

# The Hollow Light

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The Hollow Light is an incorporeal creature, and a nuisance to mankind. Besides being able to syphon the very life force of people (Hit Points), they also syphon I.S.P., P.P.E., causing headaches for both psychics and mages alike. Their incorporeal nature makes them even more of a problem as normal weapons are ineffective against them.



While its bizarre nature masks what its classification should be (has properties of a demon, the undead, and an energy being), they're a threat to everyone. They feed on the energy of people; most of who don't (or can't) realize that these creatures are leeching energy from them. They're not afraid of attacking people, but will run off if that person is able to hurt them in some way. They are very brave, confident creatures until you start to resist them, much like modern day bullies.

Their most impressive ability is that the energy they steal from others boosts the combat bonuses of both their allies and themselves. This boost is not impressive per se, but if combat goes for a long time, the more and more energy the Hollow Light is able to steal, and these small bonuses add up.

Despite the fact that they're immune to physical attacks, they're fairly fragile beings. They do not host much in the way of Hit Points, making them easy to deal with if you have the arsenal that is able to harm them. It's not uncommon to see them flee from the scene of a battle when someone fights back. They quickly run away, not wanting to risk their own existence. They know when to pick a fight, and when to back off.

They like cities where there are lots of people around to steal energy from. They rarely make appearances in the open (ironic since they are naturally invisible), rather preferring to wait in back alleys where people who are unable to defend themselves are often waiting quietly for something to happen. The majority of their victims tend to be the homeless, or other those who are down on their luck, or are simply alone and appear defenseless against them, but the Hollow Light does not care who it is; they're shameless opportunists that will steal whatever energy they can get their tendrils on. Only when there's easy prey available do they come out into the busy streets to find targets to feed off of.

## **Hollow Light** – A Haunter

**Alignment:** Miscreant or Diabolic

**Attributes:** I.Q. 3D6, M.E. 5D6, M.A. 4D6, P.S. N/A, P.P. 3D6, P.E. N/A, P.B.: 5D6, Spd: 3D6.

The attributes listed as N/A are not applicable to this creature since the Hollow Light is an incorporeal creature that does not have an actual physical presence in this reality.

**Hit Points:** M.E number +1D6 per level; no S.D.C. and no A.R.

**Discorporation:** When slain, the Hollow Light simply vanishes as if it never existed at all.

**Threat Level:** x2, a minor threat.

**Horror Factor:** 14.

**Size:** The main body of the creature is only a one foot diameter ball of light. The energy tendrils emanating from the ball of light make the creature appear to be around three feet in diameter but the tendrils can reach out up to ten feet.

**Average Life Span:** Unknown, thought to never die of natural causes.

**P.P.E.:** M.E attribute plus 2D6.

**Natural Abilities:** The Hollow Light is an incorporeal creature that is immune to physical attacks. It can only be hurt by magical, psionic or energy attacks (fire, electricity etc.). They make no noise when they move or attack, giving them a natural prowling ability of 98%. The only time they tend to make noise is when they are being hurt or while attacking, in which a loud death like shriek can be heard coming from them.

They also have the ability to steal I.S.P., P.P.E., and the life force from the living beings around them. If they're able to steal 10 I.S.P. or 5 P.P.E., their combat abilities increase, along with every ally within 100 feet of them. **Their combat abilities go up by:** +1 to attack, +1 to parry and dodge for every 10 I.S.P or 5 P.P.E that is stolen. This leeching ability via being lashed with a tendril cannot be parried or blocked, only blocked with an appropriate method (like using *Telekinesis* or *Ectoplasm*). Anyone that attempts to physically parry the attack (their opponent has to be able to *See the Invisible* in some way) loses the amount of I.S.P and P.P.E listed below.

**Vulnerabilities:** 1. Magic, psionic or energy attacks.

2. When desired, they can become corporeal at will. They do this for the brazen fun of terrifying their victims as they begin feeding off of them. They will do this if they are certain that their prey is defenseless against them. Of course, as psychics and mages can hide in plain sight, this brave attitude and enjoyment of terrifying their victims can be used against them, tipping off their victim as to what it is with a successful *Lore: Demons & Monsters* roll.

**Equivalent Level of Experience:** 1D4

**Attacks per Melee:** 3

**Damage:** Every time the Hollow Light successfully strikes its target, they siphon away 2D6 I.S.P. and 1D6 P.P.E. If the target has no more of either then they start taking 1D6 damage straight to Hit Points!

**R.C.C. Bonuses (in addition to attribute bonuses):** +1 to attack, +1 to parry and dodge.

**Magic:** None.

**Psionics:** Are considered minor psychics but possess no psychic abilities of their own.

**Enemies:** All living things, which are seen as food. Hollow Lights live to feed on energy, and try to suck up as much of it as possible from their victims. In times of great distress it will team up with another being to overcome a greater creature. Once the fight is over however, the Hollow Light will either flee or turn on its ally.

**Allies:** None to speak of, but have been known to team up with other creatures to take down a greater foe. These alliances last a very short amount of time however with the Hollow Light either attacking or leaving its allies behind.

**Habitat:** Prefers back alleys of cities where it can feed off the energy of other creatures and humans quite easily. It needs no food or real shelter and can survive for long periods of time hiding by itself.