

UMBRAL BLOT (Blackball)

Source: Mentzer D&D, 2e *Mystara Monstrous Compendium Appendix*, 3e *Epic Level Handbook*

An umbral blot, also known as a blackball, is a sphere of utter void. Appearing as a flat black hole in space, similar to a *sphere of annihilation*, an umbral blot utterly obliterates nearly anything that it touches.

The origins of the blackball are a mystery. They are extremely rare and are most commonly encountered on demiplanes or in pocket dimensions. However, they seem to be able to slip through cracks or tears between the planes and are rarely found even on the material world.

Some sages have speculated that umbral blots were created by a hypothetical prior generation of gods. These sages have taken to calling blackballs “Assassins of the Elder Gods,” claiming that the deadly spheres turned on and destroyed their makers. However, they have no evidence to back these tales, and other sages speculate that umbral blots are of the Shadowfell, the Abyss or even the Far Realms.

Umbral Blot

Level 30 Skirmisher

Tiny shadow animate

XP 19,000

HP 273; **Bloodied** 136

Initiative +29

AC 44; **Fortitude** 42; **Reflex** 44; **Will** 42

Perception +27

Speed fly 15 (perfect)

Blindsight 30

Immune forced movement, prone

TRAITS

Insubstantial

An umbral blot takes half damage from all sources except force damage.

Nearly Indestructible

An umbral blot takes no damage from creatures or objects of below 20th level. (If a creature *or* its weapon are 21st or higher level, it can harm an umbral blot.)

Distorted Space

Whenever an umbral blot is subject to a teleportation effect, it loses insubstantial until the end of its next turn.

STANDARD ACTIONS

(mbasic) Annihilation * At Will

Attack: Melee 1 (one creature); +33 vs. Reflex.

Hit: If the target is 20th level or below, it is annihilated. If the target is 21st level or higher, it instead takes 6d10+5 damage.

(melee) Hurling Annihilation * At Will

Effect: The umbral blot shifts up to 8 squares and then uses *annihilation*.

(close) Vortex * Encounter

Attack: Close burst 20 (each creature in burst); +31 vs. Reflex.

Hit: The umbral blot pulls the target 6 squares.

Effect: Until the end of the umbral blot's next turn, the burst becomes a zone. Moving away from the umbral blot requires one extra square of movement per square moved. After the attack, the umbral blot uses *annihilation* against each creature adjacent to it.

Sustain Minor: The umbral blot cannot sustain this power if an enemy is adjacent to it. It makes the following attack:

Secondary Attack: Close burst 20 (each creature in burst); +31 vs. Reflex.

Hit: The umbral blot pulls the target 6 squares.

Effect: The burst becomes a zone until the end of the umbral blot's next turn. Moving away from the umbral blot requires one extra square of movement per square moved.

MOVE ACTIONS

Annihilating Movement * At Will

Effect: The umbral blot moves up to its speed, passing through any objects, barriers or effects in its way. Any objects, barriers or effects that it moves through are destroyed.

TRIGGERED ACTIONS

(melee) Annihilating Touch (keywords) * **At Will**

Trigger: An enemy hits the umbral blot with a weapon or a natural weapon.

Attack (Free Action): Melee 1 (the triggering creature or weapon); +33 vs. Reflex.

Hit: If the target is 20th level or below, it is annihilated. If the target is 21st level or higher, it instead takes 6d10+5 damage.

Str 1 **Dex** 35 **Wis** 25

Con 25 **Int** 20 **Cha** 20

Alignment unaligned

Languages -