

# Species, Breed: Knight, Ethereal

Type: Not applicable.

Class: Undead.

Align: Evil.

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

Level: 30 + 1-D30 +1

Number encountered: 1

Experience points: 200 x level.

## Characteristics

Awareness: 45

Charisma: 30

Constitution: 60

Coordination: 60

Dexterity: 60

Intelligence: 28

Mental-strength: 80

Strength: 140

Wisdom: 28

## Movement:

Flying: 18

Grounded: 18

Swimming: 18

Luck: 200

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

## Attack descriptions

Ethereal Blade: 3

Damage: 1-D20 x4 See: "Special Offenses"

Range: 1 space (5')

Attack Type: Sharp.

**Defense:** 40 / 70 if 32nd + level / 100 is 62nd+ level.

**Offense:** 40 / 70 if 32nd + level / 100 is 62nd+ level.

Damage-Points: Roll 3-D20 x level.

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

**Copper:** 10+ to have 1-D100 x8

**Bronze:** 15+ to have 1-D100 x7

**Silver:** 20+ to have 1-D100 x6

**Electrum:** 25+ to have 1-D100 x5

**White-gold:** 30+ to have 1-D100 x4

**Yellow-gold:** 35+ to have 1-D100 x3

**Black-gold:** 40+ to have 1-D100 x2

**Treasure item(s):**

**Common:** None.

**UnCommon:** None.

**Rare:** 10+ to have 1-D6 x3

**Legendary:** 20+ to have 1-D4

# Description:

**Annihilation Strike?:** Yes.

**Description:** This undead appears to be a translucent knight upon a translucent horse. Though it is see-through, like fog, it can be touched physically.

**Eye color:** White, like fog.

**Eye shape:** As a human.

**Hair color:** White, like fog.

**Height:** 6'-6" unmounted. 10'-0" mounted.

**Skin color:** As the color of fog.

**Skin texture:** As a normal person.

**Posture:** The undead is Biped (an animal with two feet). The steed is a Quadruped (an animal with four feet).

**Weight:** 200 lbs. The horse is 1,200 lbs.

**Dislikes:** Substance abilities, spells and weapons. See: "Susceptibilities"

**Disposition:** This creature is of the more cunning Undeads, for it calculates and weighs all its actions carefully. Indeed, this undead can be quite diplomatic within its dark mind, it understands how power is obtained.

**Fears:** This is not an actual fear, but a strong caution. This undead recognizes the power of Holy. This undead recognizes the threat and danger of the power of holiness, and so is careful to either avoid such, or destroy it quickly.

**Habitat:** Air Dimension.

**Immunities:** Disease, Fear, Gases, Illusion, Magic, Mental-attack, Mind alterations, Pain, Paralysis, Petrification, Poison, Shock, Sickness, Stun, Sudden-death, Tracking, Trap.

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

**Likes:** Power, dark power.

**Needs:** Unknown.

**Note:** None.

**Special Abilities: Ethereal Strike:** Always in effect, this ability allows the Ethereal Knight to physically effect physical, spiritual and gaseous creatures with its Ethereal Blade.

**Infra-Red-Vision:** As the Psychic spell.

**Night-vision:** As the Psychic spell.

**Spell-points:** The Ethereal Knight will have 2-D6 spell-points per level for the casting Dimension and Plane Travel spells.

**Tracking:** This creature has a 80% chance to pick up and visually follow a track, following it at ½ its normal rate of movement. The signs of a track can be followed for 2-D12 hours. At the end of 2-D12 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:** 14 to all forms of attack.

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

Ability: 40%

Air: 60%

Cursed Effect: 80%

Death: 40%

Enchantment: 40%

Faith: 40%

Fall: 40%

Fire: 40%

Illusion: 30%

Magic: 40%

Manipulation (physical): 40%

Mental-attack: 50%

Paralysis: 50%

Petrification: 30%

Stun: 60%

**Special Offenses: Dark-Bolt:** This ability acts exactly as the magician's spell, "Dart", yet the damage caused by Dark-Bolt = 1-D100 x2 per bolt.

**Susceptibilities:** This undead will have a -10 to avoid all Holy abilities and spells.

**Weapon susceptibility:** Rank-3 (or better) enchanted weapon to harm.