

# Species, Breed: Dead

Type: Spirit, Harrowed

Class: Dead.

Align: Evil.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 30 + 1-D12

Number encountered: 1

Experience points: 140 x level.

## Characteristics

Awareness: 80

Charisma: 30

Constitution: 100

Coordination: 50

Dexterity: 50

Intelligence: 30

Mental-strength: 100

Strength: 40 Strength only applies if one can actually touch this creature without passing through it.

Wisdom: 30

## Movement:

Flying: Can't

Grounded: 14

Swimming: 14 This creature can move through water as if it were not there.

Luck: 200

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions

Harrowed Touch: 2

Damage: 1-D12 x5 +4 + Possible characteristic drain. See: "Special offenses"

Range: 1 space (5')

Attack Type: Touch.

Defense: 50 / 80 if 32nd + level.

Offense: 50 / 80 if 32nd + level.

Damage-Points: Roll 1-D12 x12 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D100 x8

Bronze: 30+ to have 1-D100 x7

Silver: 30+ to have 1-D100 x6

Electrum: 30+ to have 1-D100 x5

White-gold: 30+ to have 1-D100 x4

Yellow-gold: 30+ to have 1-D100 x3

Black-gold: 30+ to have 1-D100 x2

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 30+ to have 1-D4 x3

Legendary: 60+ to have 1-D4 x2

Note:

This creature will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

20% chance of having 1-D4 Relics

# Description:

**Annihilation Strike?:** No.

**Description:** This creature appears to be a person, translucent in nature, floating just off the surface of the ground.

**Eye color:** White.

**Eye shape:** As a normal person's (whatever race he or she may be).

**Hair color:** White.

**Height:** 6'-0"

**Skin color:** White (translucent).

**Skin texture:** Intangible

**Posture:** Biped.

**Weight:** 0 lbs.

**Wing contour:** As race type rolled up.

**Wingspan:** As race type rolled up.

**Dislikes:** The living.

**Disposition:** For some reason, this creature has been banished to walk within the realm of spirits forever, yet never leaving the earthen plane. It's malice and hatred for the living knows no bounds. It desires to live, and yet this can never be.

**Fears:** None.

**Habitat:** Dead Region.

**Immunities:** Only mind and spirit-based attacks can harm this creature.

**Life-span:** Not applicable.

**Likes:** None.

**Needs:** Unknown.

**Note:** None.

**Special Abilities:** None.

**Special Defenses:** None. See: "Immunities"

**Special Offenses:** **Harrowed touch:** This creature will be healed for as many damage-points as it drains from a creature.

**Hunger:** When contact is made with another, that creature must make both a successful avoidance-roll vs. "Paralysis" and "Faith", or be permanently drained for 1-D4 random characteristics. If drained, roll on the following chart to see which characteristic will be drained:

% Roll: Characteristic drained:

01-11: Awareness

12-22: Charisma

23-33: Coordination

34-44: Constitution

45-55: Dexterity

56-66: Intelligence

67-77: Mental-strength

78-89: Strength

90-00: Wisdom

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-0 (or better) spirit attack or weapon to harm.