

UVUUDAUM

Source: 3e *Epic Level Handbook*.

The Far Realm is a space beyond the planes that is terrifyingly remote from standard planar geometries. Where it comes in contact with the natural world or the other conventional planes, reality warps, bringing strange distortions to the natural order. One of the most dangerous types of entities that might emerge from an opening into the Far Realm is the uvuudaum.

An uvuudaum is a powerful entity hailing from the Far Realm. Although some scholars have termed them lords of the Far Realm, it is likely that attempting to classify these monsters in any sort of hierarchical sense is meaningless. Even describing the form of an uvuudaum is an exercise in futility; some call them humanoid, others spider-like and others liken them to a hand. The monster's body is topped by a thick appendage with a black nail at its tip; midway down its trunk or torso are a pair of very human-like arms, and the lower body of an uvuudaum has three additional pairs of human arms that serve as legs but are set about it as if they were the fingers of a hand.

Inchoate and Alien: While a slaad might have no motivation at all, an uvuudaum has motivations that are incomprehensible to natural creatures. Their actions often seem simultaneously purposeful and nonsensical. When they communicate telepathically, the messages they send rarely make sense.

World Warpers: The mere presence of an uvuudaum in an area spreads insanity, warps the environment and sickens reality. This reality distortion grows in both extent and severity over time; an uvuudaum that persisted long enough in the natural world could see the entire plane absorbed into the Far Realm. Thus, the very existence of an uvuudaum is inimicable to reality itself.

False Form: Nobody knows what the true form of an uvuudaum is; however, the bodies they wear in the multiverse are a false form, somewhat equivalent to a deep sea diving suit for entry into conventional reality. As creatures like the kaorti show, the natural world blisters and harms Far Realm intrusions just as the Far Realm warps the natural world.

Uvuudaum Friend

Level 25 Elite Controller

Large aberrant magical beast

XP 14,000

HP 468; **Bloodied** 234

Initiative +19

AC 39; **Fortitude** 36; **Reflex** 37; **Will** 39

Perception +24

Speed 8, climb 4

Blindsight 20

Immune charm, fear; **Resist** 20 psychic

Saving Throws +2; **Action Points** 1

TRAITS

Relationship Twist (charm) * **Aura** 2

Enemies in the aura have no allies. While the uvuudaum friend is bloodied, it may treat each creature in the aura as an ally for purposes of determining flanking.

STANDARD ACTIONS

(mbasic) Head Spike (charm) * **At Will**

Attack: Melee 3 (one creature); +29 vs. Will.

Hit: 7d6+9 damage. At the start of the target's next turn, it takes a standard action of the uvuudaum's choice as a free action. The only attacks the target can make are basic attacks. If the target uses this free action to charge, it does not end its turn.

(close) Psychic Bore (psychic) * **Encounter**

Attack: Close blast 3 (one, two or three creatures in blast); +26 vs. Will.

Hit: 5d8+9 psychic damage and the target is dazed (save ends).

Miss: The target is dazed until the end of its next turn.

TRIGGERED ACTIONS

(close) Oh My Friends (charm) * **Encounter**

Trigger: The uvuudaum friend becomes bloodied.

Attack (Free Action): Close burst 5 (each creature in burst); +26 vs. Will.

Hit: The target makes a basic attack against itself.

Str 25 Dex 24 Wis 24
Con 26 Int 27 Cha 29
Alignment chaotic evil

Languages telepathy 20

Uvuudaum Yellow

Level 25 Elite Soldier

Large aberrant magical beast

XP 14,000

HP 468; **Bloodied** 234
AC 41; **Fortitude** 38; **Reflex** 35; **Will** 38
Speed 8, climb 4
Immune charm, fear; **Resist** 20 psychic
Saving Throws +2; **Action Points** 1

Initiative +21
Perception +24
Blindsight 20

TRAITS

Weird Geometry * **Aura** 10

When moving within the aura, moving diagonally into a square cost 1 extra square of movement.
When measuring range, each diagonal square counts as 2 squares.

STANDARD ACTIONS

(mbasic) Head Spike * **At Will**

Attack: Melee 3 (one creature); +30 vs. AC.

Hit: 7d6+9 damage.

MINOR ACTIONS

(melee) Freakish Grasp * **At Will** 1/round

Requirement: The uvuudaum must not have a creature grabbed.

Attack: Melee 1 (one or two creatures); +28 vs. AC.

Hit: 3d8+12 damage and the target is grabbed until the start of the uvuudaum yellow's next turn..

TRIGGERED ACTIONS

(ranged) Moebius Space (teleportation) * **At Will**

Trigger: An enemy completes an action that ends with it further from the uvuudaum yellow than it began.

Attack (Opportunity Action): Range 10 (the triggering creature); +28 vs. Will. This attack does not trigger opportunity attacks.

Hit: The uvuudaum yellow teleports the target to a square adjacent to the uvuudaum.

Str 25 Dex 24 Wis 24
Con 26 Int 27 Cha 29
Alignment chaotic evil

Languages telepathy 20

Uvuudaum Haiku

Level 27 Controller

Large aberrant magical beast

XP 11,000

HP 251; **Bloodied** 125
AC 41; **Fortitude** 38; **Reflex** 38; **Will** 41
Speed 8, climb 4
Immune charm, fear; **Resist** 20 psychic

Initiative +20
Perception +20
Blindsight 20

TRAITS

Noncontiguous Space * **Aura** 5

When a creature uses a close or area power whose effect includes squares within the aura, the uvuudaum haiku may choose two squares in the aura to exempt from its effects and two additional squares in the aura to be affected by the close or area power.

STANDARD ACTIONS

(mbasic) Head Spike (teleportation) * **At Will**

Attack: Melee 3 (one creature); +32 vs. AC.

Hit: 6d8+8 damage and the uvuudaum teleports the target up to 4 squares.

(ranged) Far Exile * Encounter

Attack: Range 10 (one creature); +30 vs. Will.

Hit: The target is exiled to the Far Realm (save ends). While exiled, the target is removed from play and takes ongoing 40 psychic damage (save ends).

MOVE ACTIONS

Far Step (psychic, teleportation) * **Recharges** when first bloodied

Effect: The uvuudaum teleports up to 10 squares and makes the following attack.

Attack: Close burst 1 (each creature in the burst); +28 vs. Will.

Hit: The target is blinded, dazed and takes ongoing 20 psychic damage (save ends all).

Str 25 **Dex** 24 **Wis** 25

Con 27 **Int** 28 **Cha** 30

Alignment chaotic evil

Languages telepathy 20