

Species, Breed: Din`Shade

Type: Not applicable.

Class: Undead.

Align: Evil.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 31 + 1-D20

Number encountered: 1

Experience points: 200 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 70

Coordination: 80

Dexterity: 40

Intelligence: 15

Mental-strength: 80

Strength: Not applicable.

Wisdom: 15

Movement:

Flying: 24

Grounded: 24

Swimming: 24 This creature can give 1-D10 x6 oxygen-points per turn to another while submersed underwater (or in a non-oxygenated environment). This can be done until it's oxygen-points are at zero (which will do it no harm as this creature does not need oxygen to sustain existence). As oxygen-points are given to another creature, it's own oxygen-points are depleted. The method in which this creature gives oxygen is by touch.

Luck: 200

Oxygen-points: 240

Blood-points: Does not need blood to live.

Attack descriptions

Syphon: 1 attack per 3 turns.

Damage: 1-D10 x7 oxygen-point loss.

Range: Area of Effect: 6 spaces (30') out in all directions

Attack Type: Ability.

and:

Hammer and Anvil: 2

Damage: 1-D12 x9

Range: 1 space (5')

Attack Type: Air . . . blunt attack.

Defense: 80 / 110 if 32nd + level

Offense: 40 / 70 if 32nd + level

Damage-Points: Roll 3-D12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x10

Bronze: 20+ to have 1-D100 x9

Silver: 30+ to have 1-D100 x8

Electrum: 40+ to have 1-D100 x7

White-gold: 50+ to have 1-D100 x6

Yellow-gold: 60+ to have 1-D100 x5

Black-gold: 70+ to have 1-D100 x4

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 30+ to have 3-D4

Legendary: 60+ to have 1-D4

Description:

Annihilation Strike?: No.

Description: This undead appears to be in the image of a humanoid with no distinguishable features, and it transparent in nature.

Eye color: None.

Eye shape: None.

Hair color: None, yet it appears as though a dark fog trails from its head in the ever-flowing appearance of hair.

Height: 7'-0"

Skin color: Transparent, like its body.

Skin texture: Like fog, yet more solid, as the consistency of water.

Posture: Biped (an animal with two feet).

Weight: Weightless.

Dislikes: Unknown.

Disposition: This undead creature is unlike other undeads which exist upon the earthen plane, for it does not stink as decayed flesh. There is a pungent odor that emanates from this creature, which is not pleasing to the sense of smell, but it is not that of decaying flesh.

This creature is the once unliving remains of a being of pure and solid air, not unlike the Air Elemental.

Within this creatures being burns an enmity for those of the living world, which tempts it to still the lives of those it encounters.

Fears: Unknown.

Habitat: Air Dimension (Crypts).

Immunities: Breath abilities and spells based on the element of air. Charm, Consciousness, Disease, Fall, Pain, Paralysis, Petrification, Poison, Shock, Sickness, and Stun.

Life-span: Undying (this creature's existence never fades), but it can be slain.

Likes: Unknown.

Needs: None.

Note: None.

Special Abilities: Modification-points: This undead will have modification-points as follows: 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn any spell or ability from the Necromancer Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Necromancer Adventurer charts).

G.M.: You may also choose to pick the spells and abilities quickly without rolling up modification-points (it is up to you).

Night-vision: As the Psychic spell, after being subjected to darkness for more than 1 turn (5 seconds).

Tracking: This creature has a 70% chance to pick up and follow the scent of a track, following it at ½ its normal rate of movement. The scent of a track can be followed for 1-D12 minutes. At the end of 1-D12 minutes, another successful "Tracking" check must be successful in order to continue following the trail in the correct direction in the same manner and time frame.

Special Defenses: Partial Weapon Immunity: This creature will only take ½ the normal damage from physical weapons, unless it is enchanted with the ability to harm gaseous and / or air-based creatures.

Resistances: This creature has the following resistances:

Blessed Effect: 20%

Cursed Effect: 20%

Enchantment: 5%

Illusion: 15%

Magic: 20%

Special Offenses: None.

Susceptibilities: None.

Weapon susceptibility: Rank-0 (or better) enchanted weapon to harm.