

Species, Breed: Banshee, Gnolim

Type: Not applicable.

Class: Monster (mammal)

Align: Evil

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

Level: 24 + 1-D8

Number encountered: 1

Experience points: 110 x level

Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 40

Coordination: 70

Dexterity: 50

Intelligence: 25

Mental-strength: 80

Strength: 50

Wisdom: 40

Movement:

Flying: Can't

Grounded: 18 spaces (90') per turn through a dense woodland / jungle.

Swimming: 6

Luck: 250 Minotaur's Luck (no loss of next offensive turn for using luck. See: "Special abilities").

Oxygen-points: 240

Blood-points: 120 This creature regenerates blood-points at a rate of 1 per 1 turn (5 seconds).

Attack descriptions

Bite: 1

Damage: 1-D100 + 6

Range: 1 space (5')

Attack Type: Sharp

and:

Natural Fist-blades: 4

Damage: 3-D4 +6 x 10

Range: 1 space (5')

Attack Type: Sharp

Defense: 70 / 100 if 32nd level.

Offense: 50 / 80 if 32nd level.

Damage-Points: Roll 2-D12 +6 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: 11+ to have 1-D100 x10

Yellow-gold: 21+ to have 1-D100 x6

Black-gold: 31+ to have 1-D100 x2

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 20+ to have 1-D6 +1

Legendary: 40+ to have 1

Description:

Annihilation Strike?: Yes.

Description:

Height: 7'-0"

Weight: 300 lbs.

Skin texture: A little harder than a normal human's.

Skin color: Green.

Hair color: Black. The hair of this creature is naturally finger-thick.

Eye color: Black.

Eye shape: As a human's, yet slightly slanted.

Posture: Biped.

Dislikes: Unknown. These creatures are not known well, for studying them is dangerous.

Disposition: Natural born hunters, the Gnomim Banshee stalks its jungle home in search of combat. It is in this creature's nature to fight. It thrives upon battle. One who does not accept this creature's challenge to fight, or flees from it, will be hunted down, captured and made to serve as a slave for the rest of its life.

Fears: None.

Habitat: Jungle.

Immunities: Illusions and mind-altering abilities and spells hold no sway on this creature 75% of the time.

Life-span: 800 years.

Likes: Hunting.

Needs: Unknown.

Note: None.

Special Abilities: Blood-point Regeneration: Blood-points will regenerate at a rate of 1 point per 1 turn (5 seconds).

Chameleon: As the thief ability, "Move Undetected", yet the Gnomim Banshee will gain a +2 per level advanced added to the roll to succeed (the thief gains only a +1 per level).

Infra-Red-Vision: As the psychic's spell, yet constantly in effect.

Luck Regeneration: Luck will regenerate at a rate of 1 point per 1 turn (5 seconds).

Minotaur's Luck: As the Minotaur, the Gnomim Banshee does not lose its physical offensive turn if it uses luck.

Special Defenses: Conceal Track: 50% of the time, this creature simply cannot be tracked unless one has an awareness of 100+

Special Offenses: None.

Susceptibilities: None.

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