

Species, Breed: Knight, Void

Type: Not applicable.

Class: Undead.

Align: Evil.

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

Level: 30 + 1-D30 +1

Number encountered: 1-D4

Experience points: 210 x level.

Characteristics

Awareness: 45

Charisma: Not applicable.

Constitution: 50

Coordination: 45

Dexterity: 50

Intelligence: 25

Mental-strength: 75

Strength: 140

Wisdom: 5

Movement:

Flying: Can't

Grounded: 14

Swimming: Can walk underwater at a rate of 5 spaces (25') per turn.

Luck: 150 This undead does not lose its next turn for using luck.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

420 lb. Void Long Bow: 3

Damage: 1-D20 x6

Special: Void-Strike: If struck with 61+ damage, the targeted must make a successful avoidance-roll vs. "Mental-attack", or be stunned for 1-D4 turns.

Range: 60 spaces (120')

Attack Type: Ranged, Sharp.

or:

Bone-Spine Mace: 3

Damage: 1-D12 x8

Special: Bone-Strike: If struck with 80+ damage, the targeted must make a successful avoidance-roll vs. "Paralysis", or have one bone broken.
See: "Bones, Adjustments for Broken:" in the B Section of the Basic Rules Book.

Range: 2 spaces (10')

Attack Type: Sharp

Defense: 75 if 32nd + level

Offense: 80 if 32nd + level

Damage-Points: Roll 2-D20 +24 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D100 x6

Bronze: 35+ to have 1-D100 x5

Silver: 40+ to have 1-D100 x4

Electrum: 45+ to have 1-D100 x3

White-gold: 50+ to have 1-D100 x3

Yellow-gold: 60+ to have 1-D100 x2

Black-gold: 70+ to have 1-D100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 35+ to have 1-D6 x2

Legendary: 60+ to have 1-D4 x2

Description:

Annihilation Strike?: Yes.

Description: This undead appears as a knight in plated armor. The most unnerving aspect of the Void Knight is that the armor and its body are midnight-blue and partially transparent (though not enough to see through with clarity).

Eye color: Midnight-blue.

Eye shape: Medium sized.

Height: 7'-6"

Posture: Biped (like an animal with two feet).

Weight: 400 lbs.

Dislikes: The living. Often times, this undead will capture and imprison a living creature in hopes of transforming it into a half-living creature. Even though the Void Knight has no power of its own to accomplish this task, it will solicit the aid of allies to do this.

Disposition: This undead is dreaded for its unending violence toward anything that trespasses its abode.

Fears: Immune.

Habitat: Air Dimension. This creature is rarely found in other regions as well.

Immunities: Acid, Charm, Consciousness, Disease, Fear, Mind alterations, Pain, Poison (even the dreaded toxin poison), Shock and Sickness.

Life-span: Undying (this creature's existence never fades), but it can be slain.

Likes: Undeads. The Void Knight will offer an alliance to other undeads. If its offer is refused, it will treat the undead that declines as if it were a living person. See: "Dislikes".

Needs: None.

Note: If the armor of this creature is taken and used, it will be treated as Mystical-steel armor for its special abilities except for the following:

Adjustments:	This armor is as light as light-leather, thus there are no penalties for coordination, dexterity and movement.
Damage-reduction:	Damage-reduction will be 12 instead of the listed 4 for mystical-steel.
Magic-resistance:	This armor has NO magic-resistance, as does mystical-steel.
Note:	This armor radiates a very noticeable evil presence.

Special Abilities: Divine Favor: Spirit of War. This undead will gain +2 actions per turn (this is already noted in the number of attacks per turn it has).

Infra-Red-Vision: As the Psychic spell.

Night-vision: As the Psychic spell.

Tracking: This creature has a 65% chance to pick up and visually follow a track, following it at $\frac{1}{2}$ its normal rate of movement. The signs of a track can be followed for 24 hours. At the end of 24 hours, another "Tracking" check must be successful in order to continue following the trail in the correct direction in the same manner and time frame.

Special Defenses: **Damage-Reduction:** 12 vs. all forms of attack.

Resistances: This creature has the following resistances:

Ability: 35%
Air: 55%
Cursed Effect: 75%
Death: 35%
Enchantment: 35%
Faith: 35%
Fall: 35%
Fire: 35%
Illusion: 25%
Magic: 35%
Manipulation (physical): 35%
Mental-attack: 45%
Paralysis: 45%
Petrification: 25%
Stun: 55%

Special Offenses: Dire-Strike: A D20 will be rolled with every attack. If a 20 is rolled, the strike will be at x 1-D4 damage and the special ability of its strike will invoke automatically. **Example:** A 20 is rolled during the attack. If the attack is not evaded successfully, a D4 is rolled. If a 3 is rolled, the damage will be x3. If a 1 or 2 is rolled, the damage will be at x2. If a 4 is rolled, the damage will be at x4.

Susceptibilities: The Void Knight is not immune to the fear and terror of certain necromancer spells cause to undead (though it may resist with successful avoidance-rolls).

Weapon susceptibility: Rank-2 (or better) enchanted weapon to harm.