

# Species, Breed: Dead

Type: Goblin

Class: Dead.

Align: Evil.

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

Level: 21 + 1-D10

Number encountered: 1-D4

Experience points: 100 x level.

## Characteristics

Awareness: 30

Charisma: Not applicable.

Constitution: 50

Coordination: 50

Dexterity: 50

Intelligence: 8

Mental-strength: 30

Strength: 30 Strength only applies if one can actually touch this creature without passing through it.

Wisdom: 8

## Movement:

Flying: Can't

Grounded: 13

Swimming: 13 This creature can move through water as if it were not there.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions

Dead Touch: 1

Damage: 1-D12 x3 +2 + See: "Special offenses"

Range: 1 space (5')

Attack Type: Touch.

Defense: 50

Offense: 50

Damage-Points: Roll 1-D12 x4 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 60+ to have 1-D100 x2

Bronze: 65+ to have 1-D100 x1

Silver: 70+ to have 1-D100

Electrum: 75+ to have 4-D20

White-gold: 80+ to have 3-D20

Yellow-gold: 85+ to have 2-D20

Black-gold: 90+ to have 1-D20

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 50+ to have 1-D4

Legendary: 99+ to have 1

# Description:

**Annihilation Strike?:** No.

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

Eye color: White.

Eye shape: As a goblin's.

Hair color: White.

Height: 5'-0"

Skin color: White (translucent).

Skin texture: Intangible

Posture: Biped.

Weight: 0 lbs.

**Dislikes:** Everything.

**Disposition:** In life, and in death, this ghastly creature yet seeks the destruction of order and good. It would wreak havoc upon all the living if it were possible . . . and indeed it tries.

**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:** Ghostly Touch: This creature will be healed for as many damage-points as it drains from a creature.

**Susceptibilities:** None.

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