

PISTOL WRAITH

A pistol wraith is the undead spirit of a gunman- either one so especially wicked that he rose after his death to haunt the land, or one slain by another pistol wraith. Many of them have orcish features, since most guns on Cydra are of orcish origin.

PISTOL WRAITH

Level 16 Artillery

Medium shadow humanoid (undead)

XP 1,400

HP x; **Bloodied** x

Initiative +15 (plus see Dueling Instinct)

AC 28; **Fortitude** 28; **Reflex** 30; **Will** 26

Perception +15

Speed fly 8 (hover); phasing

Darkvision

Immune disease, poison; **Resist** insubstantial; **Vulnerable** 10 radiant

TRAITS

Dueling Instinct

When engaged in a formal duel, a pistol wraith has an initiative of 35.

STANDARD ACTIONS

(rbasic) Gun of the Grave (necrotic) * **At Will**; **Reload Minor**

Attack: Ranged 20/40; +21 vs. Reflex

Hit: 3d8+11 necrotic damage, and the target is weakened until the end of its next turn.

(r) Grave Shot (necrotic) * **Recharge 6**

Attack: Ranged 20/40; +21 vs. Fortitude.

Hit: 4d10+8 necrotic damage and the target loses a healing surge at the start of its turn (save ends). If the target has no healing surges, it instead suffers damage equal to its healing surge value.

Skills skill modifier

Str 11 **Dex** 25 **Wis** 14

Con 21 **Int** 14 **Cha** 18

Alignment evil

Languages Common