

# 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.

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**Skills** skill modifier

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

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

**Alignment** evil

**Languages** Common