

Species, Breed: Undead, Fear`Shade

Type: Not applicable.

Class: Undead.

Align: Evil.

Gender: Not applicable.

Level: 1-D30+1

Number encountered: 1

Experience points: 120 x level

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 80

Coordination: 50

Dexterity: 50

Intelligence: 21

Mental-strength: 80

Strength: 40

Wisdom: 21

Movement:

Flying: 30

Grounded: 10

Swimming: 5

Luck: 200

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions:

Blood Grasp: 2

Damage: 3-D10 blood-loss.

When a Fear`Shades victim is drained of all blood-points, it will become an undead and serve the Fear`Shade as an ally (this is not enslavement).

Range: 1 space (5')

Attack type: Physical touch ability.

See: "Special Offenses".

Defense: 50

Offense: 50

Damage-Points: Roll 4-D20 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x30

Bronze: 15+ to have 1-D100 x25

Silver: 20+ to have 1-D100 x20

Electrum: 25+ to have 1-D100 x15

White-gold: 35+ to have 1-D100 x10

Yellow-gold: 45+ to have 1-D100 x5

Black-gold: 55+ to have 1-D100

Treasure item(s):

Common: 10+ to have 1-D8 +1

UnCommon: 20+ to have 1-D6 +1

Rare: 40+ to have 1-D4 +1

Legendary: 60+ to have 1

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a mass of thick, writhing, shadow in the form of a humanoid.

Eye color: Black.

Eye shape: Medium-sized and sharply slanted.

Height: 6'-0"

Skin color: Blackened, writhing, shadow.

Skin texture: This creature is a mass of heavily condensed shadow so thick one can feel it physically.

Posture: Avian (like a bird, or relating to the family of birds), Biped (like an animal with two feet), Pinniped (like a marine carnivore that has flippers), Quadruped (like an animal with four feet), Sirenian (like a sea cow),

Weight: lbs.



Dislikes: Living creatures. It especially abhors holy creatures.

Disposition: The darkest thoughts and most vile of actions flow from this Undead soul . . . black as night and dark as any UnHoly heart. This undead will hunt down and destroy its prey mercilessly.

Fears: Unknown

Habitat: All

Immunities: Charm, Disease, Fear, Mental-attack, Pain, Poison (excluding Toxin Poison), Shock, Sickness, Sleep, Spiritual-attack, Stun, Unconsciousness.

Life-span: Undying creature. This creature's existence never fades.

Likes: Unknown

Needs: Unknown.

Note: None.

Special Abilities: Shadow-Step: 1/24 hours, for 24 hours, the Fear`Shade can Shadow-Step, actually becoming one with shadow. Shadow-Step will take 3 turns (15 seconds) to invoke.

This is used as an escape, and as a means of travel. For every 10 levels advanced, the Fear`Shade can take one other into Shadow.

If one is within the “Area of Effect” of FearShadow, they will be taken unless a successful avoidance-roll vs. “Enchantment” is rolled (add Intelligence and wisdom together \div 10 (rounded down = % chance to avoid). Once in Shadow, the Fear`Shade will either flee a conflict it cannot win, or take captives back to its secret lair to continue the confrontation.

Special Defenses: Resistances: Magic: 50%

Note: If you defeat this foe, you must pit your Mental-strength vs. your foe's Mental-strength and win, or be struck blind, unable to see at all (Awareness of 5): Duration: 1 moon (30 days) x the Fear`Shade's level.

Special Offenses: FearShadow: A blackness that revolves around the Fear`Shade at 1 space (5') per 10 levels advanced. This blackness extends outward, engulfing all that are within the area of effect. All caught within must successfully make an avoidance-roll vs. "Fear" at the beginning of every turn while within FearShadow, or the following will occur each turn:

50% movement reduction (rounded down).

-40 Defense / Offense.

50% Ability / Spell failure.

Susceptibilities: Holy Water will cause x3 on this creature.

Weapon susceptibility: Rank-8 (or better) enchanted weapon to harm.