

Phantomfolk (Lesser Phantoms)



New Playable BECMI Race for the Mystara Campaign Setting.

By Havard

- **Prime Requisite:** Int and Dex
- **Ability Score Mods:** N/A
- **Ability Score Max:** N/A.
- **Weapons allowed:** Any, but Phantomfolk are fey and thus cannot use weapons made from iron.
- **Armor allowed:** Any, but Phantomfolk are fey and thus cannot use shields and armor made from iron.
- **HD type D8**
- **Save as:** Elf.

This creature originally appeared in X2 Castle Amber as Phantom and later in AC9 Creature Catalog as Phantom, Lesser.



Illustration taken from MtG

Phantomfolk, sometimes called Mistfolk or Lesser Phantoms are a fairy race that can be found anywhere on Mystara. They are composed almost entirely out of mist and appear as medium or small sized creatures. Most appear humanoid, but they can also take on other shapes.

Phantomfolk are sometimes mistaken for undead Phantoms (Haunts), but they are not undead. As most fey creatures, they are tricksters by nature. They are masters of illusion magic and love using their innate spell abilities to trick others into getting into trouble. However, they are not evil and mostly motivated by their playful nature. They sometimes find work as spies or assassins.

Although their bodies are mist-like, they do suffer damage from normal attacks and can punch for 1d4 points of damage. Like most fey, they can become invisible to mortals at will. They cannot wear armor or use weapons or tools made from iron or steel.

Phantomfolk can advance as monstrous spellcasters to Druid 8

ADVANCEMENT

| LEVEL | XP | HD | ABILITIES |
|------------|--------------------|-----------------|---|
| Vapourling | -48.000 | | Invisibility to Mortals. Punch attack (1d4 dmg) |
| Fogling | -16.000 | | Can cast Phantasmal Force 1/day, |
| Mistling | -8.000 | | Can cast Confusion 1/day |
| NM | 0 | 6d8 | Can cast Hallucinatory Terrain 1/day, Can cast fly 1/day |
| 1 | 48.000 | | |
| 2 | 144.000 | 7d8 | Slip through cracks: The Phantomkin can alter its body to slip through the narrowest cracks allowing it to pass through obscacles like cracked walls or door locks. They must return to their original form within 1-3 rounds. Useable 1/day |
| 3 | 336.000 | | Can cast fly 3/day |
| 4 | 636.000 | 8d8 | |
| 5 | 936.000 | | Can cast Dimension Door 1/day |
| 6 | 1.236.000 | 9d8 | Slip through cracks: 3/day |
| 7 | 1.536.000 | | Can Cast Teleport 1/day |
| 8 | 1.836.000 | 10d8 | |
| 9 | 2.136.000 | | |
| | +200.000/per level | +1 HP per level | |



Mystara logo by Thorf.

XP chart created with the aid of tools by Agathokles: <http://agathokles.pythonanywhere.com/>