

BLACKBALL

Medium-Size Outsider

Hit Dice:	8d8 (36 hp)
Initiative:	+0
Speed:	30 ft
AC:	10
Attacks:	Slam +8 melee touch
Damage:	Slam annihilation
Face/Reach:	5 ft by 5 ft/5 ft
Special Attacks:	Annihilation
Special Qualities:	Detect living, immunities, control blackball
Saves:	Fort +6, Ref +6, Will +7
Abilities:	Str 11, Dex 10, Con 11, Int —, Wis 12, Cha 2
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	17
Treasure:	None
Alignment:	Always neutral
Advancement:	—

The blackball (also called the deadly sphere or living annihilation sphere) is a featureless globe of inky darkness about 5 feet in diameter. It resembles a large *sphere of annihilation*. The blackball is greatly feared, for whatever it contacts is instantly obliterated. No mortal has ever been able to contain or control a blackball. It simply moves through anything it wants and journeys wherever it wants. Thankfully these creatures are rarely encountered on the Material Plane.

These creatures are primarily found floating in pocket dimensions in the outer planes, but occasionally a blackball slips through a tear in the planar fabric and finds its way into the Material Plane.

COMBAT

When living prey is detected, the blackball moves toward the nearest intelligent creature within range. It attempts to touch or move through the opponent. If it succeeds, the creature is instantly disintegrated.

Annihilation (Ex): Any object or creature that touches or is touched by the blackball is instantly destroyed, sucked into the darkness of the monster itself. A creature or object destroyed in this manner can only be restored by the will or aid of a deity.

Detect Living (Su): The blackball can detect living creatures to a range of 60 feet by sensing vibrations in the air. This power can be negated, but the blackball can restart it as a free action.

Immunities (Ex): The blackball is immune to all spells save for *gate*, *wish*, and *miracle*.

Control Blackball (Su): A creature of demigod status or greater can attempt to exert control over a blackball just a creature can attempt to control a *sphere of annihilation* (see *Sphere of Annihilation*, page 238 in the *DMG*).

The Blackball first appeared in the D&D Master Rules Set (Gary Gygax and Frank Mentzer, 1985).