

Species, Breed: Banshee, Cold`Marrow

Type: Not applicable.

Class: Fiend (mammal).

Align: Evil.

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

Level: 2 + 1-D30

Number encountered: 1-D4

Experience points: 140 x level.

Characteristics

Awareness: 40

Charisma: 50

Constitution: 40

Coordination: 30

Dexterity: 30

Intelligence: 28

Mental-strength: 40

Strength: 35

Wisdom: 24

Movement:

Flying: Can't

Grounded: 14

Swimming: 14

Luck: 200

Oxygen-points: 120 This creature can breath both air and water.

Blood-points: 120

Attack descriptions

Claws: 2

Damage: 1-D12 x 6

Range: 1 space (5')

Attack Type: Sharp.

or:

Wail: See: "Special Offenses"

Damage: See: "Special Offenses"

Range: 20 spaces (100")

Attack Type: Special Offensive ability.

Defense: 30 / 60 if 32nd level

Offense: 30 / 60 if 32nd level

Damage-Points: Roll 1-D20 +4 x level.

Copper: 30+ to have 1-D20 x8

Bronze: 35+ to have 1-D20 x7

Silver: 40+ to have 1-D20 x6

Electrum: 45+ to have 1-D20 x5

White-gold: 50+ to have 1-D20 x4

Yellow-gold: 60+ to have 1-D20 x3

Black-gold: 70+ to have 1-D20 x2

Treasure item(s):

Common: None.

UnCommon: 20+ to have 1-D6

Rare: 40+ to have 1-D6

Legendary: 80+ to have 1-D6

Note:

Each creature may have treasure. Check for treasure and money on each creature encountered.

Description:

Annihilation Strike?: No.

Description: This creature appears to be a dark-blue skinned humanoid with webbed hands and feet.

Eye color: Black with no pupils.

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

Hair color: Black. The hair of this creatures appears to be dread locks, but are actually single strands of finger-length hair.

Height: 6'-0"

Skin color: Black.

Skin texture: As a human's.

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

Weight: Females: 130 lbs. / Males: 190 lbs.

Dislikes: Mankind.

Disposition: This creature spends most of its life deep beneath the surface of the sea, rarely going about on land. It is quick to take offensive action if it encounters any of the race of surface dwellers, so deep is its dislike and malice for mankind.

Fears: Krakens.

Habitat: Ocean (Temperate). This creature is very rarely found in other regions upon the surface.

Immunities: Disease, Petrification, Sleep (this creature never sleeps), Sickness and Spiritual-attack,.

Life-span: 3 ages (3,000 years)

Likes: None.

Needs: Unknown.

Note: None.

Special Abilities: Modification-points: Each will have modification-points as follows: 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn any spell or ability from the Adventurer Abilities. These spells and abilities must be purchased by gaining all prerequisites (just a character has to).

G.M.: You may also choose to pick the abilities and spells quickly without rolling up modification-points (it is up to you).

Night-vision: As the Psychic spell.

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

Charm: 30%
Enchantment: 30%
Fear: 50%
Gases: 90%
Illusion: 20%
Magic: 20%
Manipulation (mental): 20%
Manipulation (physical): 20%
Mental-attack: 20%
Mind Alteration: 20%
Pain: 50%
Paralysis: 50%
Poison: 30%
Remorse: 90%
Shock: 50%
Stun: 30%
Water: 70%

Special Offenses: Wail: There is a 10% chance per turn that the Dead`Marrow Banshee will Wail. If it does, all within 20 spaces (100") must pit mental-strength vs. the Banshee's mental-strength and win (single roll check), or be at half movement (i.e., attacks, casting, invoking abilities, movement, every aspect of its victim will be at 50% speed). Everything a creature does, while the influence of Wail is in effect upon it, will take 50% longer. Even a creature's thought patterns will slow by 50%, thus giving the sense that all else has doubled in speed.

Duration: 1-D4 turns.

Susceptibilities: Electricity will cause x2 damage on this creature.

Weapon susceptibility: Rank-7 (or better) magical weapon to harm.