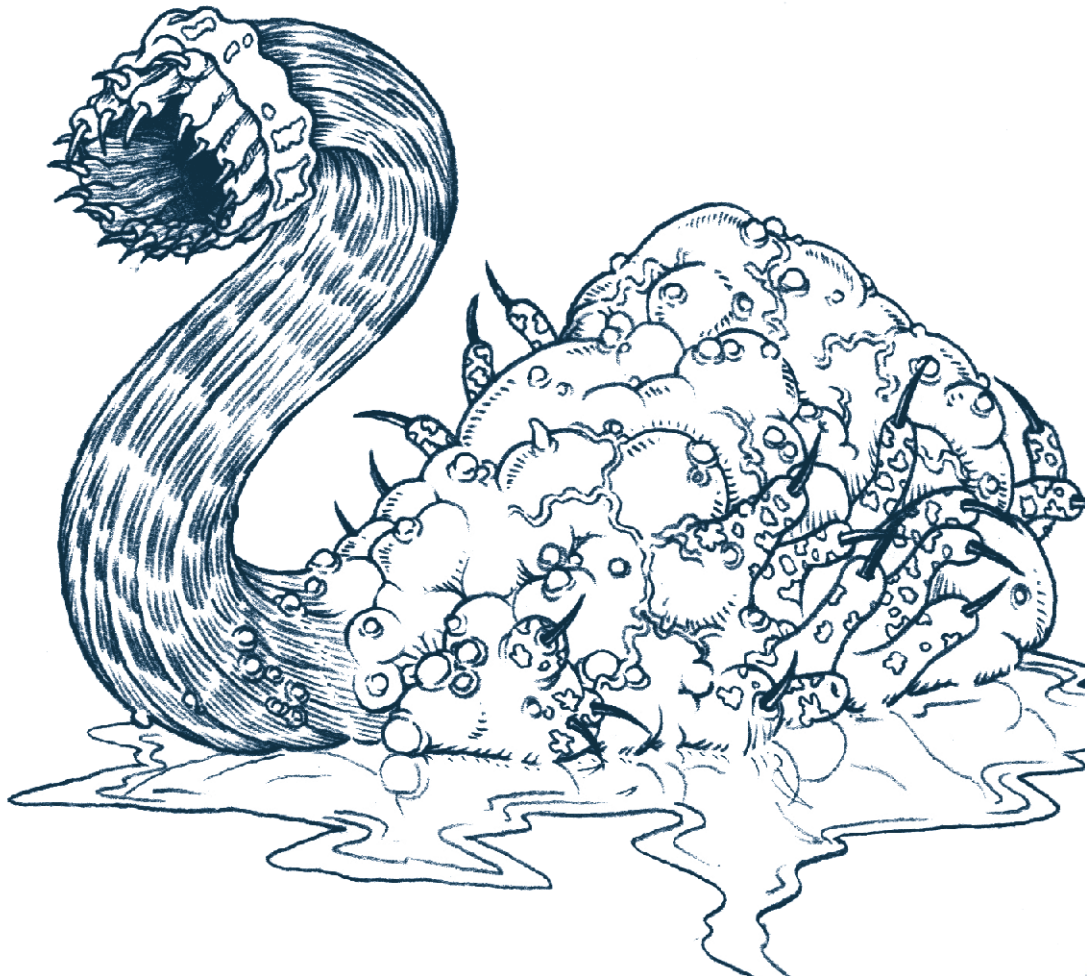


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• FROM BEYOND - ABERRANT HORRORS •



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BLACKDIRGE'S **Bargain!** BESTIARIES

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BLACKDIRGE'S BARGAIN BESTIARIES
FROM BEYOND: ABERRANT HORRORS
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FROM BEYOND: ABERRANT HORRORS

The Far Realm is a place of absolute madness and chaos, but despite this fact, it teems with fell life. The aberrations that live within the Far Realm sometimes find their way into the world, and although all of these abominations are disturbing and dangerous, some command power that outstrips even that of the most fearsome natural monsters.

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CHAOS KRAKEN

Drifting through the unending madness of the Far Realm, pondering concepts far beyond mortal understanding, the chaos kraken is a terrifying monstrosity that can control the mutating effects of chaos and inflict them upon its enemies.

CHAOS KRAKEN LORE

Dungeoneering DC 25: Chaos krakens are some of the most learned creatures in existence on the subject of madness and chaos. They float through the Far Realm, pondering blasphemous, mind-withering concepts, using all they encounter as subjects for terrible experiments involving the dire energies of chaos. They frequently make excursions into the world to test the effects of Far Realm energies on the multitude of natural creatures that live there. Chaos krakens are thoroughly twisted and evil, and enjoy the pain and misery their “experiments” inflict on their victims.

Dungeoneering DC 30: Chaos krakens have harnessed the mutating properties of chaos and can use it to drastically alter the physical forms of natural creatures. They can turn the regenerative power of healing energy into a dire, cancerous affliction or simply smash enemies to pieces with monumental telekinetic power.

CHAOS KRAKEN TACTICS

A chaos kraken typically begins combat by targeting an enemy with *horrific growth* to sow discord in the ranks of its foes. It then targets nearby enemies with *virulent bolt*, focusing attacks on foes that do not appear to be injured. When surrounded, it uses *telekinetic pulse* to violently hurl its enemies aside, and *telekinetic push* to smash enemies that manage to get close enough for a melee attack. When forced to enter melee, the chaos kraken grabs the closest enemy with its tentacles, and then spends its action point to rip its victim to pieces with *dismembering tentacles*.

ENCOUNTER GROUPS

Chaos krakens often associate with demons, sharing similar goals of sowing chaos. They also enjoy the company of powerful aberrations well-versed in the knowledge of the Far Realm, such as aboleths.

Level 25 Encounter (XP 34,400)

- 1 chaos kraken (level 24 elite controller)
- 1 glabrezu (level 23 elite brute)
- 1 marilith (level 24 elite skirmisher)

Chaos Kraken Level 24 Elite Controller
Huge aberrant magical beast XP 12,100

Initiative +19 **Senses** Perception +24; darkvision

Flux Aura (Psychic) aura 5; any creature without the aberrant origin within the aura suffers a -2 penalty to saving throws and all defenses. Any creature without the aberrant origin that starts its turn within the aura takes 10 psychic damage.

HP 452; **Bloodied** 226

AC 38; **Fortitude** 38, **Reflex** 37, **Will** 36

Saving Throws +2

Speed 2 (clumsy), fly 8 (hover)

Action Points 1

⬇ **Tentacle Slap** (standard; at-will)
Reach 3; +29 vs. AC; 2d8 + 9 damage, and the target is grabbed.

⬇ **Dismembering Tentacles** (standard; at-will)
Grabbed target only; +28 vs. Fortitude; 4d8 + 9 damage, and a large or smaller target is dazed, weakened, and takes ongoing 10 damage (save ends all). After this attack, the target is no longer grabbed.

⚡ **Virulent Bolt** (standard; at-will)
Ranged 10; +28 vs. Will; 2d6 + 7 damage, and the target suffers ongoing damage based on the number of healing surges it has left, as follows:

- 0-5 healing surges – ongoing 5 damage (save ends).
- 5-10 healing surges – ongoing 10 damage (save ends).
- 10 or more healing surges – ongoing 15 damage (save ends, with a -2 penalty to the saving throw).

The amount of ongoing damage does not change if the target spends healing surges while taking ongoing damage, even if that would reduce its total number of healing surges to the next lowest level of ongoing damage.

⚡ **Horrific Growth** (standard; recharge ☞☞☞) ⬆ **Polymorph**
Ranged 10; +28 vs. Fortitude, 3d8 + 8 damage, and the target grows a number of long, grasping tentacles from its torso (save ends). Any enemy that starts its turn within 2 squares of the target takes 10 damage and is slowed until the start of its next turn.

⬅ **Telekinetic Pulse** (standard; recharge ☞☞☞) ⬆ **Force, Psychic**
Close burst 5; +26 vs. Fortitude; 3d6 + 8 force and psychic damage, and the target is pushed 3 squares, knocked prone, and dazed (save ends).

Telekinetic Push (immediate reaction; when the chaos kraken is hit with a melee attack by an adjacent enemy; at-will)
⬆ **Force, Psychic**
Targets the triggering creature; +28 vs. Fortitude; 1d6 + 8 force and psychic damage, and the target is pushed 1 square and knocked prone.

Alignment Chaotic evil **Languages** Deep Speech

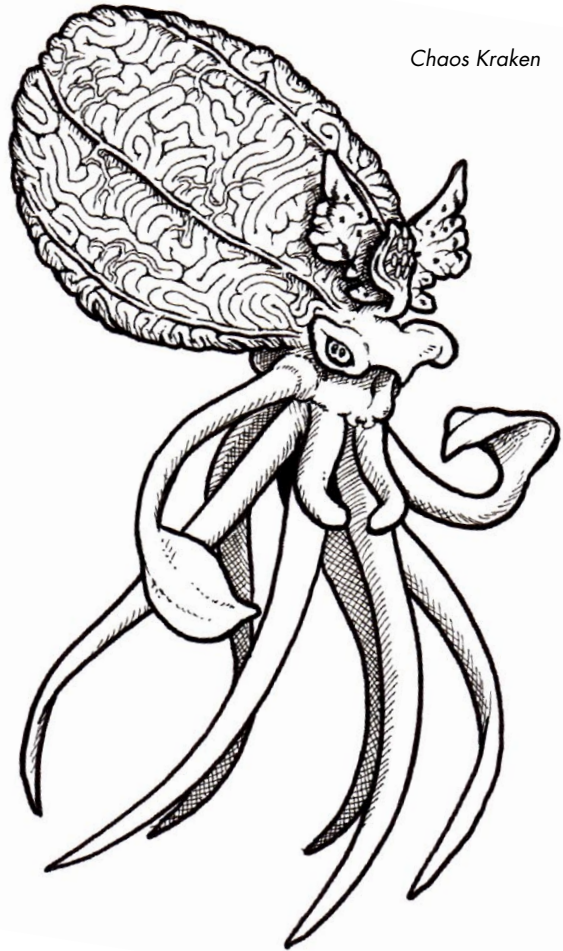
Skills Arcana +22, Dungeoneering +24, Insight +24

Str 28 (+21) **Dex** 24 (+19) **Wis** 24 (+19)

Con 26 (+20) **Int** 21 (+17) **Cha** 18 (+16)

Description *This floating horror trails numerous grasping tentacles as it drifts toward you. Its body is massive and bloated, resembling a huge, distended brain from which a number of face-like growths protrude. Its four small eyes are contained in two short stocks that sit over a pair of smaller tentacles. However the most frightening aspect of this monstrosity is its size, which rivals that of the largest dragons.*

Chaos Kraken



Warptail Watcher



Creeping Maw

CREEPING MAW

Creeping maws are disgusting aberrant predators that lurk in dismal caves and ruins where the barrier between the world and the Far Realm is thin. They eagerly devour any living creatures that come within striking distance of their fanged, retractable mouths.

CREEPING MAW LORE

Dungeoneering DC 22: Creeping maws or horrific aberrant monstrosities that came to the world long ago through a terrible magical ritual. Who it was that brought the first creeping maw to our world is unknown; however, he or she likely paid the ultimate price for such folly. Since creeping maws are hermaphroditic, they can reproduce without the need of a partner, and can be found anywhere it is deep, dark, and wet. They are voracious predators and will attack anything that moves within range of their retractable maws.

Dungeoneering DC 27: Certain subterranean races, most notable the drow, value creeping maw venom and will pay handsomely for it. However, for the venom to retain its potency, a creeping maw stinger and the long, retractable stalk to which it is attached must be harvested as a single piece.

CREEPING MAW TACTICS

A creeping maw is an ambush hunter that typically positions itself on the ceiling of a low cavern or some other inaccessible place, and waits for prey to trigger its blindsight or tremorsense. Once prey comes within reach, its *fanged maw* shoots forward, up to 15 feet, grabs the prey, and then pulls it close to be devoured. Once it has a target in its jaws, the creeping maw uses *grinding jaws* on the target each round. It uses its action point to use *writhing stingers* to keep other enemies from interrupting its meal.

ENCOUNTER GROUPS

Creeping maws are often encountered in pairs, cooperating to hunt the same stretch of cavern. In addition, undead can often be found in the same vicinity as a creeping maw, as the maw does not consider them to be food, and the undead are happy to pick through the scraps left by the aberrant predator.

Level 18 Encounter (XP 10,000)

- 1 creeping maw (level 18 elite brute)
- 3 slaughter wights (level 18 brute)

Creeping Maw

Level 18 Elite Lurker

Large aberrant beast (blind)

XP 4,000

Initiative +14

Senses Perception +17; blindsight 5, tremorsense 10

Slime Wake aura 2; each enemy that starts its turn within the aura is slowed until the start of its next turn.

HP 276; **Bloodied** 138

AC 32; **Fortitude** 32, **Reflex** 24, **Will** 26

Immune gaze

Saving Throws +2

Speed 4, climb 4 (spider climb)

Action Points 1

⬇ **Fanged Maw** (standard; at-will)

Reach 3; +23 vs. AC; 3d8 + 8 damage, and the target is pulled adjacent to the creeping maw and grabbed. The creeping maw cannot make bite attacks while grabbing a creature, but it can use *grinding jaws* or *writhing stingers*.

⬇ **Grinding Jaws** (standard; at-will)

Grabbed target only; +21 vs. Fortitude; 3d8 + 8 damage, or 4d8 + 8 against a bloodied target, and the target is dazed until the end of the creeping maw's next turn. *Miss:* Half damage and the target is not dazed.

↩ **Writhing Stingers** (standard; recharge 2/3) ⬆ **Poison**

Close burst 3; +19 vs. AC; 2d8 + 7 damage, and the creeping maw makes a secondary attack on the target. *Secondary Attack:* +17 vs. Fortitude; 2d8 + 7 poison damage, and the target is weakened (save ends).

⬇ **Stinging Reprisal** (immediate interrupt, when the creeping maw is hit with a melee attack; at-will) ⬆ **Poison**

+23 vs. AC, targets the triggering creature; 1d8 + 7 damage, and the creeping maw makes a secondary attack on the same target. *Secondary Attack:* +21 vs. Fortitude; 1d8 + 7 poison damage, and the target is weakened until the end of the creeping maw's next turn.

Patient Predator

The creeping maw gains a +5 bonus to Stealth checks on any round it does not move from its starting square.

Threatening Reach

The creeping maw can make opportunity attacks against all enemies within its reach (3 squares).

Alignment Unaligned

Languages —

Skills Stealth +15

Str 26 (+17)

Dex 12 (+10)

Wis 16 (+12)

Con 24 (+16)

Int 2 (+5)

Cha 4 (+6)

Description *This hideous creature is a mound of slimy yellow flesh from which numerous nodules, each tipped with a black stinger, protrude seemingly at random. Its head is a gaping circular maw lined with spiky teeth that rests on a retractable, muscular neck.*

GRETHLING

Grethlings are bizarre aberrant creatures that lurk in dark caverns and ancient ruins. They are often called “face-huggers” for their bizarre method of attacking humanoid prey.

GRETHLING LORE

Dungeoneering DC 17: Grethlings favor dark, desolate places such as caverns, deep forests, or ruins. They usually live with other grethlings in small colonies, but may be encountered with more powerful aberrant creatures such as dimensional marauders and gricks. When hunting for prey, grethlings seek out lone humanoid targets, preferably in the dark of night when their darkvision gives them an advantage.



Grethling

Level 4 Lurker

Small aberrant beast

XP 175

Initiative +10

Senses Perception +9; darkvision

HP 46; **Bloodied** 23

AC 19; **Fortitude** 16, **Reflex** 18, **Will** 15

Speed 4, fly 6 (hover)

⬇ **Stinger** (standard; at-will) ⬆ **Poison**

+9 vs. AC; 1d6 + 4 damage, and the grethling makes a secondary attack against the same target. *Secondary Attack:* +7 vs. Fortitude; 1d6 + 2 poison damage, and the target is immobilized (save ends).

⬇ **Face Hugger** (standard; at-will)

Immobilized target only; +7 vs. Reflex; 1d6 + 4 damage, and the target is grabbed and blinded until it escapes the grab. Each time the grethling sustains the grab, the target takes 5 damage. The grethling gains a +2 bonus to attack and damage rolls with its stinger against a target it is grabbing.

⬅ **Friendly Fire** (immediate interrupt, when the grethling is attacked while grabbing a target; recharge ⓂⓂⓂ)

The grethling releases its target and shifts 3 squares. The triggering creature must then re-roll its attack against the creature the grethling was grabbing.

Alignment Unaligned

Languages —

Skills Stealth +11

Str 16 (+5)

Dex 19 (+6)

Wis 14 (+4)

Con 14 (+4)

Int 3 (-2)

Cha 8 (+1)

Description *This bizarre creature has a round, lumpy body from which two curiously human-like eyes protrude. It flutters aloft on two large, feathered wings, and a lamprey-like mouth opens and closes on the creature's underside, between its myriad legs.*

GRETHLING TACTICS

A grethling singles out a lone target and attacks with its stinger. Then, once the target is immobilized, it grasps its victim's face with its powerful, gripping legs. While it has a target grabbed, the grethling bites the target with a small, fanged mouth on the underside of its body and lashes other enemies that get to close with its stinger.

ENCOUNTER GROUPS

Grethlings live in small colonies of up to a dozen individuals. They are also frequently found with other aberrant creatures, and are quite content to live off the scraps of more capable predators.

Level 6 Encounter (XP 1,300)

- 2 carrion crawlers (level 7 controller)
- 4 grethlings (level 4 lurker)



VARGHUL

Wretched and evil, varghuls may be mistaken for malformed devils, but are, in fact, denizens of the Far Realm. They eagerly ally themselves with other wicked creatures to work great evil in the world.

VARGHUL LORE

Dungeoneering DC 19: Varghuls hail from the deep Far Realm where they live in vast flocks of up to fifty individuals. Dim-witted and primitive, varghuls commonly serve more intelligent aberrant creatures such as aboleth, foul spawn, or grell, acting as elite spies and skirmishers for their masters. When left to their own devices, varghuls lair in dank caves and crumbling ruins, winging out at night to carry off humanoid victims to devour at their leisure.

Dungeoneering DC 23: There are rumors that varghuls are created in a terrifying ritual that fills a mortal humanoid with the dire energies of the Far Realm, twisting both mind and body into a new and terrible form. If this is true, the ritual is likely only known by the most powerful and wise aberrant creatures.

VARGHUL TACTICS

A varghul begins combat with *shrieking skull*, and then targets an immobilized enemy with a *grasping tail* attack. Once a

Varghul Level 9 Skirmisher
Medium aberrant humanoid XP 400

Initiative +11 **Senses** Perception +6; darkvision

HP 96; **Bloodied** 48

AC 23; **Fortitude** 20, **Reflex** 23, **Will** 19

Speed 2 (clumsy), fly 8 (hover)

⊕ **Double Claw** (standard; at-will)
+14 vs. AC; two attacks; 1d6 + 5 damage per attack.

† **Grasping Tail** (standard; at-will)
+14 vs. AC; 1d8 + 5 damage, and a Medium or smaller target is grabbed.

‡ **Throttle** (minor 1/round; at-will)
Grabbed target only; +12 vs. Fortitude; 1d8 + 5 damage, and the target is dazed until the end of the varghul's next turn.

↩ **Shrieking Skull** (standard; recharge ☼☼☼) ♦ **Fear, Thunder**
Close blast 3; +10 vs. Will; 2d6 + 3 thunder damage, and the target is immobilized until the end of the varghul's next turn.

Hanging Demise

If a varghul moves a grabbed target off the ground by pulling it into the air, *throttle* inflicts an additional 1d8 damage.

Alignment Evil

Languages Deep Speech

Skills Stealth +11

Str 20 (+9)

Dex 21 (+9)

Wis 15 (+6)

Con 16 (+7)

Int 8 (+3)

Cha 12 (+5)

Description *This skeletal humanoid hovers on two bat-like wings and has an elongated head that resembles a gaunt, fanged skull. Each of its spindly arms splits into two forearms below the elbow, giving the beast a set of four murderous claws. The horrid creature has no legs, only a long sinewy tail where its legs should be.*

varghul has a target grabbed, it attempts to move the target up to 40 feet into the air, letting its victim hang by the neck from its tail. It uses *double claw* and *throttle* each round on a grabbed victim, and if that is insufficient to incapacitate its foe, it simply drops the target to its death.

ENCOUNTER GROUPS

Varghuls often serve foul spawn and other intelligent aberrations as elite scouts and skirmishers.

Level 11 Encounter (XP 2,800)

- 1 foulspawn seer (level 11 controller)
- 2 foulspawn hulks (level 12 brute)
- 2 varghuls (level 9 skirmisher)

WARPTAIL WATCHER

Believed to be a larger, more dangerous cousin of the dimensional marauder, the warptail watcher is a frightening aberrant beast with the ability to send its enemies into the maddening hell of the Far Realm.

WARPTAIL WATCHER LORE

Dungeoneering DC 18: Warptail watchers are relatives of the dreaded dimensional marauder that migrated to the world long ago. They hunt prey alone or in pairs through dark subterranean tunnels, making a meal out of anything smaller than themselves. They are fairly aggressive, but are not evil, and adventurers well-stocked with food can buy safe passage from a warptail watcher if they can speak enough Deep Speech to strike a bargain.

Dungeoneering DC 23: Warptail watchers have a bizarre connection to the Far Realm that allows them to send enemies there for a short period of time. Obviously, such a trip can have devastating effects on those suddenly thrust into absolute chaos and insanity.

WARPTAIL WATCHER TACTICS

A warptail watcher is an unobtrusive combatant, and typically begins combat by charging the nearest enemy with *double bite*. It uses *warptail strike* to attack enemies out of reach of its bite attacks, or to supplement *double bite* in deadly combo attack. The warptail watcher uses *disconcerting gaze* each round, and then follows up with a *double bite* or *warptail strike* on the same target. It saves *warptail banishment* to remove a particularly troublesome enemy from the battlefield, typically the enemy that has dealt the most damage to it during the encounter.

ENCOUNTER GROUPS

Warptail watchers occasionally align themselves with subterranean humanoids, especially grimlocks, if properly motivated with large amounts of food. However, they have the disconcerting habit of eating their allies when readily available food sources run out.

Level 14 Encounter (XP 5,000)

- 3 grimlock ambushers (level 11 skirmisher)
- 2 grimlock berserkers (level 13 brute)
- 1 warptail watcher (level 13 elite soldier)

Warptail Watcher Level 13 Elite Soldier
Large aberrant magical beast XP 1,600

Initiative +10 **Senses** Perception +14; darkvision

HP 264; **Bloodied** 132

AC 29; **Fortitude** 26, **Reflex** 21, **Will** 21

Saving Throws +2

Speed 6

Action Points 1

⊕ **Double Bite** (standard; at-will)
+20 vs. AC; two attacks; 1d6 + 6 damage. If both attacks hit the same target, the warptail watcher can make a *warptail strike* attack against the target as a free action.

‡ **Warptail Strike** (standard; at-will) ◆ **Psychic**
Reach 2; +20 vs. AC; 1d8 + 6 damage, and 1d8 psychic damage.

‡ **Disconcerting Gaze** (minor 1/round; at-will) ◆ **Gaze, Psychic**
Ranged 10; +18 vs. Will; the target takes a -2 penalty to attack rolls and gains vulnerable psychic 5 until the start of the warptail watcher's next turn.

‡ **Warptail Banishment** (standard; recharge ⓂⓂⓂ) ◆ **Psychic, Teleportation**
Reach 2; +18 vs. Fortitude; 2d8 + 6 psychic damage, and the target disappears into the Far Realm (save ends). While in the Far Realm, the target cannot take actions, cannot be targeted, and takes 5 psychic damage at the start of its turn. When the target saves, it returns to the space it was last in. If that space is occupied, it returns to the nearest unoccupied space of its choice.

Warped Recovery (immediate reaction; when the warptail watcher is first bloodied; encounter) ◆ **Healing, Teleportation**
The warptail watcher regains 66 hit points and disappears into the Far Realm until the start of its next turn. While in the Far Realm, the warptail watcher cannot be targeted. At the start of its next turn, the warptail watcher returns to the space it was last in. If that space is occupied, it returns to the nearest unoccupied space of its choice.

Alignment Unaligned **Languages** Deep Speech
Str 22 (+12) **Dex** 14 (+8) **Wis** 16 (+9)
Con 20 (+11) **Int** 6 (+4) **Cha** 10 (+6)

Description *This strange creature is roughly the size of a draft horse and stands on two squat, pillar-like legs, balanced by a long tail that ends in a heavy, mace-like knob. Its body is covered in a pebbly reptilian hide, and its short, thick neck terminates into three flexible appendages. Two of these appendages contain small, fanged mouths, while the third holds a single, unblinking eye.*

For use with the 4th Edition

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ROLEPLAYING GAME

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