

# Species, Breed: Wraith, Gothrin

Type: Undead.

Class: Undead.

Align: Evil.

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

Level: 31 + 1-D20

Number encountered: 1

Experience points: 300 x level.

## Characteristics

Awareness: 45

Charisma: 30

Constitution: 70

Coordination: 40

Dexterity: 40

Intelligence: 40

Mental-strength: 110

Strength: 45

Wisdom: 30

## Movement:

Flying: 15

Grounded: 15

Swimming: 15

Luck: 400

Oxygen-points: Does not need blood to live.

Blood-points: Does not need oxygen to live.

## Attack descriptions

2 Gothrin Blades: 6 (3 attacks with each blade)

Damage: 1-D12 x12

Range: 1 space (5')

Attack Type: Sharp.

or:

Spell: See: "Special Offenses"

Defense: 70

Offense: 70

Damage-Points: Roll 2-D20 +5 x level.

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

**Copper:** 10+ to have 1-D100 x32

**Bronze:** 12+ to have 1-D100 x30

**Silver:** 14+ to have 1-D100 x28

**Electrum:** 19+ to have 1-D100 x26

**White-gold:** 29+ to have 1-D100 x24

**Yellow-gold:** 44+ to have 1-D100 x22

**Black-gold:** 64+ to have 1-D100 x20

**Treasure item(s):**

**Common:** None.

**UnCommon:** None.

**Rare:** 15+ to have 1-D6 x2

**Legendary:** 30+ to have 1-D4 x2

**Note:**

The Gothrin Wraith will also have 2 R-0 Gothrin Blades. These blades are short swords, and are made of a random alloy. The enchantments of these blades are listed in the "Special Offenses".

# Description:

**Annihilation Strike?:** Yes.

**Description:** This undead appears to be a handsome man or woman, wearing shredded black robes.

**Eye color:** Black.

**Eye shape:** Medium sized and slanted (like an elf).

**Hair color:** Black.

**Height:** 5'-10"

**Skin color:** Pale-white.

**Skin texture:** As a human's skin.

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

**Weight:** 130 lbs.

**Dislikes:** Unknown.

**Disposition:** The Gothrin is very careful how it approaches and interacts with any living person. It is ever on the lookout for ways to manipulate and gain power, both by spell and by social standards.

This undead is very difficult to detect, as it is of the rare form of "Living Undead", meaning its body is alive and warm to the touch. Indeed, blood pumps through this creatures veins as does any normal person.

**Fears:** Unknown.

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

**Immunities:** This undead cannot be detected by a mere spell or ability to sense the presence of undead unless the one that would detect it has the Divine Favor of "Holy". Even a powerful treasure item, designed to detect the presence of undead cannot detect the Gothrin unless it is in the physical grasp of one that is Holy. Even then, an "Awareness Check" must be successful, or the Gothrin will yet remain undetected.

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

**Likes:** Power.

**Needs:** Unknown.

**Note:** None.

**Special Abilities: Modification-points:** This creature 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 anything, just as a character can.

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

**Special Defenses:** See: "Immunities".

**Special Offenses: Gothrin Blade:** If the Gothrin's offensive strike is +60 over the defensive roll of its victim, "Golithic Dreamstate" will occur for 1-D6 turns. In Golithic Dreamstate the targeted will fade to the point of becoming a shadow in appearance, see through, intangible and silent, no longer perceiving the place he or she is currently in.

During this time, the victim cannot attack the Gothrin, nor can any abilities or spells be used for self or others.

While a creature is in Golithic Dreamstate, there will be a 10% chance of another undead being attracted to the victim. Thus, you can see the danger of this power.

All undead attracted to the area will mystically appear and serve the Gothrin faithfully. Any undead attracted to the area will be encountered as the victim of Golithic Dreamstate is released, and will remain for 2-D6 turns thereafter, fulfilling the very will of the Gothrin.

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-0 non-magical weapon to harm.