

Species, Breed: Shadow

Type: Not applicable.

Class: Undead

Align: Evil.

Gender: Not applicable.

Level: 1-D30 + 1

Number encountered: 1

Experience points: 15 x level.

Characteristics

Awareness: 35

Charisma: Not applicable.

Constitution: 25

Coordination: 30

Dexterity: 30

Intelligence: 25

Mental-strength: 40

Strength: 0 For avoiding "Paralysis", these creatures have a 30 strength (if this needs to

Wisdom: 25

Movement:

Flying: None

Grounded: 16

Swimming: Can't

Luck: 125

Oxygen-points: Not applicable.

Blood-points: Not applicable.

Attack descriptions

2 Touches: characteristic drain see: special offences. / 1 spaces (5')

Defense: 30

Offense: 30

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 1-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 96 + to have 1-D4

UnCommon: 97+ to have 1-D4

Rare: 98+ to have 1

Legendary: 99+ to have 1

Treasure will be found very near a fallen corpse the Shadow is feeding upon.

Description:

Annihilation Strike?: Yes

Description:

Height: 5' 6"

Weight: 0 lbs.

Skin color: As a shadow

Skin texture: As a shadow

Dislikes: Total darkness and total lighted areas.

Disposition: The Shadow will always be attracted to the heat of the living soul. Once in contact with a living creature it will attempt to feed from it by touch, draining vital characteristics. See: "Special offenses"

Fears: Light.

Habitat: All (Crypts and Tombs)

Immunities: Charms, Pain, Poisons (all types).

Life-span: Undying.

Likes: Dark and dimly lit places.

Needs: Feeding from the essence of the living.

Note: This creature looks like the shadow of a normal creature. It will adjust itself to appear as a normal shadow. Then, when a creature is most vulnerable and unaware, it will strike and feed off the creature's characteristics every time a successful contact is made.

Special abilities: None.

Special defenses: Resistances: Magic: 10%, Mental-attack: 20%.

Special offenses: A Shadow will permanently drain 1 point of characteristic, per 10 levels it has advanced, from a creature it makes contact with (there is no avoidance-roll for this; the attack must be dodged).

Examples:

A level 1-19 Shadow will drain 1 point per successful strike.

A level 20-29 Shadow will drain 2 points per successful strike.

A level 30-31 Shadow will drain 3 points per successful strike.

The following will determine what characteristic will be drained if a Shadow touches another creature:

% Roll: Characteristic:

01-25: Strength

26-50: Constitution

51-75: Coordination

76-00: Dexterity

Susceptibilities: Three points of bright light, set in a triangular pattern about this creature will cause all shadows to vanish, and will drive the Shadow away temporarily (50% chance of it not coming back).

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.