

## IB SHADE

## CREATURE 6

**LE****MEDIUM****UNDEAD****INCORPOREAL****SHADE**

**Perception** +14; Darkvision

**Languages** lbn

**Skills** Acrobatics +14, Intimidation +15, Stealth +14

**Str** -5, **Dex** +4, **Con** +0, **Int** +2, **Wis** +2, **Cha** +5

**Voiceless** Can't Speak or take any verbal action.

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**AC** 24; **Fort** +8, **Ref** +14, **Will** +14

**HP** 80 ( Negative Healing); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** All 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

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**Speed** Fly 40 ft.

**Melee** ♦ wracking touch +15 (Bludgeoning, Slashing, and Piercing), **Damage** 2d8+5 (Plus Doom)

**Attack of Opportunity** ↻

**Doom** When the Shade damages a living creature with its wracking touch Strike, the target must succeed at a DC 23 Fortitude save or become Doomed 1. Further damage dealt by the Shade increases the doomed condition value by 1 on a failed save, to a maximum of doomed 4)