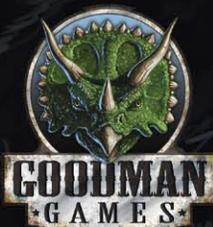


THIS MONSTER BOOK IS 4E COMPATIBLE

BLACKDIRGE'S
**BUNGEON
DENIZENS**



AERYN "BLACKDIRGE" RUDEL

HOLLOW ONE

Hollow ones have the outward appearance of humans, but in truth, their humanoid forms are little more than shells used to conceal the true nature of the disgusting aberrations that dwell within their robes. Inside, the hollow ones bear no resemblance to humanoids; instead, they are a mass of writhing tentacles and protoplasm. When they are struck with a slashing or piercing weapon, they do not spill blood – instead, thin green tendrils sprout from the wound. If a hollow one is slain, it erupts into a mass of tentacles and continues to fight on in its true form (see below).

Hollow ones appear to be ranked in a rigid caste system denoted by the color of robes they wear. Each color corresponds to a different set of abilities possessed by the hollow one, and likely its own role within the unfathomable society of its kind.

HOLLOW ONE LORE

A character knows the following with a successful Dungeoneering check.

DC 15: Hollow ones are often found in subterranean crypts and crumbling shrines to ancient and horrible deities. Their motivations and goals are just as alien as the horrid, squirming mass encased in their human-like shells.

DC 20: Hollow ones rarely speak, but when they do communicate it is always in a thick, bubbling voice that is terrible to hear. They have only ever been heard to speak Common, but doubtless have their own tongue.

DC 25: The connection between hollow ones and hollow spawn is not well understood. Hollow ones are intelligent, calculating creatures, but the terrible squirming things that burst from their robes when they are slain are little more than mindless horrors. Some sages theorize that a hollow spawn is powered by the residual soul energy left by the slain hollow one, whose soul has departed this plane for the lightless gulfs of the far realm.

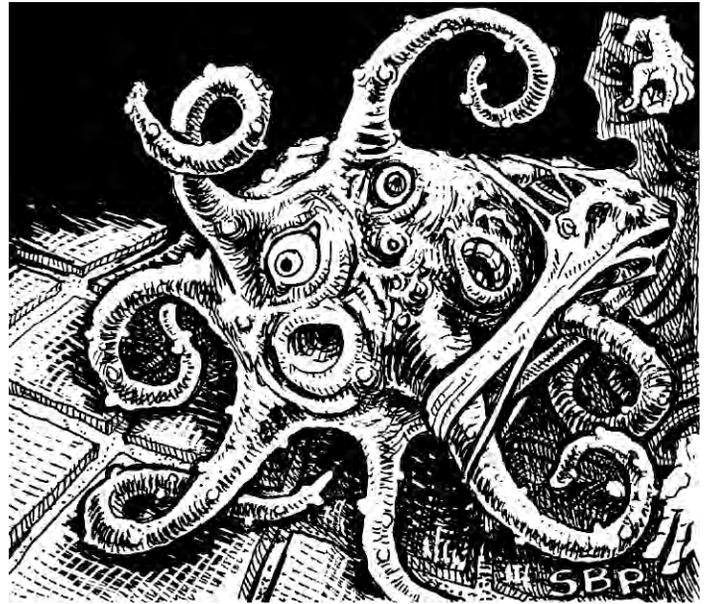
ENCOUNTER GROUPS

Hollow ones are never encountered with other creatures, but the various types work together with no apparent friction. Hollow ones are most often encountered in a group of four, which contains one hollow one of each robe color. Hollow spawn are never encountered unless a hollow one has been slain.

Level 9 Encounter (XP 2,200)

- 1 black-robed hollow one (level 6 controller)
- 1 green-robed hollow one (level 6 artillery)
- 1 white-robed hollow one (level 8 soldier)
- 1 yellow-robed hollow one (level 8 controller)
- 8 hollow spawn (level 10 minion)*

*Hollow spawn only appear after a hollow one has been slain.



Hollow Spawn

Level 10 Minion

Small aberrant beast (blind)

XP 125

Initiative +8

Senses Perception +6; blindsight 10

HP 1; a missed attack never damages a minion,

AC 22; **Fortitude** 18, **Reflex** 19, **Will** 18

Immune gaze, necrotic

Speed 6

⊕ **Tentacle** (standard; at-will) ♦ **Necrotic**
+15 vs. AC; 6 necrotic damage.

Inscrutable Mind (immediate reaction, after a successful attack on a hollow one's will defense; at-will)
+13 vs. Will; the target is dazed until the end of the hollow spawn's next turn.

Alignment Chaotic evil

Languages Common

Str 14 (+7)

Dex 16 (+8)

Wis 12 (+6)

Con 14 (+7)

Int 3 (+1)

Cha 14 (+7)

Description *This hideous creature is a mass of writhing tentacles, humanlike organs, and pale soft flesh. It scuttles across the floor in an unnerving manner.*

HOLLOW SPAWN TACTICS

A hollow spawn attacks by striking at opponents with its tentacles, which can inflict terrible, rotting injuries. It is essentially mindless, and uses no tactics more complex than a headlong charge at an enemy.



BLACK-ROBED HOLLOW ONE TACTICS

A black-robed hollow one attacks foes with a thin ray of purple energy that causes necrotic injuries and weakness. When forced into melee it attacks with *ghoul touch* or with its mace, but generally avoids close combat when possible.

Black-Robed Hollow One Level 6 Controller
Medium aberrant humanoid XP 250

Initiative +5 **Senses** Perception +10; darkvision
HP 70; **Bloodied** 35
AC 20; **Fortitude** 16, **Reflex** 19, **Will** 17
Immune charm; **Resist** 10 necrotic
Speed 6
⬇ **Mace** (standard; at-will) ♦ **Weapon**
+11 vs. AC; 1d8+1 damage.
⌚ **Weakening Ray** (standard; at-will) ♦ Necrotic
+10 vs. Reflex; 1d8+4 necrotic damage, and the target is weakened (save ends).
⬇ **Ghoul Touch** (standard; recharge [☹][☹]) ♦ Necrotic
+10 vs. Fortitude; 2d6+4 necrotic damage, and the target is immobilized (save ends). *First Failed Save:* The target is stunned (save ends).
Inscrutable Mind (immediate reaction, after a successful attack on a hollow one's will defense; at-will)
+10 vs. Will; the target is dazed until the end of the hollow one's next turn.
Horrific Fission (when reduced to 0 hit points)
The hollow one is replaced with two hollow spawn.
Alignment Chaotic evil **Languages** Common
Skills Arcana +12, Bluff +10, Religion +12
Str 12 (+4) **Dex** 15 (+5) **Wis** 14 (+5)
Con 14 (+5) **Int** 18 (+7) **Cha** 15 (+5)
Equipment mace, robes

Description *This being resembles a thin, pale-skinned human clad in a black robe and clutching a heavy mace. While this humanoid's face is similar to that of a human, it wears a flat, blank expression devoid of all emotion. Its eyes appear to be little more than hollow pits.*



Green-Robed Hollow One Level 6 Artillery
Medium aberrant humanoid XP 250

Initiative +7 **Senses** Perception +10; darkvision
HP 57; **Bloodied** 28
AC 18; **Fortitude** 16, **Reflex** 19, **Will** 16
Immune charm; **Resist** 10 acid
Speed 6
⬇ **Dagger** (standard; at-will) ♦ **Weapon**
+11 vs. AC; 1d4+4 damage.
⌚ **Caustic Ray** (standard; at-will) ♦ **Acid**
+11 vs. Reflex; 1d10+4 acid damage, and the target takes ongoing 5 acid damage (save ends)
⬇ **Acidic Burst** (standard; recharge [☹][☹]) ♦ **Acid**
+9 vs. Reflex; 3d6+2 acid damage, and the target takes ongoing 5 acid damage (save ends)
Inscrutable Mind (immediate reaction, after a successful attack on a hollow one's will defense; at-will)
+11 vs. Will; the target is dazed until the end of the hollow one's next turn.
Horrific Fission (when reduced to 0 hit points)
The hollow one is replaced with two hollow spawn.
Alignment Chaotic evil **Languages** Common
Skills Arcana +10, Religion +10, Stealth +12
Str 10 (+3) **Dex** 18 (+7) **Wis** 14 (+5)
Con 15 (+5) **Int** 15 (+5) **Cha** 15 (+5)
Equipment dagger, robes

Description *This creature is a thin, pale human in green robes. It carries a dagger at its waist, and its face – the only part of its anatomy visible – is blank and inscrutable.*

GREEN-ROBED HOLLOW ONE TACTICS

A green-robed hollow one prefers to engage its enemies at range, targeting them with *caustic ray*. It saves its *acidic burst* ability for when enemies press in close. A green robed hollow one uses its dagger only as a last resort.

White-Robed Hollow One

Level 8 Soldier

Medium aberrant humanoid

XP 350

Initiative +9 **Senses** Perception +10; darkvision

HP 88; **Bloodied** 44

AC 24; **Fortitude** 22, **Reflex** 18, **Will** 16

Immune charm

Speed 8

⚔ **Scimitar** (standard; at-will) ♦ **Weapon**
+15 vs. AC; 1d8+5 damage (crit 1d8+13), and the hollow one shifts 1 square.

☹ **Vile Strike** (standard; recharge ☞☞) ♦ **Psychic**
+15 vs. AC; 1d8+5 damage (crit 1d8+13), and the hollow one makes a secondary attack against the same target.
Secondary Attack: +13 vs. Fortitude; the target is overcome with revulsion and nausea, and is slowed and weakened (save ends both).

Inscrutable Mind (immediate reaction, after a successful attack on a hollow one's will defense; at-will)
+13 vs. Will; the target is dazed until the end of the hollow one's next turn.

Horrific Fission (when reduced to 0 hit points)
The hollow one is replaced with two hollow spawn.

Alignment Chaotic evil **Languages** Common

Skills Athletics +12, Stealth +12

Str 20 (+9) **Dex** 16 (+7) **Wis** 12 (+5)

Con 16 (+7) **Int** 13 (+5) **Cha** 10 (+4)

Equipment scimitar, heavy shield, robes

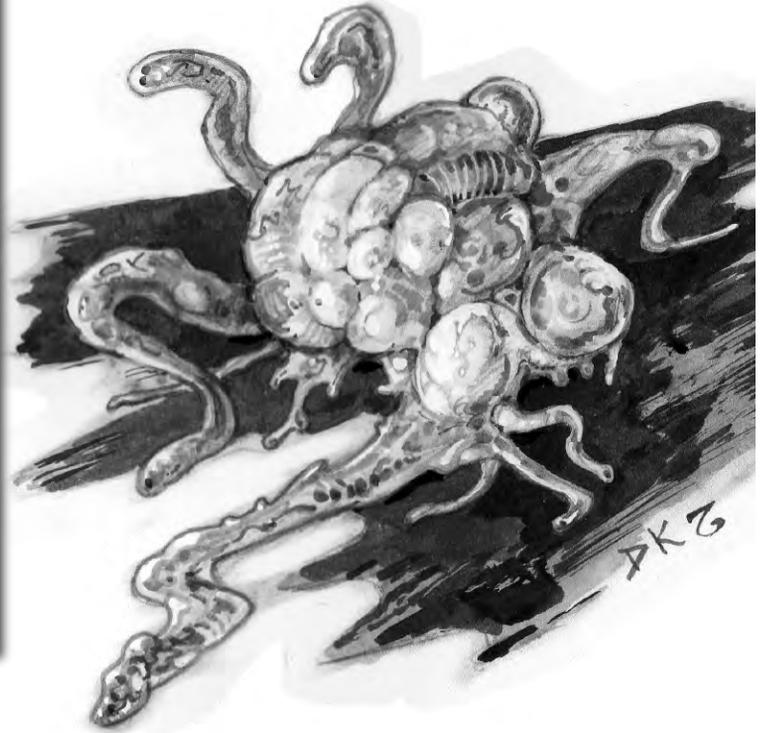
Description *This tall, thin humanoid has pale skin and is clad in long white robes. Its face is an unreadable mask, expressionless and alien. It is armed with a long, curved sword and carries a round, metal shield.*

WHITE-ROBED HOLLOW ONE TACTICS

Unlike others of its kind, a white-robed hollow one relishes the close-up clash of melee. It attacks foes with scimitar, shifting around after each strike to gain combat advantage when possible. A white-robed hollow spawn uses *vile strike* to hamper powerful melee opponents, making them easier to dispatch with normal scimitar attacks.

YELLOW-ROBED HOLLOW ONE TACTICS

Yellow-robed hollow ones attack enemies by revealing the horrific madness that dwells within the flesh and minds of all hollow ones. It uses *soulless gaze* to daze spell casters, and drops its earthly disguise via *glimpse of madness* to bring low its powerful melee opponents.



Yellow-Robed Hollow One

Level 8 Controller

Medium aberrant humanoid

XP 350

Initiative +6 **Senses** Perception +13; darkvision

HP 87; **Bloodied** 43

AC 22; **Fortitude** 17, **Reflex** 18, **Will** 22

Immune charm, psychic

Speed 6

⚔ **Spear** (standard; at-will) ♦ **Weapon**
+13 vs. AC; 1d8+2 damage (crit 1d8+10).

☹ **Soulless Gaze** (standard; at-will) ♦ **Gaze, Psychic**
Ranged 10; +12 vs. Will; 2d6+5 psychic damage, and the target is dazed until the end of the hollow one's next turn.

☹ **Glimpse of Madness** (standard; recharge ☞☞) ♦ **Fear, Psychic**
Close blast 5; +10 vs. Will; 3d10+5 psychic damage, and the target takes a -2 penalty to attack rolls and all defenses until the end of the hollow one's next turn.

Inscrutable Mind (immediate reaction, after a successful attack on a hollow one's will defense; at-will)
+12 vs. Will; the target is dazed until the end of the hollow one's next turn.

Horrific Fission (when reduced to 0 hit points)
The hollow one is replaced with two hollow spawn.

Alignment Chaotic evil **Languages** Common

Skills Arcana +12, Bluff +14, Religion +12

Str 14 (+6) **Dex** 14 (+6) **Wis** 18 (+8)

Con 15 (+6) **Int** 16 (+7) **Cha** 20 (+9)

Equipment spear, robes

Description *This pale-skinned humanoid wears yellow robes and grips a steel spear. Its face is a blank slate and its eyes are dead and lifeless, yet seem to find and hold your own.*