

Species, Breed: Knight, Mist

Type: Not applicable.

Class: Undead.

Align: Evil.

Gender: Not applicable.

Level: 25 + 1-D30 +1

Number encountered: 1-D4

Experience points: 170 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 45

Coordination: 40

Dexterity: 45

Intelligence: 20

Mental-strength: 70

Strength: 100

Wisdom: 5

Movement:

Flying: Can't

Grounded: 12

Swimming: Can walk underwater at a rate of 4 spaces (20') per turn.

Luck: 100 This undead does not lose its next turn for using luck.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

Attack descriptions

Undead Mandoble Sword: 3

Damage: 4-D10 +16

Range: 2 spaces (10')

Attack Type: Two-handed, Sharp.

Defense: 40 / 70 if 32nd + level

Offense: 45 / 75 if 32nd + level

Damage-Points: Roll 2-D20 +16 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D100 x4

Bronze: 35+ to have 1-D100 x3

Silver: 40+ to have 1-D100 x2

Electrum: 45+ to have 1-D100

White-gold: 50+ to have 4-D20

Yellow-gold: 60+ to have 3-D20

Black-gold: 70+ to have 2-D20

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 40+ to have 1-D4

Legendary: 80+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description: This terrible undead appears as a skeleton within a set of armor.

Eye color: Dull-gray.

Eye shape: There is a Gray mist that swirls within the empty sockets of this creatures skull.

Height: 7'-0"

Skeleton color: As the color of thick and dense fog.

Posture: Biped (an animal with two feet).

Weight: 200 lbs.

Dislikes: The living.

Disposition: This undead is dreaded for its hatred of mankind. They seek ever to destroy the living, although it has been recorded that they have been known to make pacts with mankind in return for eternal alliance.

Fears: Holy creatures. Even though this undead fears the holy, it will attempt to destroy any they encounter. See: "Susceptibilities".

Habitat: Air Dimension. This creature is rarely found in other regions as well.

Immunities: Acid, Charm, Consciousness, Disease, Mind alterations, Pain, Poison (excluding toxin poison), Shock and Sickness.

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

Likes: Unknown.

Needs: None.

Note: None.

Special Abilities: Divine Favor: Spirit of War. This undead will gain +2 attacks per turn, which is already noted in the number of attacks per turn it has).

Infra-Red-Vision: As the Psychic spell.

Night-vision: As the Psychic spell.

Tracking: This creature has a 60% 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 24 hours. At the end of 24 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: 8 vs. all forms of attack.

Resistances: This creature has the following resistances:

Ability: 30%

Air: 50%

Cursed Effect: 70%

Death: 30%

Enchantment: 30%

Faith: 30%

Fall: 30%

Fire: 30%

Illusion: 20%

Magic: 30%

Manipulation (physical): 30%

Mental-attack: 40%

Paralysis: 40%

Petrification: 20%

Poison: 30% against toxin poison.

Stun: 50%

Special Offenses: Dark-Breath: Every 4th turn, this undead will exhale a sickened stench that can cause temporary weakness of both body and mind to inflict its foe for 1-D6 turns. An avoidance-roll: vs. "Poison" must be successful in order to resist the effects of Dark-Breath, or the following will be enforced for 1-D6 turns:

Ability / Spell failure: 40%

Defense / Offense: -30

Movement: ½ (rounded up).

Zephyr: An offensive strike that is +80 above the defensive roll of the defender will send out a burst of wind so strong, and so sudden, it will knock the targeted off balance enough to enforce the loss of its next offensive turn unless it can pit its strength vs. the Mist Knight's and win (single roll check).

Note: Any who hold this blade may use its ability if they know how to use the blade. If one does not have the skill of using the Mandoble Sword, this ability will not work for the wielder.

Susceptibilities: The mere presence Holy creatures will reduce this creatures defense by 15

Weapon susceptibility: Rank-1 (or better) enchanted weapon to harm. Any weapon that has the enchantment to harm the element of air can be rank-0 and still effect this creature.