

ALLIP

CREATURE 2

CE

MEDIUM

SPIRIT

INCORPOREAL

UNDEAD

Converted by VaranSL

Perception +7; darkvision

Languages Aklo, Common

Skills Intimidation +7, Stealth +9

Str -5, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +3

AC 17; **Fort** +5, **Ref** +9, **Will** +5

HP 16 (negative healing); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 3 (except force, ghost touch, or positive; double resistance vs. non-magical)

Babble (auditory, aura, emotion, enchantment, incapacitation, mental, occult) Each creature that begins its turn within 60 feet of an allip must attempt a DC 17 Will save. On a failure, they are fascinated for 1 round. On a success, they are temporarily immune for 24 hours.

Speed fly 25 feet

Melee ♦ touch +11 [+7/+3] (agile, finesse, magical), **Damage** 1d6+3 negative plus touch of insanity

Touch of Insanity A creature hit by the allip's touch is stupefied 1 for 1 day unless it succeeds at a DC 17 Will save.