

Species, Breed: Dead

Type: Spirit Banshee

Class: Dead.

Align: Evil.

Gender: Female.

Level: 30 + 1-D12

Number encountered: 1

Experience points: 300 x level.

Characteristics

Awareness: 5

Charisma: 60

Constitution: 10

Coordination: 5

Dexterity: 5

Intelligence: None. See: "Note"

Mental-strength: 100

Strength: 20 for those that can touch spirits.

Wisdom: None. See: "Note"

Movement:

Flying: Can't

Grounded: None. This creature only hovers over its own body, never moving from its location.

Swimming: None.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Cry of the Banshee: 1

Damage: Death.

Range: 40 spaces (200')

Attack Type: Ability. See: "Special offenses"

Defense: 5 / 35 if 32nd + level.

Offense: 5 / 35 if 32nd + level.

Damage-Points: Roll 1-D12 x4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x9

Bronze: 10+ to have 1-D100 x8

Silver: 10+ to have 1-D100 x7

Electrum: 10+ to have 1-D100 x6

White-gold: 10+ to have 1-D100 x5

Yellow-gold: 10+ to have 1-D100 x4

Black-gold: 10+ to have 1-D100 x3

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 20+ to have 2-D6 +1

Legendary: 40+ to have 2-D4 +1

Note:

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

50% chance of having 1-D4 Artifacts

50% chance of having 3-D20 random Gems. There will be a 30% chance of each being a Special Gem.

50% chance of having 1-D4 Oracles

50% chance of having 1-D4 Relics

Description:

Annihilation Strike?: No.

Description: This appears to be a woman, floating above a body, mourning the loss of the fallen . . . which is, in reality, her own body.

Eye color: Gray-translucent.

Eye shape: As the race type she is. See: "Races, Random determination of:" in the R section of the Basic Rules Book.

Hair color: White-translucent. Very long.

Height: 5'-5"

Skin color: Gray-translucent.

Skin texture: Intangible.

Posture: Biped.

Weight: 0 lbs.

Dislikes: Unknown.

Disposition: This terrible apparition will wail in sadness when someone draws her attention. She mourns the loss of her life, for she was not yet ready to die. She had things to do, and will not let go of mortality. By her will alone, she stays within the earthen plane, a ghost, in hope of regaining her body and living out her life.

Fears: None.

Habitat: Dead Region (though they are found elsewhere in the world).

Immunities: Only abilities, spells and weapons of a spiritual nature can effect this creature.

Life-span: None.

Likes: None.

Needs: Life.

Note: None.

Special Abilities: None.

Special Defenses: See: "Immunities"

Special Offenses: **Wail:** Any creature who hears her terrible cry must successfully pit their mental-strength vs. the Spirit Banshee's mental-strength or die (single roll check). A deaf creature is even susceptible to this terrible power, as it penetrates the entire being of any who hear it.

Susceptibilities: **Kindness.** If one is kind to her, she will become quiet. During this time, she can be communicated with to gain knowledge about her situation. She will be very emotional, thus a 10% chance per turn of her suddenly crying out in a deadly wail.

Once she wails, she must be calmed again. Kindness will no longer calm her, but she can be fed by means of the Spiritualist's spell, "Spiritual Food", which will again calm her as before.

If she can be kept calm for 10 turns, she will stop wailing for 3-D6 hours and attempt to aid those attempting to help her with information concerning her death.

If one can solve the mystery of her death, the Spirit Banshee will be at rest and depart this life forever, but not before gifting those who have aided her with her treasure. Those involved in solving the mystery of her death will gain x5 experience (1,500 experience points x her level).

Weapon susceptibility: See: "Immunities"