becomes enraged and takes on a bit of power from its lost mate, increasing its HD by 2 and providing it with an extra +2 damage on all attacks for the remainder of its ‘unlife’.

Special Abilities

Rend

If both claw attacks hit, the beast will rend the victim, causing an extra 3–24 points of damage.

Ethereal Presence

Because the creature is in and out of the Ethereal Plane like a ghost, all attacks against it have a 50% miss chance.

Bender Scout

Chaotic Evil
Frequency: Very Rare
No. Appearing: 1–2
Armor Class: 1
HD: 12
Move: 12”
No. of Attacks: 2
Damage/Attack: 1–10 (Chaos Lance)
Special Attacks: Eyes of Chaos
Special Defense: +2 or better weapon to hit
Magic Resistance: 25%
Intelligence: High
Size: M (7’ tall)
Psionic Ability: NIL
% in lair: 60%
Treasure Type: Z
Climate Zone: Varies
Experience: 2150+16/hp

History

Where the veil between the Elemental Plane of Shadow and the unknown that is beyond it becomes too thin, or a pinprick exists, a true Stream Bender can sometimes release one of its smallest agents into the Prime Material Plane. These agents are known as Bender Scouts, and they are without a doubt one of the most di cult foes known to the living world of men. They are sent forth from the void to find magic, both in the form of magical items and also high-level priest or mages. When they find magical items, they take them back to the veil and slip them into the unknown as food for their Stream Bender masters. If they are able to gain access to priest or mages, they will manipulate them into creating a larger breach so that a Bender Surrogate can make its way into the Prime Material Plane.

Nature

Utilizing a weapon known as a Chaos Lance, these bipedal creatures attack with great skill, receiving a +2 bonus on all attack rolls with the lance. They sometimes can be encountered in pairs, working together for their master’s bidding; however, their pure chaos nature doesn’t really allow for teamwork, and there is a 15% chance in any given round that a Bender Scout will attack another member of its own kind. They also have a powerful charm attack known as the Eyes of Chaos that revolves around the multiple eyes in their elongated head. The use of this attack is usually limited to high-level (10+) clerics and mages.

Special Abilities

Eyes of Chaos

This attack can be made instead of a lance attack and can a ect any person who sees the Bender Scout. Those attacked in such a way must make a saving throw vs. spell at a -2 or be under the e ects of a Charm spell.

Bender Surrogate

Lawful Evil
Frequency: Very Rare
No. Appearing: 1
Armor Class: 0
HD: 15+7
Move: 12”
No. of Attacks: 3
Damage/Attack: 1–10+10 (2 Claws)/2–20+5 (Bite)
Special Attacks: Draw Prey
Special Defense: +2 or better weapon to hit
Magic Resistance: 35%
Intelligence: Very
Size: L (20’ long)
Psionic Ability: NIL
% in lair: 70%
Treasure Type: D, E (non-magic)
Climate Zone: F
Experience: 5,450+20/hp

History

Beyond the Elemental Plane of Shadow lies a dimensional wall that was meant never to be breached. However, the priests of Taux delved too deeply into powerful magic that pierced the veil and destroyed their city. The tiny pinprick they managed has allowed something to enter their world though it must stay tethered to its own dimension as a fetus is connected by an umbilical cord. This creature is a bender, a supernatural beast beyond the laws of this world and bent on devouring all that it sees. Confined within the chamber of their birth by the planer tether that binds them, these creatures have developed means of tempting treasure seekers into their lairs with glowing lights, spectral whispers, and collections of magical items just inside the entrance to their lairs.

Nature

Although incredibly difficult to damage and deadly with its natural weapons, these creatures are always limited to no more than fifty feet from the ‘opening’ of the dimensional rip they were called through. However, they usually modify their lair to protect themselves from incoming missile attacks and will even ‘play dead’ as they cannot be detected by any standard life (or unlife) divination magic. Once the bender draws victims within its reach, it attacks with its claws and bite until dead. The bender devours the life force of the slain and siphons the magic from any magical items they possessed, preventing resurrection and rendering the magic items mundane while strengthening its own ties to this world.

Special Abilities

Draw Prey

Anyone coming within a hundred feet of the bender’s lair must make a saving throw vs. magic or be drawn into the dark area where the beast resides.