LE MEDIUM UNDEAD INCORPOREAL SHADE

Perception +19; Darkvision

Languages Ibn

Skills Acrobatics +19, Intimidation +21, Stealth +19

Str -5, Dex +6, Con +3, Int +3, Wis +4, Cha +6

Voiceless Can't speak or take any verbal action.

Ghost Touch The Ib Shade can manipulate objects but not creatures as if it were not incorporeal. this allws it to wield weapons if it desires and to carry objects. It uses its charisma instead of strength to determine how much it can carry.

AC 28; Fort +16, Ref +19, Will +21; +1 to all saves v. postive

HP 130 (Negative Healing); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** All 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Speed Fly 60 ft.

Melee ❖ wracking touch +21 (Bludgeoning, Slashing, and Piercing, Finesse, Reach 10 ft.), Damage 2d10+7 (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 28 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)

Aura of Doom ◆ (aura, negative, 10 ft.) A creature entering the aura must succeed at a DC 26 Fortitude save or become Doomed 1. It recovers after it has been out of the aura for 1 minute. This Doomed condition value is cumulative with the Doomed value caused by Wracking Touch, but not with multiple Auras of Doom. A creature that succeeds at its save is temporarily immune to Aura of Dooom for 24 hours.

Call Lightning ◆◆◆ (Electricity, Evocation) The Priest of Bokrug can summon clouds and call forth lightning as the spell Lightning Storm