

Species, Breed: Ethereal Veil

Type: Phenomenon.

Class: Undead.

Align: Evil.

Gender: Not applicable.

Level: Not applicable.

Number encountered: 1

Experience points: Experience is based upon what is faced beyond the Ethereal Veil.

Characteristics

Awareness: 100

Charisma: Not applicable.

Constitution: Not applicable.

Coordination: Not applicable.

Dexterity: Not applicable.

Intelligence: 60

Mental-strength: 100

Strength: Not applicable.

Wisdom: 60

Movement:

Flying: 12

Grounded: 12

Swimming: 12

Luck: Not applicable.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

See: See: "Special Abilities"

Defense: 80 / 110 if 32nd + level

Offense: 40 / 70 if 32nd + level

Damage-Points: Not applicable.

Treasure: %Roll needed to have money and treasure:

Treasure will be allotted to those who are victorious beyond the veil. Within each instance within the Ethereal Veil will be listed the rewards for victory.

Description:

Annihilation Strike?: No.

Description: This undead apparition-like creature appears as a fog of purplish hew, bathed in a violet light.

There is no other description for this creature.

Posture: Gaseous-like creature.

Weight: Weightless.

Dislikes: Unknown.

Disposition: This creature really has no personality so to speak; it just is. It's sole purpose is to capture and test creatures. Why it does this is a complete mystery.

Fears: Unknown.

Habitat: Air Dimension (Crypts).

Immunities: All. This creature cannot be effected by any ability, spell, or weapon (with the exception of a Wish). Once caught within the Ethereal Veil, one must be victorious over what occurs, or be doomed. See: "Special Abilities" for details on all encounters within the Ethereal Veil.

Life-span: Undying (this creature's existence never fades). It CANNOT be slain (unless by the power of a Wish).

Likes: Unknown.

Needs: Souls to feed upon for nourishment. This creature feeds from the failure of another.

Note: None.

Special Abilities: Ethereal Veil: The Ethereal Veil is a dimension-like place in which a creature fails in pitting its mental-strength vs. the Ethereal Veil's mental-strength (single roll check). If a creature wins the Mental-strength roll against this creature it will pass them by and not bother them for 24 hours. If a creature fails the Mental-strength roll against this creature it will be taken into the Ethereal Dimension. This dimension is not a dimension one can travel to, unless it be within the bounds of the Ethereal Veil's design.

The Ethereal Dimension appears as a very large darkened chamber with no visible walls. In fact there are no walls. If one tries to flee from an encounter, he or she may travel 200 spaces (1,000') and then will enter into the same area on the opposite side. There is no dimension travel, transport, or travel-like device which can take one away from the Ethereal Dimension (with the exception of a Wish). In other words, once there, a creature must either pass or fail against the Ethereal Veil in order to exit this creature's bounds.

If more than one creature is caught within the Ethereal Veil, they will be separated, having to face whatever lies within . . . alone.

One taken will never be slain within the Ethereal Veil. Each instance will give details for defeat and victory.

When one is caught within the power and bounds of this creature, roll on the following chart to see what encounter, obstacle, or test, must be faced:

%Roll: Encounter, Obstacle, or Test:

The following are the details of the encountered instance:

01-25: Encounter and defeat one random Undead, equal to your current level.

Failure: 1 characteristic permanently drained from all areas (Awareness, Charisma, Constitution, Coordination, Dexterity, Intelligence, Mental-strength, Strength and Wisdom).

Victory: 1 characteristic added to all areas (Awareness, Charisma, Constitution, Coordination, Dexterity, Intelligence, Mental-strength, Strength and Wisdom) + the experience points for defeating the undead. Any treasure upon the undead can be taken.

26-50: Be taken away to stand before Baxter, the Jahtha of Games. Baxter will test you and then place you back where you were before you were sent to him. No time will have passed. This test can seem very long; in fact it can indeed take much time. No time will have passed in the course of being tested by Baxter.

Failure: If you fail Baxter's test, you will not be taken by him forever, as is the normal, but you will become in his debt, destined to be called upon by Baxter at some future time to preform a favor for him. This favor will not be one of his games, unless you agree to it. Where this will lead to, only game-play will tell . . . but call upon you for one favor, he will.

Victory: You will advance one full level, starting out with exactly half the experience points you will need to reach the next level.

51-75: Encounter one random trap. This trap must be evaded, or disarmed.

Failure: The effects of the trap will depict failure.

Victory: Instantly gain all prerequisites and seeker abilities for thief at no modification point cost. If you already have these prerequisites and seeker abilities, you will gain 1-D10 x6 modification-points to instantly spend on anything you wish (without having to seek out a guild master to be trained).

76-00: Make an avoidance-roll vs. "Faith" (no luck can be used to succeed).

Failure: Become a Living Undead, cursed to walk as the living dead forever. As a living dead, you will develop 1-D4 random undead abilities. As a living dead, you will not rot, but you will shed forth the discomfoting, and sometimes terrible, presence as most undead do, thus you can be detected. See: "Abilities, Undead, Random determination of:" in the A Section of the Basic Rules Book.

Victory: Gain a 1-D20 % Undead-Resistance against 1-D4 random undead abilities. See: "Abilities, Undead, Random determination of:" in the A Section of the Basic Rules Book.

Special Defenses: See: "Immunities".

Resistances: See: "Immunities".

Special Offenses: See: "Special Abilities"

Susceptibilities: See: "Immunities"

Weapon susceptibility: Weapons of all types cannot harm this creature.

See: "Immunities"