

Seamstress

By Heather Chandler (from the "Teratic Tome")

FREQUENCY: Unique

NO. APPEARING: 1

ARMOR CLASS: 8

MOVE: 6"

HIT DICE: 20 hit points (3+1 hit dice)

% IN LAIR: 95%

TREASURE TYPE: In lair, d100 gp, d100 pp

NO. OF ATTACKS: 1

DAMAGE/ATTACK: 1-8

SPECIAL ATTACKS: Spells

SPECIAL DEFENSES: None

MAGIC RESISTANCE: Standard

INTELLIGENCE: High

ALIGNMENT: Chaotic evil

SIZE: M (5' tall)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: V/375

2e stats:

THAC0: 16

The Seamstress is a demented old sorceress with a single blue-green eye in her forehead and a sagging mouth full of mismatched teeth that she extracted from a dozen victims.

Her patchwork skin is a riot of hues, as it was cut from humans, elves, dwarves, orcs, and goblins. She stitches bits and pieces of her victims into her skin, her clothing, and any of her other creations; the flesh is rotting, and reeks of putrefaction.

Though slow, the Seamstress is quite deadly, due to a handful of spells and an animalistic cunning. The witch is capable of contorting herself to fit inside tiny places, and she rarely exposes herself to combat, preferring to attack from shadows, then escape.

Her lair is a brightly-colored house covered in fabric, decorated with giant stuffed animals in the yard. Once she's set the house up, she alters her appearance with magic and lures children inside. Most are killed for their skins, but some are kept alive and forced to assist her with the sewing and stitching.

The Seamstress loves sewing notions: the inside of the lair is cluttered with needles, rotary cutters, pins, scissors, and a treadle-powered sewing machine. When not covering her wrinkled body with her skin suit, she also creates quilts, bags, and pillows made out of skin. These creations are quite valuable to demons, devils, and other powerful evil entities, who may pay as much as 500 gold for each one.

In combat, she attacks with a massive pair of sewing shears that inflict 1-8 damage. Once per day, she can use the following spell-like abilities: *Change Self*, *Charm Person*, *Darkness 15' Radius*, *Hold Person*, *Invisibility*, *Polymorph Self*, *Scare*, and *Shield*.

