

NUUL TIME-SMASHER

Nuul Time-Smasher **Level 30 Brute**
Huge Shadow Humanoid

Initiative: +22 **Senses:** Perception +23
HP 326; **Bloodied** 163
AC 42; **Fortitude** 43; **Reflex** 41; **Will** 42
Speed 6, Teleport 1

Traits

Destruction Delayed

Whenever the timesmasher takes at least 15 damage from any single source, they take 15 less damage, and suffer ongoing 10 damage (save ends) of that damage type. If they are already taking ongoing damage of that type, this effect does not occur.

Salvation Postponed ✦ Aura 3

Whenever an enemy in the aura would regain hit points, they instead regain them at the beginning of their next turn.

Standard Actions

↓ Voidshard Smash ✦ At-Will

Attack: +34 vs. AC
Hit: 6d10+10 damage, and if the attack occurs on the Timesmasher's turn, the target is pushed 5 and restrained until the end of the timesmasher's current turn.

↓ Shard of Anihilation ✦ Encounter

Attack: +33 vs. Reflex
Hit: 5d10+15 damage, and ongoing 15 damage (save ends).
Miss: Half Damage, and ongoing 10 damage (save ends).
Special: When a creature saves against this ongoing damage, they can opt not to save against it. If so, the Timesmasher does not make any saves vs ongoing damage on their next turn.

Minor Actions

↶ Retrograde Strike ✦ Recharge ☞

Attack: Close Burst 5 (1 creature) +33 vs Will
Requirement: Can only be used against a target who is restrained by the timesmasher's voidshard smash power.
Hit: 2d10+10 damage, and the target is teleports adjacent to the timesmasher. The teleport must occur for the damage to occur.

Skills Endurance +29, History +27
Str 31(+25); **Dex** 25(+22); **Wis** 26(+23)
Con 28(+24); **Int** 24(+22); **Cha** 26(+23)

Alignment Chaotic Evil **Languages** -

The nuul time-smasher is a dire entity of darkness and void, a hulking behemoth who's shadowy form seems to reject existence itself, who's impossible might threatens to tear asunder everything before it, even the passage of time. Formidable and yet formless, the shadowy figure looms large over the battlefield, it's movements a mockery of motion, it's actions destruction made manifest in the purest form.

Clutched in it's fists is a mighty dark club, which appears from what can be glimpsed of it, to be a conical shard, like the fragment of a sphere. Dark rumors speak of the voidshard as a splinter of a Sphere of Annihilation, shattered by impossible forces, wielded in impossible hands. Whether the shard or the creature that wields it emerged first from the void, none can say, and the two are not one, but a null value, and together, they threaten to bring ruin to all things.

The time-smasher makes a mockery of even the most basic laws of the cosmos, warping time and space about it like a walking singularity, bending reality to breaking point with a might that is the antithesis of matter and and foes mortal and immortal, alike. It flickers between seconds, dragging itself away from the moment of it's own destruction to prolong it's rampage, while holding it's victims further from the times of solace that might otherwise prolong their lives.

The nuul are a mystery, a dark notion who's origins most feel are best left unexplored. Even amongst those few with the esoteric knowledge to contemplate such an entity, for most they are simply an intriguing, yet troubling idea- the theory goes that if every element in the cosmos has beings which embody it, be they gods, primordial, spirits, elementals, or more, then in theory, even the most destructive and terrible forces in the cosmos have their champions; forms and entities which embody them.

So it is with the nuul, who would seem to represent the ultimate entropy- void given form. Their point of origin is unknown- they might originate in the depths of the abyss, or the ancient battlefields of the dawn war, or even outside the universe in the darkness which lies beyond. Wherever they hail from, the nuul arise from their void as silent destroyers, entropy and nothingness given shape and purpose, if only to be the end of all other forms, all other actions.

For use with the 4th Edition

DUNGEONS
& DRAGONS
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,[®] Monster Manual,[®] and Dungeon Master's Guide[®] Player's Handbook[®] 2, Monster Manual[®] 2, Adventurer's Vault[™] core rulebooks, available from Wizards of the Coast, LLC

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OR BEATINGS.

TACTICS

Nuul time-smashers are destruction given form, and their role in a battle is simple, and suitably brutal. Stalking eerily towards the closest target, the time-smasher seems to compress time with brute force as it hammers its shard-club against the defenses of its foes, often sweeping them away in the onslaught, only to drag them back over the same arc with a mind-reeling reversal of motion which leaves their targets even more badly battered.

Time-smashers do not focus overmuch on a single target, seeking instead to maximize the amount of damage they inflict overall by striking at whichever target is most vulnerable. They use their reach, aura, and teleportation to strike out at vulnerable targets nearby, often dragging them deeper into their aura in the process, despite initially hurling them away with a mighty, time-shaking swing of their unearthly weapons.

When time-smashers do move to end a foe, the effort comes a sort of symbiotic annihilation. Impaling the target with the sharp point of their weapon, they link themselves to their victim, exposing it to the full force of their kinship with the void. At this point, they focus all their attacks on the target, trying to bring it down at all costs- their own destruction is hardly relevant to a creature created from nothingness.

LORE

Arcana DC 30 or Religion DC 28: Everything in the intro passage.

Religion DC 33: As above, plus hints about the tactics of the Time-smasher, and if applicable, information on the cause of their appearance in the battle.

Encounters

Nuul Time-smashers are only ever encountered in truly bizarre circumstances, either in proximity to the unknowable void which spawned them, or having been summoned forth from it by other powers- although only the most insane and destructive entities would ever do such a thing.

The exact origin of the nuul is unknown- they may originate in the deepest depths of the abyss, in the endless dark beyond the shadowfell, or some other strange cosmic landscape entirely. In such places, even the most valiant explorers might doubt their path, should they stumble across these bleak, inscrutable behemoths.

Yet such a confrontation might still be preferable to encountering one of the nuul in a more conventional landscape. Dark arts of great power could summon forth such an entity and set it to a task- or rather, set it to the only task it is good for. The destruction unleashed by any creature willing to conjure one of the nuul to their aid, no matter how desperate their need, can only be justified by one whose callous nihilism eclipses any shred of decency or compassion.

That is, assuming the force that brings forth the nuul is in any way comparable to the human frame of reference. Creatures of unknowable malevolence, be they from the far realm or the depths of the abyss, might see the nuul as a perfect weapon against the reality they seek to destroy. Other entities, bound to the cosmic cycle of life and death, might recognize in the nuul the end of all things, and set them loose at what they judge the proper time, to usher in the end of all things.

Whatever the cause of their appearance, the nuul are no mere summoned lackey, but nothing less than a force of un-nature which, once unleashed, cannot be turned from their path, but by turning their own destructive nature back upon them. Of course, it is doubtful that such a creature, an inversion of matter, can truly be destroyed, but heroes of truly formidable might and will can at least face the nuul, and drive them back over the event horizon, into unbeing.

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