

Species, Breed: Dead, Shade

Type: Shade.

Class: Dead.

Align: 01-50: Evil, 51-00: Good.

Gender: 01-50: Female, 51-00: Male.

Level: 20 + 1-D30

Number encountered: 1

Experience points: 200 x level.

Characteristics

Awareness: 40

Charisma: 30

Constitution: 60

Coordination: 30

Dexterity: 30

Intelligence: 25

Mental-strength: 70

Strength: 26 Strength is only considered when another can physically touch the Shade (like another spirit).

Wisdom: 25

Movement:

Flying: 10

Grounded: 10

Swimming: 10 Water gives no resistance to this creature as it is not physical.

Luck: 125 This creature does not lose it next physical turn for using luck.

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions

Black Touch: 3

Damage: See: "Special Offenses".

Range: 1 space (5')

Attack type: Dead Ability.

Defense: 30 / 60 if 32nd + level.

Offense: 30 / 60 if 32nd + level.

Damage-Points: Roll 3-D20 +1 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x35

Bronze: 11+ to have 1-D100 x30

Silver: 12+ to have 1-D100 x25

Electrum: 13+ to have 1-D100 x20

White-gold: 14+ to have 1-D100 x15

Yellow-gold: 15+ to have 1-D100 x10

Black-gold: 16+ to have 1-D100 x5

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 3-D4 +3

Legendary: 20+ to have 2-D4 +2

Note:

If treasure is found, it will be found in its permanent abode upon fallen victims.

The Dead Shade will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

30% chance of having 1-D10 random Special Gems.

30% chance of having 1-D4 Relics

Description:

Annihilation Strike?: No.

Description: This creature appears as a humanoid, formed from the very mists of darkness.

Eye color: No eye are set within the ethereal sockets of this horror.

Hair color: None.

Height: 6'-0"

Skin color: Black.

Skin texture: As the embodiment of darkness, the Shade has a vapor-like texture. If a Shade makes contact with the living, it will feel like a solid vapor of mist, though not tangible enough to physically grasp.

Posture: Spirit.

Weight: Weightless.



Dislikes: The death state it is in. Especially, the Shade hates and envies all warm-blooded, living, creatures.

Disposition: The Shade is a dead creature, created by its own will to live. At death, it utterly refused to admit the fact that it had passed into the next world. Therefore, it became caught in the grips of death, yet never fully made the transition into the next world. Unless forced to do so, it will never leave its permanent abode. For its entire existence, it will stay where it was created, unwilling to move on.

Fears: Spiritualists and spirit weapons. Though the fear of being slain by a spirit weapon or spell is more terrifying for the dead than is dying for the living, this creature will go out of its way to attempt the utter destruction of a spirit item, or a spiritualist (thus is the hatred of the Shade).

Habitat: Dead Region and the Spirit Plane (EverDark).

Immunities: Only spirit abilities, spells and weapons can effect this creature.

Life-span: Not applicable. None. This creature is already dead.

Likes: The warmth of the living.

Needs: Unknown.

Note: None.

Special Abilities: Flying: The Shade moves in total silence as it flies everywhere it goes, whether it be through air, water, or solid objects.

Special Defenses: Only spirit abilities, spells and weapons can effect this creature.

Special Offenses: Black Touch: A Shade will attempt to touch a victim, which will cause a rapid aging of 3-D4 years. When touched by a Shade, an avoidance-roll vs. "Paralysis" must be successful, or aging will occur.

Even if the avoidance-roll is successful, the victim's constitution will still lower 1 point for 3-D10 hours. If strength lowers to 0, death will occur.

Susceptibilities: Holy Water will cause x4 damage on a Shade.

Weapon susceptibility: Rank-0 (or better) spirit weapon.