Shadow

written by CresthavenRPG Guru | November 20, 2014

Rare | Medium | Neutral evil | Undead

Shadows are non-corporeal (ghostlike) intelligent creatures.

Armor Class	Hit Points	Move
13	8 *(2 Hit Dice)*	walk 90 ft
Appearing	1d8	
Habitat	Any	
Negotiation	no	
Morale DC	12	
Challenge	0.8 (240 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
-2	2	1	-2	0	-1

Combat

Has 1 attack. Hit Bonus +2. Damage Swipe. 1d4 +2 damage

Special Attacks

Strength Drain. A shadow’s touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength falls below -3 and the opponent becomes a shadow as well. The newly formed shadow is then compelled to join the roving band and pursue a life of evil.

Special Defense

Shadows are immune to sleep, charm, and hold spells and are unaffected by cold-based attacks.

Treasure

Individual: None

Lair: 2d10×1,000 sp (10%); 2d4×1,000 gp (45%); 1d6×1,000 pp (33%); 4d8 gems (20%); 2d4 jewelry (8%); any 3 magic items (33%)