

Species, Breed: Miasma Wisp

Type: Not applicable.

Class: Undead.

Align: Evil.

Gender: Not applicable.

Level: 26 + 1-D10

Number encountered: 3-D4

Experience points: 100x level.

Characteristics

Awareness: 5

Charisma: Not applicable.

Constitution: 40

Coordination: 40

Dexterity: 40

Intelligence: None.

Mental-strength: None.

Strength: None.

Wisdom: None.

Movement:

Flying: 8

Grounded: Not applicable. These creatures always fly.

Swimming: Can fly underwater at a rate of 8 spaces (40') per turn.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Harrowed Darkness: 2

Damage: See: "Special Offenses"

Range: Touch.

Attack Type: Ability.

Defense: 40 / 70 if 32nd + level.

Offense: 40 / 70 if 32nd + level.

Damage-Points: Roll 2-D10 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x2

Bronze: 20+ to have 1-D100

Silver: 30+ to have 4-D20

Electrum: 40+ to have 3-D20

White-gold: 50+ to have 2-D20

Yellow-gold: 60+ to have 1-D20

Black-gold: 70+ to have 1-D12

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 40+ to have 1

Legendary: 80+ to have 1

The items found will be within this creature. As this creature is slain, all treasure will fall to the ground.

Description:

Annihilation Strike?: None.

Description: This creature looks to be ashen-black with a silver lining. The body of this undead appears to be a small comet of energy, forever suspended in air, moving about in serpentine fashion.

Eye color: None.

Eye shape: None.

Height: 2'-0" at the foremost part of this creature. At the very end (or the tail) this creature tapers off to a fine trail of blackness speckled with silver stars.

Length: 10'-0"

Skin color: Though this creature is a vapor, and has no skin, it is ink-black with a dull silver glow about it.

Skin texture: As Smoke.

Posture: This creature is a vapor.

Weight: Weightless.

Dislikes: The living.

Disposition: This creature is mindless, having no thoughts for itself. Within this creature burns a blackened instinct that will strongly tempt it to attack anything living. Instinctively, the Miasma Wisp will attempt to "be one" with the living, inevitably destroying life in the process of doing so.

Fears: None.

Habitat: Air Dimension.

Immunities: Only the elements of air, substance abilities and spells and necromancer spells can harm this creature. Certain abilities, devices and spells that are designed to effect the element of air and substance can indeed effect this creature.

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

Likes: Unknown.

Needs: Unknown.

Note: None.

Special Abilities: None.

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

Enchantment: 20%

Magic: 20%

Special Offenses: Harrowed Darkness: The physical touch of this strange undead will temporarily drain 1-D4 random characteristics from a creature (as well as permanently aging its victim 1 year per touch). Characteristics drained will be lost for 72 hours, but will return at 1 point per 1 turn (5 seconds) after the drain duration until fully restored.

For every characteristic drained, the Miasma Wisp will permanently gain +1 to both defense and offense (maximum of 100 defense and offense).

Notes:

There is no avoidance-roll for this effect, other than physically evading it.

If any one characteristic recedes below 5, that creature will become a Miasma Wisp forever.

Susceptibilities: None.

Weapon susceptibility: Rank-0 (or better) substance weapon to harm. A weapon that can effect the element of substance or air can harm this creature.