



“Banshee” © Austen Mengler, accessed at his deviantArt gallery [here](#)

[Commissioned by [@wannabedemonlord](#). The namorroddo is a bogey of Arnhem Land, which is a very interesting place. The [native people](#) of Arnhem Land were uncontacted by the Australian colonial government well into the 19th century, and had [independent trade alliances with Sulawesi](#) dating back centuries. Unsurprisingly, the region is a major player in indigenous land rights in Australia to this day. And, of course relevant to this blog, they have [cool stories about monsters](#).]

Namorroddo

CR 10 CE Undead

This creature appears as an emaciated humanoid, stretched and exaggerated. Its long hair whips

around its body, and its hands are elongated into claws. Its face is taken up almost entirely by a slavering maw.

Howling horrors of skin and bone, the undead predators known as namorroddo fly long distances borne on the wind, looking for victims. They are vampires, catching unsuspecting humanoids and draining them of their blood. Those that live in namorroddo territory warn their children to remain safely in shelter when the wind whistles, to avoid the depredations of these monsters. Namorroddos seem to have a sense of sportsmanship, as they rarely if ever enter dwellings or attack those that are indoors.

A namorroddo may hunt alone or in a pack of its fellows. Their favorite tactic is to swoop upon a lone traveler, pick them up and drop their desiccated carcass in a distant place to rise as a new namorroddo to join the hunt. If they face a group, they attempt to weaken and stun them with beams of whistling wind, and then swoop in to snatch up a debilitated foe. Namorroddos are protected by an aura of wind that deflects blows, especially from ranged weapons. Half of the battle when fighting a namorroddo is keeping it in place long enough to injure it. They enjoy their unlife, and if outmatched will often flee from a losing combat.

A namorroddo is distorted and lean, often standing at least a foot taller than they did in life. Larger and smaller namorroddo exist, created from giants or small humanoids respectively.

Namorroddo CR 10

XP 9,600

CE Medium undead (air)

Init +10; **Senses** darkvision 60 ft., Perception +17, scent

Defense

AC 22, touch 18, flat-footed 14 (+7 Dex, +1 dodge, +4 natural)

hp 127 (15d8+60)

Fort +9, **Ref** +14, **Will** +13

DR 10/magic and bludgeoning; **Resist** electricity 10, sonic 10

Defensive Abilities wind shield, windproof

Offense

Speed 30 ft., fly 60 ft. (good)

Melee 2 claws +17 (1d8+6 plus grab), bite +17 (2d6+6)

Special Attacks blood drain (1d4 Con), breath weapon (60 ft. line, 5d6 bludgeoning and 5d6 sonic, Ref DC 21 half, 1d4 rounds), create spawn, mobile grappler

Statistics

Str 23, **Dex** 24, **Con** -, **Int** 11, **Wis** 19, **Cha** 18

Base Atk +11; **CMB** +17 (+21 grapple); **CMD** 35

Feats Blind-fight, Dodge, Flyby Attack, Hover, Improved Initiative, Lightning Reflexes, Mobility, Power Attack

Skills Fly +24, Intimidate +17, Perception +17, Sense Motive +17, Stealth +20, Survival +14

Languages Auran, Common

Ecology

Environment any land

Organization solitary, pair or pack (3-6)

Treasure none

Special Abilities

Breath Weapon (Su) A creature that fails its save against a namorroddo's breath weapon must succeed a DC 21 Fortitude save or be stunned for 1 round. The save DC is Charisma based.

Create Spawn (Su) A humanoid reduced to 0 Con by a namorroddo's blood drain rises as a namorroddo on the night of the next new moon. This creature is not under the control of the namorroddo that created it.

Mobile Grappler (Ex) A namorroddo can move its full speed when it makes a CMB check to move a grappled opponent.

Wind Shield (Su) A namorroddo gains a 20% miss chance against all attacks. This increases to a 50% miss chance against ranged weapons. A namorroddo that fails its save against any spell that changes or controls wind (such as a *gust of wind* or *control winds* spell)) loses access to this ability for 1 minute.

Windproof (Su) A namorroddo is immune to the effects of mundane wind.