

# OUTSIDERS

Beings from deep in the void have been encountered more and more frequently throughout the realms, but why they are here is not known. Mind flayers have humanoid bodies, but octopi heads. They usually have many irreversibly enthralled followers.

Doppelgangers and chaos lords can disguise themselves as almost anyone. Detecting a doppelganger or chaos lord is not possible through magical or physical means—they must be caught making unexplainable mistakes (and they always have a good explanation).

## FLOATING EYE (3<sup>RD</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
---	D12	D8	D12	D8	D10
MOVE	ATT	DEF	AP	MP	HP
FLY	D12	D4	4	4	8

### ATTACKS AND ABILITIES

**DRAIN LIFE:** D12 vs. PRE, R1

**ENTHRALL:** D12 vs. PRE, R1, 1 MP

**SILENCE SPELL:** D12 vs. PRE, R1, 1 MP

**COUNTERSPELL:** D8

DARKSIGHT, TELEPORT (COOLDOWN, 1 MP), INVISIBILITY, TELEPATHY, ALL LANGUAGES

## CRYSTAL SKULL (3<sup>RD</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
---	D3	D10	D12	D10	D6
MOVE	ATT	DEF	AP	MP	HP
FLY	D12	D8	1	5	10

### ATTACKS AND ABILITIES

**DRAIN LIFE:** D12 vs. PRE, R1

**FEAR:** D12 vs. PRE, R1, 1 MP

**BURNING EYES:** D12 vs. FOR, AE1, Burning, 1 MP

UNLIVING, DARKSIGHT, TELEPORT (COOLDOWN, 1 MP), TELEPATHY, FIRE IMMUNITY, ALL LANGUAGES

## MIND FLAYER (4<sup>TH</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D4	D6	D12	D16	D8	D10
MOVE	ATT	DEF	AP	MP	HP
RUN	D12	D6	2	6	10

### ATTACKS AND ABILITIES

**STAFF:** D12 vs. FOR, Burning

**DRAIN LIFE:** D16 vs. PRE, R1

**ENTHRALL:** D16 vs. PRE, R1, 1 MP

**SILENCE SPELL:** D16 vs. PRE, R1, 1 MP

**SLEEP SPELL:** D16 vs. PRE, R1, AE1, 2 MP

**COUNTERSPELL:** D12

DARKSIGHT, INVISIBILITY, ILLUSIONS, TELEPATHY, TELEPORT (COOLDOWN, 1 MP), INFERNAL RITUALS, ALL LANGUAGES

### SLEEP SPELL (MAJOR)

Causes a target to sleep for a number of turns (minutes out of combat) equal to the number of successes. Any damage/attack will wake them.

## DOPPELGANGER (5<sup>TH</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D12	D12	D12	D12	D12
MOVE	ATT	DEF	AP	MP	HP
RUN	D12	D12	4	6	18

### ATTACKS AND ABILITIES

**2H SWORD, AXE, OR MACE:** up to D16

**SWORD, ACE, OR MACE:** up to D12, DEF is D16 w/shield

**RAPIER OR SHORT SWORD:** up to D10

**LONG BOW:** up to D16, R4

**ALCHEMIST'S PISTOL:** up to D12, R3

DARKSIGHT, DECEPTION, IDENTITY STEALING, RAPID REGENERATION, AMBUSH, ALL WEAPONS/SKILLS/LANGUAGES

## CHAOS LORD (8<sup>TH</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D16	D16	D16	D16	D16	D16
MOVE	ATT	DEF	AP	MP	HP
ANY	D16	D16	5	8	32

### ATTACKS AND ABILITIES

**ANY WEAPON:** up to D16

**ANY ABILITY:** up to D16 (any ability from any class)

**CHAOS TOUCH:** D16 vs. FOR, Exclusive, 1 MP

DARKSIGHT, DECEPTION, IDENTITY STEALING, RAPID REGENERATION, AMBUSH, ALL WEAPONS/SKILLS/LANGUAGES

### IDENTITY STEALING (MINOR)

This creature can assume any roughly humanoid form and become physically identical to another person if they have touched that person (skin-to-skin contact) at some point in the past. This also allows them to see all of another person's memories up to the point they last touched them.

### DECEPTION

This creature can perform a variety of deceptions very skillfully, including performing sleight-of-hand tricks (REF), picking pockets (REF), forging documents/signatures (INT), and disguising its own appearance/voice (PRE). All forging and disguise rolls are advantaged if the person's identity has been stolen.

### CHAOS TOUCH (EXCLUSIVE)

This creature can alter the physical form of any living being into any other living being with a sustained touch (roll vs. FOR). This lasts for a day, or can be permanent with a double success. This creature can also change its own form, abilities, and statistics at will with a minor action (what is listed above are maximums).

### TELEPORT (MAJOR)

This creature can teleport up to its PRE die in regions.