

# Rexxen

## Nightmare Brokers

Rexxen are creatures born of legend and desperation; summoned from the Demiplane of Nightmares, they come with the promises of wishes fulfilled. Unfortunately for those who see the rexxen as a path to power, they find out that the cost to power is often literally their soul.

## Soul Merchants

The rexxen are the masters of soul-binding magic, something unheard of outside the Demiplane. They can forge magic items using the souls of other creatures, even shaving off part of a soul to fuel their forge. Despite the high cost, the rexxen will still attach a price to most items. Their magic items to function require the soul energy of its owner or a victim sacrificed to it.

## Creatures of Legend

Knowledge of the rexxen is limited because of the detrimental effect on all written information about them. Anything concerning the rexxen recorded in written form within three days will be magically erased, marred, or otherwise made illegible. Ink smears, pages fade, engravings erode, and etchings rust. Only the knowledge about them that remains is the stories and fables told as part of oral history. Because of this ability, knowledge about their powers and abilities is sketchy at best.

## Hard Bargainers

Rexxen appear to be young woman with elven features. They are uniformly thin, with skin the color of milk and ashen hair. Their voice is both melodious and grating simultaneously, like an off-key instrument. They speak every known language and are skilled negotiators. When someone is trying to summon one, they will instinctively know, and one will make the trip from the Demiplane to talk with their potential customer. There is no summoning spell for a rexxen; they will simply appear at the door and begin negotiations.

## Be Careful What You Wish For

Rexxen will provide any number of services, in addition to soul forging. They are powerful creatures and will serve as assassins or hired

muscle for price. The price for all their services will always be a soul regardless of the task. They love slaughter and carnage, so any task they perform will always involve a high body count. One warrior from Soderfjord once bargained with a rexxen to kill a powerful jarl so he could take his place. The rexxen killed the jarl, his wife, children, guards, servants, and even all the pets. Then left a bloody trail back to the warrior's home and placed the jarl's crown on the man's bed, leaving no doubt who was responsible for the deed. The warrior was drawn and quartered that night.

## Inhuman Humanoid

The rexxen might be humanlike in appearance, but that is the form they choose. Their limbs and joints can rotate 180 degrees, giving them unnatural flexibility and making grappling one impossible. As a creature of nightmare, they have a natural resistance to magic, with force projectiles having the curious effect of causing their skin to ripple like water but causing no damage. The rexxen's most feared ability is its shriek, which can burst eardrums and cause victims to bleed from their eyes. When in combat the rexxen's limbs extend to unnatural proportions, with their nails becoming claws and their arms doubling in length. The creature reveals aspects of their true form when angered to the horror of their victims.





# REXXEN

Medium aberration (nightmare), neutral evil

**Armor Class** 19 (Natural Armor)

**Hit Points** 152 (16d8 + 80)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	20 (+5)	16 (+3)	14 (+2)	16 (+3)

**Saving Throws** Cha +9

**Skills** Athletics +8, Acrobatics +11, Perception +7, Deception +8, Insight +7

**Damage Immunities** necrotic, force, bludgeoning, piercing and slashing damage from nonmagical attacks

**Damage Resistances** fire, lightning, cold, acid, psychic

**Condition Immunities** charmed, frightened, grappled, paralyzed, prone, restrained

**Senses** passive Perception 17, truesight 60 ft.

**Languages** All

**Challenge** 14 (11500 XP)

**Creature Of Legend.** Any information describing or mentioning the REXXEN will disappear or become illegible after three days. Ink smudges, etchings rust, carvings erode or otherwise becomes useless. The only information about the REXXEN that is unaffected by this ability is spoken word.

**Magic Attacks.** The REXXEN's attacks are magical.

**Magic Resistance.** The REXXEN has advantage on saving throws against spells and other magical effects.

**Spider Climb.** The REXXEN can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Soul Sense.** The REXXEN automatically detects any living sentient creature within 60 feet of it. It does not know who or what the creature is, only its presence.

**Nightmare Fuel (Recharge 5-6).** The REXXEN unleashes a living nightmare upon everyone in the immediate vicinity. All living creatures in 60 feet must succeed on a DC 16 Wisdom saving throw or take 4d10 psychic damage and become blinded and deafened until the end of their next turn. On a successful saving throw they take half damage and are not blinded or deafened.

**Legendary Resistance (3/Day).** If the REXXEN fails a saving throw, it can choose to succeed instead.

## ACTIONS

**Multiattack.** The REXXEN makes 2 attacks with her Necrotic Claws.

**Necrotic Claws.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6+6) slashing damage. On a hit the target must pass a DC 16 Constitution saving throw or suffer an additional 2d6 Necrotic damage. Necrotic damage inflicted this way reduces the maximum hit points of the target by an equal amount. These lost hit points can only be recovered through a remove curse or restoration spell.

## LEGENDARY ACTIONS

The REXXEN can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The REXXEN regains spent legendary actions at the start of its turn.

**Skitter.** The REXXEN immediately moves up to 40 feet without causing any opportunity attacks.

**Life Drain.** The REXXEN immediately attacks with its necrotic claws. If it hits, it heals an amount equal to the damage inflicted.

**Recover (Costs 2 Actions).** All conditions on the REXXEN immediately end.