

Species, Breed: Undead, Wraith, Greater

Type: Not applicable.

Class: Undead.

Align: UnHoly.

Gender: 01-50: Female, 51-00: Male

Level: 31 + 1-D30

Number encountered: 1

Experience points: 360 x level

Characteristics:

Awareness: 60

Charisma: Not applicable.

Constitution: 100

Coordination: 60

Dexterity: 60

Intelligence: 30

Mental-strength: 110

Strength: 200

Wisdom: 10

Movement:

Flying: 36

Grounded: 18

Swimming: 9

Luck: 600

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

### Attack descriptions:

Wraith-Blade: 3

Range: 2 spaces (10')

Damage: 1-D12 x10

Note: To roll for a randomly drained characteristic, see: "Characteristics, Random determination of:" in the C Section of the Basic Rules Book.

No one characteristic of a Greater Wraith will ever exceed 100.

Defense: 90

Offense: 90

Damage-Points: Roll 1-D100 +36 x level.

### Treasure: %Roll needed to have money and treasure:

Copper: 05+ to have 1-D100 x100

Bronze: 07+ to have 1-D100 x90

Silver: 09+ to have 1-D100 x80

Electrum: 11+ to have 1-D100 x70

White-gold: 13+ to have 1-D100 x60

Yellow-gold: 15+ to have 1-D100 x50

Black-gold: 17+ to have 1-D100 x40

Treasure item(s):

Common: None

UnCommon: None.

Rare: 05+ to have 3-D6 +3

Legendary: 10+ to have 3-D4 +3

Note:

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

40% chance of having 2-D6 Enchanted Items

30% chance of having 1-D4 Enchanted Armors

30% chance of having 1-D4 Enchanted Weapons

10% chance of having 1-D4 Oracles

10% chance of having 1-D4 Relics

Also:

The Wraith Crown this undead uses can be taken and used if the Greater Wraith is slain. Although any creature using this item, can only tap into its powers 1/7 days (instead of the normal 1/72 hours which the Greater Wraith can utilize its powers), this crown can be used by any creature under the following conditions:

Align:

Diabolic and UnHoly aligned creatures which are "sentient". See: "Sentient, Explanation of:" in the S Section of the Basic Rules Book for explanation.

Caster class:

Conjurer, Light Weaver and Necromancer.

Divine Favor:

Any creature which has the Divine Favor, "Essence of Eternity" can use this item.

Important:

See: "Note".

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears to be a night-black shadow, in the form of a humanoid wearing a blackened cloak of darkness.

**Eye color:** No eyes. A black light smolders within its eye-sockets

**Eye shape:** Medium-sized and slanted.

**Height:** 7'-0"

**Color:** Black as the starless heavens.

**Skin texture:** One can touch this creature with his or her bare hand, but it is like grasping a million strands of the finest silk.

**Posture:** Not applicable. This creature is a floating apparition-like creature.

**Weight:** Weightless.

**Dislikes:** Those who will not bend under its domination and rule. This creature absolutely detest any with the mantled power of "Holy", and hates Necromancers even the more (unless a Necromancer is subservient).

**Disposition:** The blackness of this undead is a representation of its will and personality. It has no conscience, nor has it pity on any creature it may cross paths with. It's one greed is that of the warmth of the living, which it will quench without hesitation.

On some occasions, this terrible apparition will make pacts with the living, for a price. But even though it will most always keep a pact made with the living, the terms and conditions will always favor it beyond any promises fulfilled to the living unfortunate enough to fall in company with it.

**Fears:** None.

**Habitat:** Fearmist Region. This creature is rarely found in other regions.

**Immunities:** Acid, Breath (which deals with the element of shadow and darkness), Charm (only UnHoly and diabolic charms can possibly effect this undead), Consciousness, Curses, Disease, Fall, Fear, Gasses, Pain, Paralysis, Petrification, Poison (all types), Remorse, Shock, Sickness, Spiritual-attack, Stun and being Tracked by the normal means of tacking (i.e., Forest-Knight tracking ability).

**Life-span:** Undying creature. This creature's existence never fades, though it can be slain.

**Likes:** Power. Submissive allies, living or non-living.

**Needs:** Unknown.

**Note:** The Wraith-Blade can be taken from a Greater Wraith and used by any creature, working its terrible abilities for the wielder in the same manner as the Greater Wraith's ability. This blade will only drain a creature 1-D10 times (this blade cannot be recharged). After 1-D10 times, the blade will disperse into shadow and fade away as if in an unseen breeze.

This blade will be considered as a long sword if taken, and is considered an Enchanted Weapon (Rank-0).

**Special Abilities:** **Infra-Red-Vision:** As the Psychic spell (always in effect).

<b>Wraith Crown:</b>	This creature will be mantled with a crown of dark energy, which will enable it to do the following:	<b>Shadow-Weave:</b>	Greater Wraith calls up writhing darkness about itself instantly. If struck by a direct attack, which is not an area of effect, roll 1-D6. A 1-5 will indicate the Greater Wraith will not be struck. <b>Duration:</b> 1-D4 turns. This ability can be used 1 / 72 hours.
		<b>Summon Shadows:</b>	Greater Wraith will summon 1-D6 +1 Shadows to aid it. This summoning will take 3 turns (15 seconds) to complete. Shadows will appear on the turn after the summoning has been completed. This ability can be used 1/ 72 hours. <b>Duration:</b> Shadows will remain in the service of the Greater Wraith for 24 hours.

**Special Defenses: Resistances:** This creature has the following resistances:

Ability: 30%

Blessed Effect: 30%

Charm: 30% See: "Immunities" before checking for this.

Divine Favor: 30%

Enchantment: 30%

Magic: 30%

Mental-Attack: 30%

Note concerning "Resistances": Any ability, or spell which harbors the power of "Holy" or "Necromancer" will only have ½ the listed resistance.

**Special Offenses: Wraith-Blade:** When this creature strikes a creature with its blade, the Greater Wraith will pit its strength vs. the strength of its victim (single roll chance). If it wins, it will drain 1-D6 characteristics randomly from its victim, permanently adding those characteristics to its own.

A Greater Wraith can become quite powerful as it continues defeating creatures. This terrible ability will also drain a creature if the Greater Wraith physically touches its victim, even if no damage has occurred, and even if it only touches armor.

When struck by a hand-held weapon, the attacker must roll initiative with this horror, or be drained in the same manner.

Roll each characteristic drained separately on the following chart:

%Roll: Characteristic:

01-12: Awareness

13-23: Charisma

24-34: Constitution

35-45: Coordination

46-56: Dexterity

57-67: Intelligence

68-78: Mental-Strength

79-89: Strength

90-00: Wisdom

Note:

This creature can withhold from draining a creature if it so chooses.

See: "Note".

**Susceptibilities:** Holy abilities, items and spells will cause x2 damage against this undead.

**Weapon susceptibility:** Rank-0 (or better) enchanted, or Rank-25 (or better) magical weapon to harm.