

PHANTOM

Phantoms are apparitional manifestations of evil spirits that mimic the physical appearance of deceased mortals. Comprised of dimly glowing luminescence and chilling vapor, the wispy images could resemble healthy mortals or decayed corpses. Although phantoms move with perfect silence, their glowing vessels partially compromise their stealth, plus the air around them grows chill as they stalk victims... and some make horrible noises. Phantoms are not the most complex opponents, yet are clever enough to use phasing movement to hide in solid objects and wait for a victim to pass by. Their only weapon is their touch. Due to the apparitional nature, they are only subject to attacks that disrupt the images, such as by overloading them with energy, or draining them of energy. As such, they are very dangerous in combat, for many creatures simply lack the weapons to injure them.

- Moaning phantoms exude a frighteningly cold presence and groan in pain as they drift along, looking for live mortals from whom they can drain energy and life...
- Shrieking phantoms unleash high-pitched screams while floating place to place, with the noise growing louder as they close upon victims with perversely cruel excitement...
- Cackling phantoms laugh wildly and hauntingly during their endless wandering, finding evil humor as the voltage of their images destroys their victims...
- A lifevoid phantom is a vile apparition that seeks to feed its emptiness upon the living, although it can never sate its lust.

PHANTOM TRAITS
Class: revenant (involuntary)
Origin: Midgard + Sgailoch or Yfelorn or Niflskein
Sapience: moral-agent
Lifeways: <i>lashful-wicked-inward, laxful-wicked-inward, lawful-wicked-inward</i>
Vessel: incorporeal
Tier/Shape Range: Dawning 1×1×1 to Crowning 1×1×1
Role: warrior
Creature Knowledge:
• <i>General:</i> <i>nighlore</i> (sta) DR 13
• <i>Specific:</i> <i>farlore</i> (imp) DR 22
Roottrait Points: 2+[1×(tier-1)]
Attack Roottraits:
• <i>Physical Strikes/Harm:</i> Lth/Glt
• <i>Magical Strikes/Harm:</i> –
Augmentations/Lifeskills: Nml +2, Mfl +2; hasten +2; physical strikes +3; <i>clout</i> +0 (train: sta); <i>heed</i> +0 (train: sta); <i>look</i> +4 (train: imp); <i>lurk</i> +5 (train: adv); <i>search</i> +0 (train: sta)
Carcass Harvest: none
Lair Treasure:
• <i>Mundane:</i> incidental
• <i>Magical:</i> incidental

LIFEVOID PHANTOM TEMPLATE
Movement Alterations: fly +2, phase +3
Harm Yields Alterations: <u>resistant</u> <i>gleam</i> +4
Condition Adaptations Alterations: none
Lifeskills Alterations: none
Attacks and Powers Alterations: <i>touch</i> strikes – base variable harm +1 d-step, plus <i>enfeeble</i> option
Ascension-Point-Value Alterations: +4

MOANING PHANTOM
Tier: Dawning
Lifeway: <i>lashful-wicked-inward</i>
Languages: Common + Infernal or Abyssal or Purgatorial
Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: fly 6; phase 2
Roottraits: Brw 0; Lth 1; Smt 0; Wis 0; Glt 1
Hasten: 2
Defenses: Nml 15; Ftl 12; Mfl 14
Grit: 1+1d2 [3]
Pneuma: 5
Harm Yields: <u>susceptible</u> <i>logos, charis, hallow</i> ; <u>vulnerable</u> <i>flare</i> 2, <i>gloom</i> 6, <i>shock</i> 1; <u>resistant</u> <i>gleam</i> 9, <i>shake</i> 1; <u>immune</u> <i>wreck, whelm, frost, rasp, rot, chaos, hubris, heinous</i>
Condition Adaptations: <u>impervious</u> <i>fatigued, exhausted, disoriented, stunned, slowed, paralyzed, incapacitated, mineralized, nauseated, retched, poisoned, diseased, charmed, enthralled, possessed, confused, deranged, blinded, deafened, stifled, numbed</i>
Lifeskills: <i>clout</i> +1 (sta); <i>heed</i> +0 (sta); <i>look</i> +5 (imp); <i>lurk</i> +8 (adv); <i>search</i> +0 (sta)
ATTACKS AND POWERS
1 Touch – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +4; <i>frost</i> harm 1d6+1 plus <i>heinous</i> harm 1d2 Option [adjuvant; 1 pneuma]: <i>slow</i>
Monster and Mortal Powers: <i>ability substitution</i> (Glt)
Ascension-Point Value: 4

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SHRIEKING PHANTOM
Tier: Raising
Lifewiew: <i>lashful-wicked-inward</i>
Languages: Common + Infernal or Abyssal or Purgatorial
Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: fly 9; phase 3
Roottraits: Brw 0; Lth 2; Smt 0; Wis 0; Glt 2
Hasten: 2
Defenses: Nml 19; Ftl 17; Mfl 17
Grit: 5+3d2 [10]
Pneuma: 8
Harm Yields: <u>susceptible</u> <i>logos, charis, hallow</i> ; <u>vulnerable</u> <i>flare 2, gloom 6, shock 1</i> ; <u>resistant</u> <i>gleam 9, shake 1</i> ; <u>immune</u> <i>wreck, whelm, frost, rasp, rot, chaos, hubris, heinous</i>
Condition Adaptations: <u>impervious</u> <i>fatigued, exhausted, disoriented, stunned, slowed, paralyzed, incapacitated, mineralized, nauseated, retched, poisoned, diseased, charmed, enthralled, possessed, confused, deranged, blinded, deafened, stifled, numbed</i>
Lifeskills: <i>clout</i> +2 (sta); <i>heed</i> +1 (sta); <i>look</i> +6 (imp); <i>lurk</i> +9 (adv); <i>search</i> +0 (sta)
ATTACKS AND POWERS
1 Touch – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +5; <i>shake</i> harm 1d8+2 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>fear</i>
Monster and Mortal Powers: <i>ability substitution</i> (Glt)
Ascension-Point Value: 8

ACKLING PHANTOM
Tier: Honing
Lifewiew: <i>laxful-wicked-inward</i>
Languages: Common + Infernal or Abyssal or Purgatorial
Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: fly 12; phase 4
Roottraits: Brw 0; Lth 3; Smt 0; Wis 0; Glt 3
Hasten: 2
Defenses: Nml 23; Ftl 18; Mfl 20
Grit: 13+5d2 [21]
Pneuma: 13
Harm Yields: <u>susceptible</u> <i>chaos, charis, hallow</i> ; <u>vulnerable</u> <i>flare 2, gloom 6, shock 1</i> ; <u>resistant</u> <i>gleam 9, shake 1</i> ; <u>immune</u> <i>wreck, whelm, frost, rasp, rot, logos, hubris, heinous</i>
Condition Adaptations: <u>impervious</u> <i>fatigued, exhausted, disoriented, stunned, slowed, paralyzed, incapacitated, mineralized, nauseated, retched, poisoned, diseased, charmed, enthralled, possessed, confused, deranged, blinded, deafened, stifled, numbed</i>
Lifeskills: <i>clout</i> +3 (sta); <i>heed</i> +1 (sta); <i>look</i> +6 (imp); <i>lurk</i> +10 (adv); <i>search</i> +0 (sta)
ATTACKS AND POWERS
1 Touch – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +6; <i>shock</i> harm 1d10+3 plus <i>heinous</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>paralyze</i>
Monster and Mortal Powers: <i>ability substitution</i> (Glt)
Ascension-Point Value: 11