

Enshrouded Wraith - T3 Standard

Description: The Enshrouded are wraiths bound eternally to the service of an evil demiurge. Cloaked in shadow and fear, they ride unseen between worlds, their presence a suffocating echo of darkness.

Motives & Tactics: Heed the Master, Dread Without Form, Eternal Servitude.

Difficulty: 16 | 1/20/32 | HP: 6 | S: 4

Attack: +4 | **Experience:** Obey The Master +3, Pursue +3

Shadow Longsword: 3d8+2 (Physical, Melee)

Feature: Shadow Touched (Passive): Wraiths are **Resistant** to physical damage but **Weak** against magic damage.

Feature: Black Breath (Passive): All attack rolls made against a Wraith are made at **Disadvantage**. Any time an attack roll is made against the Wraith from within **Very Close Range** and is made with **Fear**, the attacker marks a **Stress**.

Feature: Dread Strike (Passive): When the Wraith makes a successful attack, all PCs within **Close Range** mark a **Stress** and you gain a **Fear**.

Feature: Nightmare Shroud (Action): Spend a **Fear**. The Wraith wraps itself around a PC within **Melee Range**, making them **Shrouded** until they or an ally succeed on a **Strength** or **Attack Roll (20)** to dislodge it. If this was an attack roll, the **Shrouded** PC takes the damage. While **Shrouded**, a PC has **Disadvantage** on all attacks and marks a **Stress** when rolling with **Fear**.