

UNCOMMON

NE

MEDIUM

UNDEAD

Converted by VaranSL

Perception +15; darkvision

Languages Common

Skills Arcana +10 , Deception +10 , Intimidation +12 , Stealth +13

Str +5, **Dex** +4, **Con** +2, **Int** +1 , **Wis** +4, **Cha** +3

AC 21; **Fort** +9, **Ref** +13 , **Will** +15

HP 60 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious;

Resistances piercing 5, slashing 5

Frightful Presence (aura, emotion, fear, mental) 10 feet, DC 22

Speed 25 feet

Melee ♦ claw +14 [+10/+6] (agile) , **Damage** 2d6+7 slashing

Occult Innate Spells DC 22; **4th dimension door** (×3);

Teleporting Burst ♦♦♦♦ (conjunction, incapacitation, occult, teleportation); **Frequency** Once per day **Effect** The crypt thing causes all creatures of its choice that it can see within 50 feet to make a DC 22 Will save. A creature teleported must appear in an unoccupied space on a solid surface capable of supporting its weight.

Critical Success The target is unaffected.

Success The target is magically teleported in a random direction up to 5 feet (roll 1d8 to determine direction).

Failure As a success, but the target moves up to 1d10 x 5 feet away.

Critical Failure As a success, but the target moves up to 1d10 x 100 feet away.