



# Far Realm Fiends

By Michael E. Shea

Illustration by Christopher Burdett

*How can one look into a world of pure madness and ever hope to recover? How can one define a place that shifts like a thousand nightmares? How can one wrap one's mind around the concept of time and space and thought crashing together into a universe of insanity? What creatures dare we imagine within it? These are questions I do not ponder for long, for I fear what answers I might find.*

—The Demonomicon of Iggwilv

The Far Realm is one of the last unexplored regions of the multiverse—a place beyond reality. Few mortals dare glimpse it and fewer still travel there; of those who do, hardly any return. Such adventurers who want to survive dare not stay long. While there, they might explore vast twisted ruins, face mutated entities banished from other planes, and battle native beings beyond mortal comprehension.

To help you flesh out a campaign that takes characters into the Far Realm, this article presents you with several creatures and hazards, as well as advice and ideas for how to make the Far Realm your own.

## MANY DESCRIPTIONS, ONE MADNESS

Sages who have spent their lives researching the Far Realm without going mad differ in their descriptions of the place. Some see it as a vast emptiness devoid of everything thought of as life. To others it is a swirling mass of sentience that births creatures more horrible than any encountered in the known world. Still others describe lost cities of temples and buildings

### YOUR OWN FAR REALM

The Far Realm is almost completely undefined—a space that transforms itself around the mortals who enter it. This article suggests only one possible interpretation. Build your own version of the Far Realm around your characters and the story you all want to tell. Whether your Far Realm consists of transported ruins floating in an endless black void, a dreamscape built from the memories of your characters, or strangeness from your own imagination, it can still include the challenges presented here.

whose unearthly geometry is beyond definition. Everyone who travels into the Far Realm has a different tale, but all depict a place that assaults mortal sensibilities and reason.

**Entwined Space, Time, and Thought:** Mortals powerful enough to travel to the Far Realm find a place that transcends physical, mental, and temporal barriers. They might walk a path of a million years or travel between shattered worlds with a thought. Those who enter a rift into the Far Realm might return minutes later having aged hundreds of years. Others who undertake a short journey within the Far Realm come back to find they have been gone for a millennium. Here, the physical principles of time and space are ripped apart.

## WHY ENTER THE FAR REALM?

Various quest lines might bring epic tier characters into the Far Realm. A companion might become trapped in the twisted domain, requiring the adventurers to undertake a perilous rescue attempt. Perhaps an item critical to the party is hidden in a ruined keep pulled into the Far Realm by a mad wizard. The adventurers might need to travel through a rift to reach a secret chamber that guards a powerful lich's phylactery. Whatever story brings them to the Far Realm, it must be vast in both scale and importance. Few characters dream of entering such a place. Make it matter when yours do.

**Ancient Ruins and Solitary Chambers:** The Far Realm sometimes engulfs locales from other planes, separating these locations forever from reality. Those who travel within this weird place might encounter the ruins of cities or keeps floating in a state of suspended animation. As well, powerful wizards might build pocket worlds within the Far Realm, protected and isolated from the multiverse by the depth of the void. Adventure locations could include the decayed corpses of massive beings or fantastic structures twisted into amalgamations of their former design.

## DOOM HULK

The physiology of the doom hulk is difficult to describe, since its shape depends on who beholds it. The monster takes on the physical form of its foes' greatest fears, whether real or imaginary. Those who have faced a doom hulk recall only an enormous being of twisted black cords.

<b>Doom Hulk</b>	<b>Level 27 Brute</b>
Large aberrant humanoid	XP 11,000
<b>HP</b> 306; <b>Bloodied</b> 153	<b>Initiative</b> +18
<b>AC</b> 39, <b>Fortitude</b> 40, <b>Reflex</b> 37, <b>Will</b> 39	<b>Perception</b> +18
<b>Speed</b> 7	Darkvision
<b>Resist</b> 15 psychic	
TRAITS	
☼ <b>Nightmare Being</b> (fear) ♦ <b>Aura</b> 2	
Enemies in the aura grant combat advantage.	
STANDARD ACTIONS	
⚔ <b>Slam</b> ♦ <b>At-Will</b>	
Attack: Melee 2 (one creature); +32 vs. AC	
Hit: 3d8 + 22 damage, and the target falls prone.	
⚡ <b>Double Slam</b> ♦ <b>At-Will</b>	
Effect: The doom hulk uses <i>slam</i> twice.	
⚡ <b>Fears Awakened</b> (fear, psychic) ♦ <b>Recharge</b> when first bloodied	
Attack: Close burst 3 (enemies in the burst); +30 vs. Will	
Hit: 4d6 + 21 psychic damage, and the hulk slides the target up to 5 squares.	
Miss: Half damage, and the hulk pushes the target up to 2 squares.	
MOVE ACTIONS	
🌀 <b>Spatial Leap</b> (teleportation) ♦ <b>Encounter</b>	
Effect: The hulk teleports up to 10 squares.	
<b>Str</b> 29 (+22)	<b>Dex</b> 20 (+18)
<b>Con</b> 26 (+21)	<b>Int</b> 12 (+14)
	<b>Wis</b> 10 (+13)
	<b>Cha</b> 26 (+21)
<b>Alignment</b> chaotic evil	<b>Languages</b> Deep Speech, telepathy 20

## Doom Hulks in Combat

A doom hulk initially appears as a large twisting shape of black tentacles but quickly transforms to represent the worst fear of one of its enemies. It pounds a weaker foe with brutal blows while sending terrifying visions into the minds of its target's companions to drive them away. When forced into a bad position, the doom hulk teleports to a more advantageous spot and continues its brutal attacks.

## MIND SLASHER

Slicing through the Far Realm like blades, mind slashers hunt down and destroy any mortal foolish enough to step into their habitat. They are physical manifestations of the Far Realm's malevolence, defending the pure chaos of their realm from infection by any foreign threat.

Mind slashers look like humanoid shadows built from razors of black steel, and their eyes blaze brightly when their blade-like hands tear through their targets.

<b>Mind Slasher</b>	<b>Level 28 Skirmisher</b>
Medium aberrant humanoid	XP 13,000
<b>HP</b> 254; <b>Bloodied</b> 127	<b>Initiative</b> +26
<b>AC</b> 42, <b>Fortitude</b> 39, <b>Reflex</b> 41, <b>Will</b> 40	<b>Perception</b> +19
<b>Speed</b> 8	Darkvision
<b>Resist</b> 15 psychic	
STANDARD ACTIONS	
⚔ <b>Psychic Slash</b> (psychic) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +31 vs. Will	
Hit: 2d12 + 24 psychic damage. Then the target cannot benefit from psychic immunity or resistance (save ends).	
⚡ <b>Mind Pierce</b> (psychic) ♦ <b>Recharge</b> when first bloodied	
Attack: Melee 1 (one creature); +31 vs. Will	
Hit: 2d10 + 24 psychic damage, and ongoing 20 psychic damage (save ends). Until the effect ends, the slasher is invisible to the target.	
Miss: This power is not expended.	
⚡ <b>Spatial Slash</b> (teleportation) ♦ <b>Encounter</b>	
Effect: The slasher uses <i>psychic slash</i> , teleports up to 5 squares, and then uses <i>psychic slash</i> again.	
MOVE ACTIONS	
🌀 <b>Spatial Warp</b> (teleportation) ♦ <b>At-Will</b>	
Effect: The slasher teleports up to 5 squares.	
<b>Str</b> 14 (+16)	<b>Dex</b> 30 (+24)
<b>Con</b> 22 (+20)	<b>Int</b> 12 (+15)
	<b>Wis</b> 10 (+14)
	<b>Cha</b> 24 (+21)
<b>Alignment</b> chaotic evil	<b>Languages</b> telepathy 20



## Mind Slashers in Combat

Mind slashers attack without warning, ripping through the minds and bodies of their foes. They can tap into the twisted space of the Far Realm to travel great distances in an instant. By deeply piercing the thoughts of its victims, a slasher shreds their memories and disappears from their awareness.

## SANITY SIPHON

Many masters of the arcane are compelled by wanderlust. They want to explore all surface lands, the caverns below, and the skies above. As their power grows, they seek the knowledge and experiences of the other planes. The Far Realm calls to some of these mighty wizards and warlocks, its mystery becoming an obsession. On their arrival, the shifting boundaries of space, time, and thought rip apart their minds and bodies, leaving them screaming sparks of arcane fury.

Their powerful magic has become a dark yearning. Now transformed into sanity siphons, they seek only life energy. The presence of mortals irresistibly draws them to drain those creatures' life force, hoping to once again be whole.

## Sanity Siphons in Combat

Although insane, sanity siphons continue to fight with supernatural intellect. They can twist time, seeming to appear in multiple places simultaneously and attacking several creatures at once.

Sanity Siphon	Level 29 Controller
Medium aberrant humanoid	XP 15,000
<b>HP</b> 265; <b>Bloodied</b> 132	<b>Initiative</b> +22
<b>AC</b> 43, <b>Fortitude</b> 40, <b>Reflex</b> 42, <b>Will</b> 41	<b>Perception</b> +20
<b>Speed</b> 8, fly 8 (hover)	
TRAITS	
☼ <b>Energy Siphon</b> ◆ <b>Aura</b> 1	
When any enemy in the aura makes a saving throw, it must roll twice and use the lower result. Any dazed or weakened enemy that ends its turn in the aura loses a healing surge.	
STANDARD ACTIONS	
⊕ <b>Antipathy Touch</b> (fear, necrotic, psychic) ◆ <b>At-Will</b>	
Attack: Melee 1 (one creature); +32 vs. Fortitude	
Hit: 3d8 + 24 necrotic and psychic damage.	
Effect: The siphon pushes the target up to 3 squares.	
✈ <b>Mind Shock</b> (lightning, psychic) ◆ <b>At-Will</b>	
Attack: Ranged 10 (one or two creatures); +32 vs. Reflex	
Hit: 3d10 + 10 lightning and psychic damage, and the target is slowed (save ends).	
First Failed Saving Throw: The target is also weakened (save ends both).	
⚡ <b>Void Burst</b> (necrotic, psychic) ◆ <b>Encounter</b>	
Attack: Close burst 2 (enemies in the burst); +32 vs. Will	
Hit: 5d6 + 22 necrotic and psychic damage, and the target is dazed (save ends).	
Miss: Half damage.	
MINOR ACTIONS	
<b>Time Stop</b> ◆ <b>Encounter</b>	
Effect: All effects on the siphon end, and the siphon takes an additional standard action this turn. Other creatures cannot take triggered actions in response to this action.	
<b>Skills</b> Arcana +29, Insight +20	
<b>Str</b> 10 (+14)	<b>Dex</b> 26 (+22)
<b>Con</b> 25 (+21)	<b>Int</b> 30 (+24)
<b>Wis</b> 12 (+15)	<b>Cha</b> 27 (+22)
<b>Alignment</b> chaotic evil	<b>Languages</b> Deep Speech, telepathy 20

## FAR REALM, NIGHTMARE MODE

Epic characters enjoy vast power and are capable of impressive deeds, but the Far Realm is a challenge even for such mighty beings. Here are some example effects that you can use to dial up the danger level when characters travel in this dreaded region.

**Psychic Diffusion:** Reduce the psychic resistance of non-aberrant creatures by 15.

**Magical Feedback:** When any character willingly teleports or willingly uses a daily attack power, he or she takes 15 force damage. A character can take this damage only once per round.

**Deadly Backlash:** When any character scores a critical hit, a bolt of black lightning strikes him or her, dealing 15 lightning and necrotic damage. A character can take this damage only once per round.

**Unnatural Existence:** While in the Far Realm, whenever any non-aberrant creature regains hit points, it regains half the expected amount. In addition, any creature that starts its turn at 0 hit points or fewer is stunned until the start of its next turn.

## VOIDSPHERE BEHOLDER

Beholders left to grow in the open spaces of the Far Realm become true horrors even among their kind. Such voidsphere beholders are larger than those that exist anywhere else. These swirling masses of multicolored light have many eyes that illuminate the weird matter of their home.

What motivates voidsphere beholders is beyond mortal reckoning, and they rarely speak to those they come across. Instead, they dissect and study such unfortunates, much as a sage examines insects under a magnifying glass while pulling off their wings.

## Voidsphere Beholders in Combat

A voidsphere beholder attacks without provocation and is unrelenting in battle. It uses *force ray* to rid itself of meddlesome defenders and *madness ray* to convince enemies that their allies are twisted tentacle horrors. The central eye of a voidsphere disrupts both physical and magical energy, leaving opponents hindered or nearly defenseless if they try to use powerful attacks against it.

## TERRAIN AND HAZARDS

The Far Realm contains bizarre terrain and threats unknown in the normal world. Each of these examples is a suitable challenge for epic tier characters.

### Time Storm

Whirling vortices of twisting time and space roll across the vastness of the Far Realm, elongating time for those caught within them. A victim seems to exist as two versions of itself, one real and one not. This twisting of perspective wreaks havoc on the creature's responses in combat.

**Effect:** Whenever a non-aberrant creature rolls a d20 while in this 3-by-3-square area, that creature must roll twice and use the lower result.

### Twisted Space

Certain areas of the Far Realm wrench the fabric of existence, creating strange and terrible results when characters attempt to use powerful effects.

**Effect:** This 5-by-5-square area interferes with powers. Whenever a non-aberrant creature in the area uses an encounter attack power or a daily attack power, roll a d6 and consult the following list for the effect on that creature.

Voidsphere Beholder	Level 30 Elite Artillery
Huge aberrant magical beast	XP 38,000
HP 428; Bloodied 214	Initiative +24
AC 44, Fortitude 42, Reflex 43, Will 43	Perception +27
Speed 0, fly 8 (hover)	Darkvision
Saving Throws +2; Action Points 1	
TRAITS	
<b>All-Around Vision</b>	
Enemies can't gain combat advantage by flanking the beholder.	
<b>Truesight</b>	
The beholder can see invisible creatures and objects.	
<b>Void Reality</b>	
The beholder's attacks ignore all resistances and immunities.	
STANDARD ACTIONS	
⚔ <b>Bite</b> ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +35 vs. AC	
Hit: 3d10 + 22 damage.	
👁 <b>Eye Rays</b> ♦ <b>At-Will</b>	
Effect: The beholder uses one of the following attacks. This attack does not provoke opportunity attacks.	
1. <i>Force Ray</i> (force): Ranged 10 (one creature); +35 vs. Fortitude; 4d12 + 12 force damage, and the beholder slides the target up to 6 squares.	
2. <i>Prismatic Ray</i> (cold, lightning, radiant): Ranged 10 (one creature); +35 vs. Reflex; 6d6 + 17 cold, lightning, and radiant damage, and the target is blinded (save ends).	
3. <i>Madness Ray</i> (charm): Ranged 10 (one creature); +35 vs. Will; the target takes a free action to move up to twice its speed and make an at-will attack against one of its allies, gaining a +5 power bonus to damage rolls on the attack.	

1. *Flailing Tentacles:* The creature grows a pair of unbalancing, flailing tentacles, causing it to grant combat advantage and to take ongoing 10 damage (save ends both).

2. *Deadly Scream:* An unnatural scream rends the creature's mind and body, dealing 15 necrotic and psychic damage to it.

3. *Explosion:* A gout of flame erupts in a burst 2 centered on the creature. Each creature in the burst takes 10 fire and thunder damage.

4. *Vanishing Ray:* Ranged 10 (one creature); +35 vs. Reflex; 4d8 + 20 damage, and the target is removed from play until the start of its next turn. The target returns to play in its original space or the nearest unoccupied space. When it returns to play, the target is dazed until the end of its turn.

5. *Disintegrate Ray:* Ranged 10 (one creature); +35 vs. Fortitude; 3d8 + 10 damage, and ongoing 15 damage (save ends). If this ray's damage reduces the target to 0 hit points or fewer, the target is destroyed.

6. *Death Ray* (necrotic): Ranged 10 (one creature); +35 vs. Fortitude; ongoing 35 necrotic damage (save ends). If the target is bloodied while taking this ongoing damage, the ongoing damage increases to 40.

*First Failed Saving Throw:* The target is also dazed (save ends both).

*Second Failed Saving Throw:* The target dies.

#### MINOR ACTIONS

##### ◀ **Reality-Warping Central Eye** ♦ **At-Will**

Attack: Close blast 5 (enemies in the blast); +33 vs. Will  
Hit: Until the end of its next turn, the target grants combat advantage, and if it uses any encounter attack power or daily attack power, it becomes stunned (save ends).

#### TRIGGERED ACTIONS

##### 👁 **Eyes of the Beholder** ♦ **At-Will** (1/round)

Trigger: An enemy ends its turn within 10 squares of the beholder.

Effect (*Free Action*): The beholder uses one random eye ray against the triggering enemy.

Str 24 (+22)      Dex 28 (+24)      Wis 24 (+22)

Con 28 (+24)      Int 31 (+25)      Cha 31 (+25)

Alignment chaotic evil      Languages Deep Speech

4. *Black Ice:* The creature's body is coated in a shell of black ice. The creature is restrained until the end of its next turn.

5. *Horrific Transformation:* The creature transforms into a hideous aberrant monster until the start of its next turn. When the transformation occurs, the creature must push allies within 3 squares of it as far as it can up to 3 squares. Those allies grant combat advantage until the start of the creature's next turn.

6. *Dread Space*: The creature disappears momentarily and then reappears prone, taking 15 damage as if it fell from a height.

## Geometric Impossibility

The boundaries of spatial reality break down in the Far Realm. A square containing an apparently simple junction, such as a corner where two walls and a floor meet, includes other dimensions that are invisible to non-aberrant creatures. (A sharp-eyed observer might perceive a strange shimmer at the junction.) Although unseen, these extra dimensions can suck creatures in, pulling them across space and time before depositing them at another location. When they return, their minds are addled by the impossible experience.

Geometric Impossibility	Level 28 Hazard
Terrain	XP 13,000
<b>Detect Perception DC 30</b>	<b>Initiative –</b>
<b>Immune attacks</b>	
<b>TRIGGERED ACTIONS</b>	
<b>✂ Attack ♦ At-Will</b>	
<i>Trigger:</i> A non-aberrant creature enters a square within 2 squares of the hazard.	
<i>Attack (Opportunity Action):</i> Ranged 2 (the triggering creature); +31 vs. Will	
<i>Hit:</i> The target is removed from play. At the start of its next turn, the target reappears in a space of the DM's choice at least 5 squares from the hazard. If possible, the target's new space must contain no hindering terrain, traps, or hazards. When the target reappears, it takes 3d10 + 16 damage, is dazed until the end of its turn, and falls prone.	
<b>COUNTERMEASURES</b>	
♦ <b>Delay:</b> Arcana or Insight DC 30 (immediate interrupt). <i>Requirement:</i> Only the triggering creature can delay the hazard. <i>Success:</i> The hazard cannot attack the triggering creature until the end of the creature's next turn.	

### About the Author

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