# Tolling Shade

### Medium undead (spirit), neutral evil

**Armor Class** 13  
**Hit Points** 60 (8d8 + 24)  
**Speed** 0 ft., fly 40 ft. (hover)

| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| --- | --- | --- | --- | --- | --- |
| 6 (-2) | 14 (+2) | 16 (+3) | 11 (+0) | 14 (+2) | 17 (+3) |

**Damage Resistances** Necrotic, Radiant; Bludgeoning, Piercing, and Slashing from nonmagical attacks  
**Condition Immunities** Charmed, Exhaustion, Grappled, Paralyzed, Prone, Restrained  
**Senses** Darkvision 60 ft., Passive Perception 12  
**Languages** Understands all it knew in life  
**Challenge** 3 (700 XP)

### Traits

#### Toll of Memory (Recharge 5–6)

One creature must succeed on a DC 15 Wisdom saving throw or take 5d10 psychic damage and experience a hallucination of a lost loved one.

#### Mimic Voice (At Will)

The shade can perfectly imitate any voice it has heard. DC 13 Insight check to recognize deception.

#### Soul Echo (Passive)

When struck by radiant damage, it emits a 30-foot pulse healing all undead 5 HP.

### Out of Combat Behavior

Tolling Shades drift silently near:

* Choir lofts and bell towers, resonating with broken hymns
* Memorial halls where Elira’s name was erased or denied
* Submerged corridors where she was carried and forgotten
* They mimic prayers in reverse, pace as if in mourning, or reflect from still water before appearing.

### Triggers for Combat

Tolling Shades attack when:

* A PC touches Elira’s reliquary or sacred icon
* A radiant spell lights up the chamber
* A PC says “Elira” with mockery or guilt

### Motivation / Purpose

Tolling Shades are manifestations of grief, silence, and denied mourning. They toll not for vengeance, but to commemorate Elira, whose death was erased from history.

They seek to:

* Mourn the saint who was never given a funeral
* Guard the truth of her death from being erased
* Haunt those who dishonor or forget her sacrifice
* *“You did not weep for her. So we ring. So we echo.”*

### Number and Role

There are 2–4 Tolling Shades in the cathedral

* They are not a swarm, but resonant echoes—each one a different aspect of Elira’s memory
* They may appear in sequence, together, or even non-hostile—until provoked

### Read-Aloud: First Encounter

A pale shimmer appears, coalescing into a veiled figure, half-woman, half-echo, her mouth moving in prayer… but no sound escapes—only the memory of sound.