

Species, Breed: Shadow, Guardian

Type: Guardian, Shadow. This creature can also be a necromancer's familiar. See: "Familiar" in the necromancer Adventurer Abilities.

Class: Undead

Align: Evil. If it becomes the familiar of a necromancer, its align will be the same as the necromancer.

Gender: Not applicable.

Level: 1-D30 + 1

Number encountered: 1 There will be a 50% chance that the Guardian Shadow will be hovering over the corpse of some fallen creature. If it is not, it will be searching for one. If this creature encounters a living creature during its search, it will follow it until the living creature either dies, or comes across a dead creature (graveyard, corpse, etc.). After finding a dead creature, it will hover over, and begin feeding upon it for 1-D4 years.

Treasure items and money present will indicate a corpse present as well.

Experience points: 20 x level.

Characteristics

Awareness: 35

Charisma: Not applicable.

Constitution: 40

Coordination: 35

Dexterity: 35

Intelligence: 10

Mental-strength: 30

Strength: 0

Wisdom: 10

Movement:

Flying: Can't

Grounded: 16

Swimming: 8

Luck: 40

Oxygen-points: Not applicable.

Blood-points: Not applicable.

Attack descriptions

2 Shadow-Strikes: See: special offences. / 1 spaces (5')

Defense: 35

Offense: 35

Damage-Points: Roll 2-D10 +2 x level

Treasure: %Roll needed to have money and treasure:

Copper: 61+ to have 3-D20

Bronze: 66+ to have 2-D20

Silver: 71+ to have 1-D20

Electrum: 76+ to have 1-D12

White-gold: 81+ to have 1-D10

Yellow-gold: 86+ to have 1-D6

Black-gold: 91+ to have 1-D4

Treasure item(s):

Common: 90 + to have 1-D4

UnCommon: 91+ to have 1-D4

Rare: 92+ to have 1

Legendary: 93+ to have 1

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

Description:

Annihilation Strike?: Yes

Description:

Height: 4' 0"

Weight: 0 lbs.

Skin color: As a column of solid-looking shadow.

Skin texture: Like water.

Dislikes: Dithinoth.

Disposition: The Shadow will always be attracted to the corpse of a once living soul. Once in contact with it, the Guardian Shadow will remain near, feeding from the body for 1-D4 years. If a corpse cannot be found, this undead will wander in search of one.

If any living creature comes near, the Guardian Shadow will attack. See: "Special offenses".

Fears: Dithinoth

Habitat: All.

Immunities: Charms (with the exception of the necromancer's familiar spell), Pain, Poisons (all types), Spiritual-attacks.

Life-span: Undying.

Likes: The corpses of dead creatures.

Needs: Corpse of the dead to feed from.

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: Dark Feast: While resting upon the corpse of the dead, any injuries previously taken will heal at a rate of 1-D4 +1 damage-points per hour. This healing rate can be used to heal the living, but the living must be in contact with the Guardian Shadow. This is why necromancers keep this creature as a familiar.

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

Special offenses: Leech: A Guardian Shadow will permanently drain 1 point of characteristic, per 8 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 1-15 Shadow will drain 1 point per successful strike.

A level 16-24 Shadow will drain 2 points per successful strike.

A level 25-31 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:

01-20: Awareness

21-40: Charisma

41-60: Intelligence

61-80: Mental-strength

81-00: Wisdom

Concerning Leech:

When a characteristic is drained by a familiar Guardian Shadow, there will be a 1% chance that the drained characteristic will be permanently added to the familiar's master (check for each an every characteristic drained to be permanently added to the necromancer's current stats). The necromancer must be within 1 space (5') of his or her familiar, and the creature drained must have an added intelligence and wisdom that equals to 100 or greater.

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-2 (or better) magical weapon to harm.