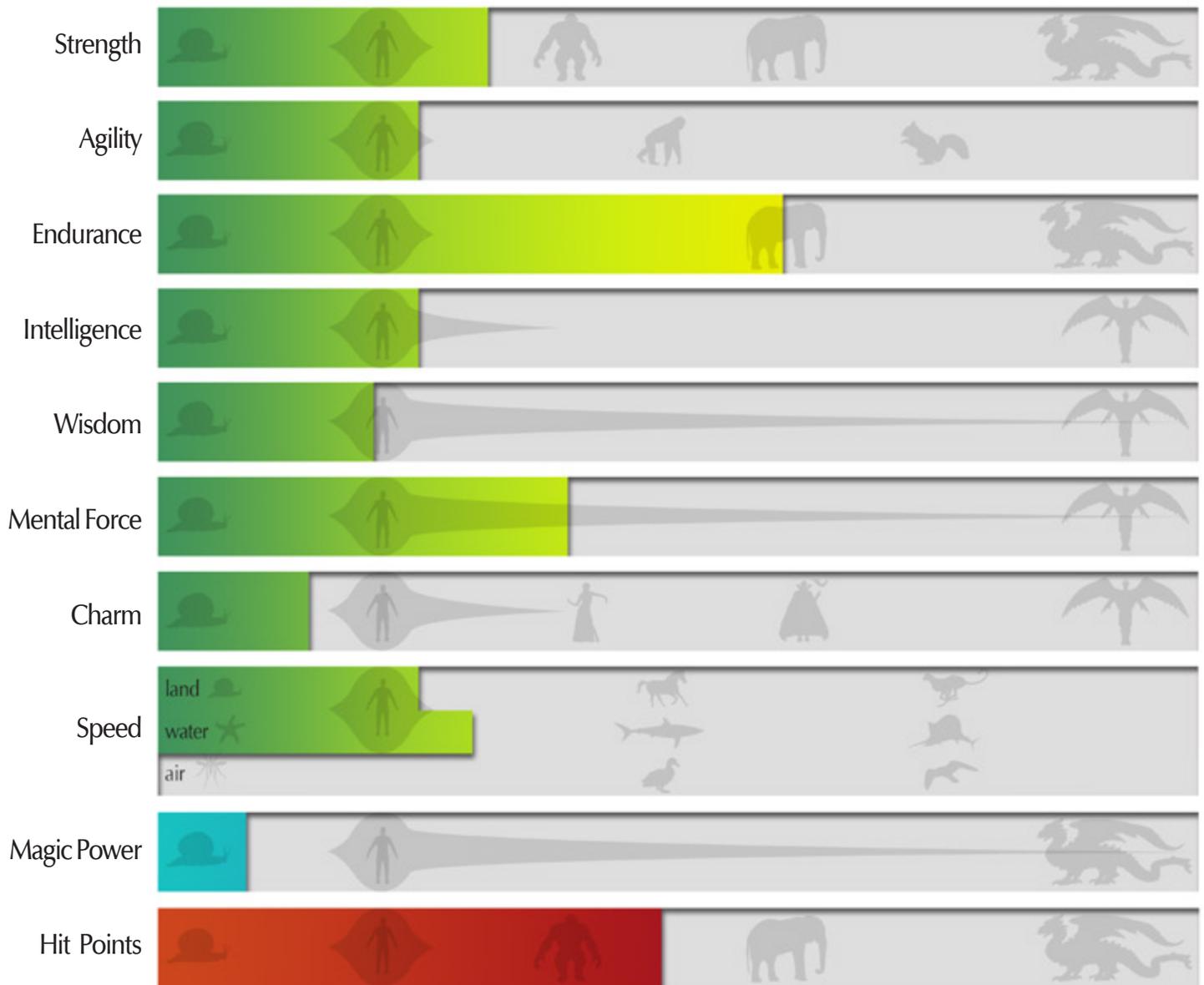


# NHARMYTH



# NHARMYTH CHARACTERISTICS



## CREATURE INFO

Category	Invertabrate (leech)
Terrain	Catacombs, ruins, caves (any)
Food	Carnivore
Aggression	High
Size	24 feet long (7 feet tall)
Numbers	1 (2-4)



## NHARMYTH DESCRIPTION

While often referred to as the Nharmyth Vampire, for many compelling reasons, the Nharmyth is not an undead creature, but a highly sophisticated nocturnal leech. It is a fiercely intelligent, long-lived invertebrate, which produces a flexible exoskeleton, and great horns to defend itself. From the main serpentine body, green and purple tentacles extend, and a single eye is set below its head. The creature moves with the front part of its body raised, as if mimicking a humanoid posture, expressing a dark and intentional grace. Its highly impressive regenerative capabilities include the quick re-growth of severed limbs, and almost instant healing of deep wounds.

Nharmyths make their dens in dark places close to their favorite source of blood, which is intelligent beings. Abandoned architecture, like ancient catacombs, withering castles, and other ruins suit their requirements, but natural cave systems and dungeons work as well. They shy away from daylight and are vulnerable when they draw back to digest the large quantities of blood consumed during the night. At such hours the creatures are drowsy and slow, while at night, the Nharmyths are highly active, quick and ferocious. They can move with great stealth, and change their color from green to pitch black.

Unlike vampires these leeches have no obvious supernatural abilities, but there is something highly mysterious about them. The stare of the great dark eye and the uncanny wriggling of their tentacles, produce a nightmarish, demonic kind of presence, with unholy qualities. It is believed the Nharmyths can look into the minds of their victims, to foresee their next move, and to extract some of their thoughts and desires. It is known they can see heat radiation, and have perfect night-vision. By means of strange sounds they can draw all kinds of creatures out of the ground, and have them turn aggressive. Insects, rodents, worms, centipedes, spiders, and other animals emerge from nearby hollows to answer the Nharmyth's call. To what level they obey

their commands is uncertain.

Since the leeches would feast on goblins, orcs, and trolls, these are not to be found close to the dens of the Nharmyths. The undead however, have no fresh blood to drink, so they occasionally do share tunnels with the Nharmyths. They unintentionally serve to protect the creatures during their resting hours, and are often attracted to the same types of location. There is probably no other connection between these leeches and the undead, but some believe them to be the offspring of demonic powers.

A Nharmyth never saves the life of a victim to draw blood from it later. The creatures always suck their prey dry. Their long bodies can hold massive amounts of blood, and swell up to make room for plenty of excess. A Nharmyth can consume and kill 10 to 20 individuals in a single night, but may stay without food for some weeks once saturated, if need be. Fighting, the creatures make use of their strangling tentacles, piercing horns, and needles. The thorny ends of their bodies can be lashed about with terrible power, and they occasionally spit out jets of blood to temporarily confuse and blind their victims.

Nharmyths are self-reproducing creatures. Anywhere from 20-100 young may be produced every decade, but the parent leech kills and eats all but the strongest two to three of them, probably to hoard with food resources. Killing off entire cities would do the species no good in the long run. The creatures reach maturity in five to ten years, and may live for centuries.

Despite their intelligence, there seems to be little purpose to the actions of the Nharmyths other than feeding. They may strive to increase or secure their food supply, but other than that they seem content with drinking blood, and digesting it.