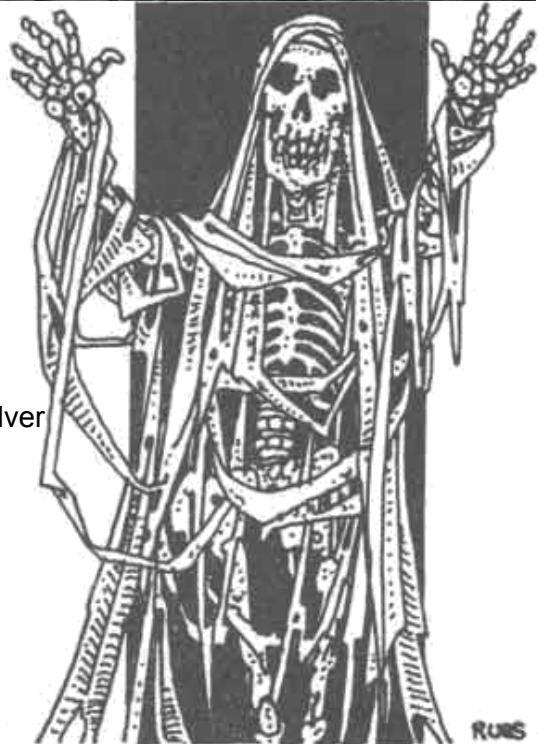


Apparition
(from the Fiend Folio)



FREQUENCY: Very rare
NO. APPEARING: 1-4
ARMOR CLASS: 0
MOVE: 24"
HIT DICE: 8
% IN LAIR: 20%
TREASURE TYPE: E
NO. OF ATTACKS: 7
DAMAGE/ATTACK: See below
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Can only be hit by magical or silver weapons
MAGIC RESISTANCE: Standard
INTELLIGENCE: Average
ALIGNMENT: Chaotic evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
LEVEL/X.P. VALUE: VI/1,000+10/hp



This ghastly undead creature exists mainly on the Ethereal Plane, though when making its attack it can be hit as if armor class 0 by magical or silver weapons. An apparition is turned as a spectre. It will be reluctant to approach mirrors or anything made of silver.

The apparition has an emotive *ESP* ability which enables it to sense potential victims up to 100' away. It surprises a party or an individual on a roll of 1-5 (d6) due to its uncanny appearance from wall, floor or ceiling, using the surprise thus gained to close the distance between it and its victim. When in sight it appears as an insubstantial skeletal being in a thin white robe.

In actuality the apparition is unable physically to attack. However its chosen victim will feel bony claw-like fingers at the throat - this effect is felt even through armor.

Even though the victim may be aware that the apparition cannot physically do them harm, the suggestion is immensely strong. The victim must roll 3d6; a total under the victim's intelligence means that the suggestion is ineffective and the victim is immune (though only to that individual apparition). However a total equal to or greater than the victim's intelligence means that they are stricken with horror and must again roll 3d6. This score is matched against their constitution. If the total is less than the constitution the victim flees in terror for 1-4 melee rounds (and may be attacked again in so doing). However if the total is equal to or greater than the constitution the victim suffers a massive heart seizure and dies instantly.

A slain victim may be raised but if the body is left, or no attempt is made within one hour to raise it, it will rise as an apparition in 2-8 hours.

The apparition may be attacked 'normally' on the Ethereal Plane by characters able to move and fight on that plane, but remains on the Prime Material Plane for only one melee round per victim attacked and it is only during this period that it can be attacked by non-ethereal means.

To make its 'attack' the apparition need not score a hit in the usual sense so no 'to hit' roll is required.