

Spectral Soldier

CLIMATE/TERRAIN:	Battlefields, Ruins, Any
FREQUENCY:	Very rare
ORGANIZATION:	Unit or solitary
ACTIVITY CYCLE:	Night
DIET:	None needed, human, demi-human, and humanoid brains
INTELLIGENCE:	Low (cunning)
TREASURE:	Individuals: L,M, magic armor and weapons (see below)
ALIGNMENT:	Chaotic Evil (with lawful tendencies)

NO. APPEARING:	1 or 5-20
ARMOR CLASS:	Varies (5)
MOVEMENT:	6
HIT DICE:	4d10+4
THAC0:	16
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon/1-8
CRIT. HIT/FUMBLE	35%(+7%)/65%
SPECIAL ATTACKS:	Move silently as a 4th level thief, fear
SPECIAL DEFENSES:	+1 or better weapon to hit, immunities
SIZE:	M
MORALE:	Fearless (20)
XP VALUE:	2,000

Spectral soldiers are the animated corpses of soldiers who died in battle fighting for an unjust cause. After the battle their bodies were not buried. In its new form the spectral soldier seeks vengeance on all humans, demihumans, and humanoids for the senseless waste of its life. Spectral soldiers are driven by the hate that they feel for those who caused their demise. If the warlord who sent the soldier to his death is still alive the spectral soldier will seek to slay this individual beyond all others. Spectral soldiers serve as guards in the court of Orcus.

Spectral soldiers appear as skeletons with shreds of skin hanging from their bones. They have glowing pinpoints of eerie green or red light for eyes. They are normally clad in ancient armor, often in poor condition.

Combat: Spectral Soldiers are formidable opponents. They use their military training to engage their enemies in their war on the living. Despite their low intelligence they



are capable strategists, as strategists their intelligence can be ranked as high. Spectral soldiers will often meet at their home base (within the ruins of a castle or elsewhere) and carefully plan an attack.

In combat they fight as a unit. They are particularly fond of ambushing their victims. They can use their ability to move silently as a thief of 4th level to make this mode of attack extremely effective, increasing their chance of surprise substantially.

Most spectral soldiers are armed with normal weapons and armor. One in 20 soldiers will be armed with a magic weapon or be equipped with magic armor. A typical spectral soldier will have access to two weapons, normally a melee weapon and a missile weapon.

The horrifying effect of the spectral soldier's gaze is perhaps its most feared weapon. In combat they will attempt to fix the gaze of their glowing eyes on their opponent's. If a save vs. magic is failed the effected creature will be unable to take any action except to defend itself for 1d4 rounds. Creatures influenced by the gaze suffer a -4 penalty to Armor Class.

Only blunt weapons inflict full damage on the spectral soldier. Cleaving and piercing weapons only inflict half the normal damage. A vial of holy water causes 2d4 points of damage to a spectral soldier.

Spectral soldiers, like most undead creatures, are immune to the effects of *sleep*, *charm*, *hold*, *fear* and other mind-affecting spells. Likewise, the spectral soldier is immune to the effects of cold-based attacks, poison and paralysis.

Spectral Soldiers are turned as Wraiths by clerics.

Habitat/Society: Spectral soldiers are created out of the corpses of unburied soldiers by the Demon Prince Orcus. He uses their intense emotions of anger and hatred experienced at the time of death to give them 'life.'

Spectral soldiers normally dwell together in the same military unit structure they belonged to when alive. Solitary spectral soldiers are rare. A solitary creature typically roams the world with the sole purpose of finding and destroying the person or creature responsible for its death.

Ecology: Although spectral soldiers require no nourishment to sustain existence, they must consume human, demihuman or humanoid brains to heal damage to their physical bodies. After an attack on a settlement, the spectral soldiers gorge themselves on the brains of their victims, regardless of whether they were damaged in the combat.

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