

Species, Breed: Remoriz

Type: Not applicable.

Class: Fiend (mammal).

Align: Evil

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1

Number encountered: 1

Experience points: 60 x level

Characteristics:

Awareness: 16

Charisma: 17

Constitution: 28

Coordination: 30

Dexterity: 28

Intelligence: 15

Mental-strength: 43

Strength: 20

Wisdom: 15

Movement:

Flying: Can't

Grounded: 15

Swimming: 5

Luck: 120

Oxygen-points: 129

Blood-points: 84

Attack descriptions:

2 Short swords: 1-D20 x3 / 1 space (5') / Sharp attack

or:

1 Bite: 1-D20 x2 / 1 space (5') / Sharp attack

and:

2 Claws: 1-D20 x2 / 1 space (5') / Sharp attack

Defense: 30

Offense: 28

Damage-Points: Roll 1-D10 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100

Bronze: 15+ to have 1-D100 x 2

Silver: 20+ to have 1-D100 x 3

Electrum: 25+ to have 1-D100

White-gold: 50+ to have 3-D20

Yellow-gold: 75+ to have 1-D10

Black-gold: 95+ to have 1-D6

Treasure item(s):

Common: None.

Uncommon: 60+ to have 1-D6

Rare: 96+ to have 1

Legendary: 99+ to have 1

Description:

Annihilation Strike?: Yes.

Description: Height: 2' 0", Weight: 80 lbs., Skin color: Onyx black, Skin texture: Smooth and soft, Hair color: Black, Hair texture: Fine, Eye color: Dark-red (their eyes glow in the dark), Eye shape: Small sharply slanted, Posture: Biped.

Dislikes: Unknown

Disposition:

Fears:

Habitat: Jungle (caves and dungeons)

Immunities: Fear. See: "Special Abilities"

Life-span: 230 years

Likes: Battle

Needs: Unknown.

Note: The Remoriz is similar to the Leprechaun and the Feigner in build, yet it has long pointed ears that prick straight up over its head when it hears something.

It loves open combat and looks forward, with great eagerness, to a knock down, dragged-out, bloody, fight. Even the slightest hint of battle causes its blood to boil. Simply, it loves the game it plays with its victim beforehand, for it will converse dramatically preceding a fight. And as long as its quarry thrills it with battle-talk, it will stall the fight, savoring the moment.

Special Abilities: Remultiply: When struck by a weapon, the Remoriz will split into two such (identical) creatures. Every time a new Remoriz appears it will be independent of the other(s). As the first, it will re-multiply when it is struck, multiplying in numbers until a total of 12 Remoriz are present (All of these clones can attack, as normal, each turn as the process of multiplying occurs).

Note: Until there are 12 Remoriz present, damage from weapon or spell-strikes will not effect (damage) it. Only when all Remoriz are present will weapons begin to harm these creatures.

Special defenses: None.

Special offenses: Does not feel the pains of wounds.

Susceptibilities: None.

Weapon susceptibility: Rank-1 (magical) weapon to harm.