

**Giant, Verbeeg**

Monster Book: REM 2  
Frequency: Uncommon  
Random Monster?: Yes  
Terrain: Hills or Mountains

Creature Type: Monster

Base Statistics:		Warrior	Rogue	Shaman	Mage
Level:					
Hit Points(HP):	45, +5/level			35, +5/level	
Armor Type:	Hide + up to Leather			Hide + up to Leather	
Armor Worn:	5 + 20 to 40 (20 avg)			5 + 10 to 30 (avg 10)	
Weapon Type(s):	Fists or Weapon			Fists or Weapon	
Damage:	5/5 (fists) or by weapon, +4			5/5 (fists) or by weapon, +4	

**Description:** A giant sized humanoid with massive arms. The Verbeeg stands nearly 12 feet tall.

**Background/Notes/Ecology:**

**Roleplaying:** Throw spell packets to represent the boulders.

A Verbeeg Chieftan will inflict an additional point of damage with his fists or his weapons

**Special Attacks:** Throw Boulder: The giant can throw large boulders that inflict 5 points of damage.

**Special Defenses:****Warriors:****Rogues:**

**Shaman:** 1st level shamans have 4 1st, 4 2nd, and 2 3rd level E/W spells. Shamans gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level shaman would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Mages:**

## Gnoll

Monster Book: REM 2  
Frequency: Common  
Random Monster?: yes  
Terrain: Forests, Plains, Subterranean

Creature Type: Goblinoid/Humanoid

Base Statistics:		Warrior	Flind	Shaman	Witch Doctor
Level:					
Hit Points(HP):		17, +4/level	25, +5/level	14, +4/level	13. +3/level
Armor Type:		None to Chain			None
Armor Worn:		0 to 66 (avg 22)	0 to 66 (avg 30)	0 to 66 (avg 10)	None
Weapon Type(s):		Any weapon	Any Weapon	Any Weapon	Any Single weapon
Damage:		By weapon, +1, +1/2 levels	By weapon, +2, +1/2 levels	By weapon, +1 +1/3 levels	By weapon, +1 +1/4 levels

**Description:** A 7 foot tall humanoid with a hairy body and the head of a dog or Hyena. The hair is brownish in color with black patches. Flind's are larger versions of regular Gnolls, a foot or two taller and more muscular.

**Background/Notes/Ecology:** Tribe or pack-oriented humanoids. Gnolls (and their larger cousins, the Flinds) are very aggressive, pack oriented, and evil. They have their own tongue, and often learn goblin as well.

Gnolls have shamanistic spellcasters and witch doctors as well.

**Roleplaying:** Growl and snarl like a dog. If you are outnumbered or outgunned, run away.

**Special Attacks:**

**Special Defenses:** A gnoll of 5th level or above is likely to have a Resist Charm or Resist sleep. Gnolls of 7th level or above will have both.

**Warriors:** Gnoll Warriors learn how to Critical Parry at 9th level. Gnoll warriors often learn a Stun Maneuver at 4th level. (but not always)

**Flinds:** A flind is a very large offshoot of the Gnoll. They are usually found in command of a large number of Gnolls. Flind's learn a Critical Parry at 5th level, and a second Critical Parry at 6th. They learn resistances as their smaller cousins.

**Clerics:** 1st level shamans have 4 1st, 4 2nd, and 2 3rd level E/W spells. Shamans gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level shaman would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Mages:** 1st level witch doctors have 4 1st, 4 2nd, and 2 3rd level E/W spells. Witch doctors gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level Witch doctor would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

# Gnome

Creature Type: Humanoid

Monster Book: REM 2

Frequency: Uncommon

Random Monster?: Yes

Terrain: Any, usually Hills, Mountains, or Subterranean

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):		9, +2/level	7, +2/level	7, +2/level	5, +2/level
Armor Type:	Up to Leather				None
Armor Worn:		0 to 20 (avg 10)	0 to 20 (avg 0)	0 to 20 (avg 10)	None
Weapon Type:	Any small weapon (no two-weapon)				
Damage:		by weapon, +1/3 levels	by weapon, +1/5 levels	by weapon, +1/4 levels	by weapon

**Description:** A 3 to 4 foot tall humanoid that looks very much like a dwarf. Gnomes are usually dressed in colorful garments of reds, greens, blues and browns. They have very little hair on the top of their heads and most often they look much older than they really are.

**Background/Notes/Ecology:** A race of miners and craftsman, similar to Dwarves, but of a less practical or more fanciful nature. Generally considered a "goodly" race.

**Roleplaying:** Gnome spellcasters MAY have a subclass, with their spellcasting abilities modified accordingly.

**Special Attacks:**

**Special Defenses:** Gnomes are a highly magic resist species. Most gnomes of third level will have a resist charm or resist sleep, and at 4th, most will have both.

Like their dwarven cousins, they are stout individuals, possessed of a tough constitution. Gnomes may have a drug tolerance for every 3 levels they have attained.

**Warriors:** Gnome warriors are very adept at avoiding the blows of larger species. They gain a Critical Parry at 7th level and a second Critical Parry at 9th level.

**Rogues:** Gnome Rogues aren't so much expert assassins as they are good at fighting dirty in a melee. Their small size makes it easy for them to land a surprise blow. A 1st level gnome rogue has Backstab. At 3rd level, he gains Knockout. At 6th level, they learn Assassinate, and at 9th level, they learn Silent Kill.

**Clerics:** 1st level clerics have 4 1st, 4 2nd, and 2 3rd level E/W spells. Clerics gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level cleric would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Mages:** 1st level mages have 4 1st, 4 2nd, and 2 3rd level E/W spells. Mages gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level mage would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Goblin**

Creature Type: Humanoid

Monster Book: REM 2  
Frequency: Common  
Random Monster?: Yes  
Terrain: Any

Base Statistics:		Warrior	Rogue	Shaman	Witch Doctor
Level:					
Hit Points(HP):		8, +2/level		7, +2/level	5, + 2/level
Armor Type:		None to Leather			None
Armor Worn:		0 to 40 (avg 8)		0 to 40 (avg 8)	None
Weapon Type(s):		Any one-handed weapons		Any single, one-handed weapon.	Any single, one-handed weapon.
Damage:		by weapon, +1/2 levels		by weapon, +1/5 levels	by weapon

**Description:** A 4 foot tall ugly looking humanoid with a slightly yellowish hue to their skin.

**Background/Notes/Ecology:** One of the weakest of the “evil races”. Usually subterranean cave dwellers. Goblins will come out to raid those weaker than themselves but will usually run from the fight unless they have overwhelming superiority of numbers.

**Roleplaying:**

**Special Attacks:**

**Special Defenses:**

**Warriors:**

**Rogues:**

**Shamans:** 1st level shamans have 4 1st, 4 2nd, and 2 3rd level E/W spells. Shamans gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level shaman would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Witch Doctors:** 1st level witch doctors have 4 1st, 4 2nd, and 2 3rd level E/W spells. Witch doctors gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level witch doctor would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Golem, Clay**

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: no  
Terrain: Any

Creature Type: Created Creature/  
Monster

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):					
Armor Type:	Clay Body/Skin				
Armor Worn:	80				
Weapon Type(s):	Fists				
Damage:	7/7 + knockdown				

**Description:** A 12 foot tall creature that looks like a giant clay statue. May be as attractive or hideous as the creator made it.

**Background/Notes/Ecology:** A created or summoned construct creature. Made to serve it's creator as a powerful protector or killing machine, or to perform any tasks it is capable of. Not terribly intelligent (about as intelligent as a child or kobold) and never thinks for itself.

**Roleplaying:** Follow your orders literally and without much interpretation. Pursue enemies relentlessly, and show no fear (not capable of it)

**Special Attacks:** The blows from a clay golem are powerful enough to knock victims of up to giant size from their feet.

**Special Defenses:** A +1 or better weapons is required to damage a clay golem.

A clay golem is immune to all first level spells.

Spells that inflict no armor damage do not damage a clay golem (it has no body, only armor)

Golem's are immune to sleep and charm spells, as well as poisons and disease.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Golem, Flesh**

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: No  
Terrain: Any

Creature Type: Created Creature/  
Monster

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):					
Armor Type:	Thick Hide/Body				
Armor Worn:	60				
Weapon Type(s):	Fists				
Damage:	5/5 + knockdown (fists)				

**Description:** A creature that looks like it is made of several pieces of flesh strung and sown together to make horrid mockery of a human form, that stands nearly 12 feet tall.

**Background/Notes/Ecology:** A created or summoned construct creature. Made to serve it's creator as a powerful protector or killing machine, or to perform any tasks it is capable of. Not terribly intelligent (about as intelligent as a child or kobold) and never thinks for itself.

**Roleplaying:** Follow your orders literally and without much interpretation. Pursue enemies relentlessly, and show no fear (not capable of it)

**Special Attacks:** The blows from a flesh golem are powerful enough to knock victims of up to giant size from their feet.

**Special Defenses:** A Magical weapon is needed to damage a flesh golem.

Lightning damage heals a flesh golem.

Spells that inflict no armor damage do not damage a flesh golem (it has no body, only armor)

Golem's are immune to sleep and charm spells, as well as poisons and disease.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Golem, Iron**

Monster Book:  
Frequency:  
Random Monster?:  
Terrain:

Creature Type: Created Creature/  
Monster

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):					
Armor Type:	Iron Body				
Armor Worn:	200				
Weapon Type(s):	Fists				
Damage:	10/10 + knockdown				

**Description:** A solid iron statue that moves, it stands nearly 15 feet tall.

**Background/Notes/Ecology:** A created or summoned construct creature. Made to serve it's creator as a powerful protector or killing machine, or to perform any tasks it is capable of. Not terribly intelligent (about as intelligent as a child or kobold) and never thinks for itself.

**Roleplaying:** Follow your orders literally and without much interpretation. Pursue enemies relentlessly, and show no fear (not capable of it)

**Special Attacks:** The blows from a iron golem are powerful enough to knock victims of up to giant size from their feet.

**Special Defenses:** A +2 or better weapon is needed to damage an Iron Golem.

An Iron Golem is immune to all spells of 5th level or lower, as well as all sleep and charm spells.

The Golem is immune to poisons and disease (including magical), and is immune to electircal damage of any kind. spells that inflict no armor damage do not hurt an iron golem fire damage heals the iron golem instead of damaging it.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Golem, Stone**

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: No  
Terrain: Any

Creature Type: Created Creature/  
Monster

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):					
Armor Type:	Stone Body				
Armor Worn:	150				
Weapon Type(s):	Fists				
Damage:	8/8 + knockdown (fists)				

**Description:** A 15-foot tall moving statue made from stone.

**Background/Notes/Ecology:** A created or summoned construct creature. Made to serve it's creator as a powerful protector or killing machine, or to perform any tasks it is capable of. Not terribly intelligent (about as intelligent as a child or kobold) and never thinks for itself.

**Roleplaying:** Follow your orders literally and without much interpretation. Pursue enemies relentlessly, and show no fear (not capable of it)

**Special Attacks:** The blows from a stone golem are powerful enough to knock victims of up to giant size from their feet.

**Special Defenses:** A +1 or better weapon is needed to damage a Stone golem.

A Stone golem is immune to all 4th level and spells, as well as all charm and sleep spells.

A Stone golem is immune to poisons and diseases.

No-armor damage does not harm a Stone golem, as it has no body, only armor.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**



**Golem, Minor Fire (Flame Guardian)**

Monster Book: REM 1

Frequency: Very Rare

Random Monster?: No (may be in the presence of Random spellcaster)

Terrain: Any

Creature Type: Created Creature

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):					
Armor Type:	Fiery Body				
Armor Worn:	25				
Weapon Type(s):	Fists				
Damage:	3/3 (fists, fire damage)				

**Description:** A humanoid statue that appears to be made from molten rock. About 7 feet tall.

**Background/Notes/Ecology:** A created automaton. Reasonably intelligent as far as interpreting its orders.

**Roleplaying:**

**Special Attacks:**

**Special Defenses:** Immune to Fire damage of all kinds

as it has no "body", spells that affect the body points of a target or attacks to do no-armor damage to nothing to this creature.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Golem, Metallic Guardian**

Monster Book: REM 1

Frequency: Very Rare

Random Monster?: No (but may be in the presence of Random casters)

Terrain: Any

Creature Type: Created Creature

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):					
Armor Type:	Metal Body				
Armor Worn:	100				
Weapon Type(s):	Any single, one handed weapon				
Damage:	By weapon				

**Description:** A tell (7') humanoid skeleton that appears to be made out of a blue-ish colored metal. It has a glowing gem set into its chest.

**Background/Notes/Ecology:** A created automaton. Fairly intelligent when followings its orders (about as intelligent as a 10 year old child)

**Roleplaying:**

**Special Attacks:**

**Special Defenses:** Shatter: Once a day, the golem can shatter any non-magical weapon by touch. (strike the weapon and call the effect). The weapon can be repaired. (it is broken into useles shards).

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Golem, Stone Guardian**

Monster Book: REM 1

Frequency: Very Rare

Random Monster?: No (may be encountered with Random spellcasters, however)

Terrain: Any

Creature Type: Created Creature

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):					
Armor Type:	Made from Stone				
Armor Worn:	100				
Weapon Type(s):	Fists				
Damage:	3/3 (fists)				

**Description:** A stone statue, roughly 8 feet tall, that moves. Most resemble humanoid figures in armor, but other forms have been created.

**Background/Notes/Ecology:** None. A created automaton.

**Roleplaying:** Capable of following orders (even explicit orders) but not intelligent on its own. It does not reason through problems.. it merely follows the commands given it. Somewhat slow and plodding when not commanded to move faster.

**Special Attacks:** Shatter Weapon: Twice a day, the Stone guardian may strike and shatter any non-magical weapon it touches. The weapon is destroyed but MAY be repaired. (it is broken into useless pieces). Magical weapons of any kind are unaffected.

**Special Defenses:** Immune to poisons and disease.

Immune to Charm, Sleep, or Fear type spells or affects.

Immune to no-armor damage. They have no "vitals" so any attack that inflicts no-armor damage or does damage to the "body joints" of a creature does nothing to this creature.

takes half damage from all elemental magic attacks (fire, lightning, cold, etc)

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Gorgon (Lesser)**

Creature Type: Monster

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: No, GM or Theme only.  
Terrain: Any

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	40				
Armor Type:	Tough hide				
Armor Worn:	30				
Weapon Type(s):	Horns				
Damage:	3/3				

**Description:** A large bull with metallic looking scales covering it's whole body. It stands about 5 feet tall at the shoulder.

**Background/Notes/Ecology:** A horrible monster summoned or created long ago, not many exist. They are reasonable intelligent, cruel, and destructive creatures that delight in killing whoever and whatever they can.

**Roleplaying:** Be angry, arrogant, and aggressive. Kill anything that threatens you. The stone breath must be played by calling a hold.

**Special Attacks:** Stone Breath: the victims are turned into a stone statue along with any non-demi-enchanted magical items. Demi-enchanted magical items become part of the statue but may be broken loose (by inflicting death-blows to the victim). This is a form of a curse and may be reversed by a Remove Curse spell cast by a powerful spellcaster (determined by the Marshall running this monster) The breath affects everyone within a 5-foot wide path directly in front of the Gorgon that is 20 feet long. A hold should be called to determine who is turned to stone.

**Special Defenses:****Warriors:****Rogues:****Clerics:****Mages:**

# Griffon

Creature Type: Monster

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: yes  
Terrain: Mountains, Hills, and Plains

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	60				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Claws or Bite				
Damage:	4/4 (claws) or 8 (bite)				

**Description:** A large lion-like creature with wings, this beast has the head and front body of a giant hawk, and the back, rear legs, and tail of a lion. It is roughly the size of a large horse, and has a wingspan of nearly 15 feet.

**Background/Notes/Ecology:** Airborne predators that like horse meat. Fairly intelligent, and can be trained as mounts. They are smart and fight as intelligently as possible.

**Roleplaying:** A griffon can carry two humanoids as riders, and can easily carry a fallen opponent away for a snack. (if the victim is unconscious or dead, you can carry them off, struggling or living opponents will be left)

**Special Attacks:**

**Special Defenses:** Fly: the Griffon can fly. This requires a slow count of 5 to take off or land, during which time the griffon may only defend itself, not attack. While flying, the griffon cannot attack or be attacked by anyone.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Grimlock**

Creature Type: Humanoid

Monster Book: REM 2  
Frequency: Common  
Random Monster?: yes  
Terrain: Subterranean/ Any

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:	1				
Hit Points(HP):	15	+5/level			
Armor Type:					
Armor Worn:					
Weapon Type(s):	Weapon (single weapon only)	Weapon			
Damage:	By weapon	+1 for every 2 levels			

**Description:** Tall, hunched humanoids that look like pre-human's or neandertal's with large muscles and pale skin.

**Background/Notes/Ecology:** A throwback to human kind of the past. They live in shallow caves and scavenge the caves and above ground for their food. Intelligent, but not as much as humans, and not capable of advanced crafts. Use primitive weapons (bone and stone weapons) and only fight with one weapon or rarely , with one weapon and a shield.

**Roleplaying:** Be aggressive, slow, and dim witted. Run when badly hurt or outnumbered. Grimlok's dont speak any language but their own of grunts and noises, so they dont understand surface folk.

**Special Attacks:**

**Special Defenses:**

**Warriors:** Some Grimlock's are better warriors than the average hunter-gatherer. These are usually the leaders and champions of the tribe. Few grimlock's ever go any higher than 4th level, and none has ever reached 7th.

**Rogues:**

**Clerics:**

**Mages:**

# Grippli

Creature Type: Humanoid

Monster Book: REM 2  
Frequency: Uncommon  
Random Monster?: Yes  
Terrain: Forests

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	15				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Small Weapons only (short sword or smaller)				
Damage:	By Weapon				

**Description:** A brightly colored frog-like creature that can hold weapons in it's hands and usually wears poorly made clothing. Grippli stand at about 4 feet tall when they are up their back legs (they are semi-humanoid)

**Background/Notes/Ecology:** Forest dwelling hunter-gatherers. They are generally frightened of strangers, but can and do make friends with other humanoids. Intelligent, but not brilliant, they are fascinated by magic and technological marvels.

**Roleplaying:** Be shy, but not afraid to defend yourself. Grippli are fascinated by shiny objects and will try to beg, borrow or steal them at any opportunity.

**Special Attacks:**

**Special Defenses:** Leap: Grippli may leap up to 15 feet in a single bound. This is simulated by making a slow count to two, putting your weapon over your head, announcing that you are leaping, and running to the new location, removing your weapon from your head after you have "landed". No hold is called. While in the middle of a leap, the creature cannot be attacked/harmed, but may not attack or defend itself until it lands.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

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**Halflings (General)**

Creature Type: PC Race

Monster Book: REM 2  
 Frequency: Uncommon  
 Random Monster?: Yes  
 Terrain: Any

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):		8, +2/level	7 +3/2 levels	7 +3/2 levels	6, +1/level
Armor Type:		None to Chain	None to Leather	None to Chain	None
Armor Worn:		0 to 66 (avg 10)	0 to 30 (avg 0)	0 to 66 (avg 10)	None
Weapon Type(s):		Any one-handed weapons	Any one-handed weapons	Any one-handed weapons	A single one-handed weapon
Damage:		By weapon, +1/2 levels	By weapon, +1/3 levels	By weapon, +1/3 levels	By weapon

**Description:** A short humanoid that looks almost like a human child, halflings are usually about 3 to 4 feet tall.

**Background/Notes/Ecology:** Jovial, and happy little people. See the PC race description for more info (in the KGE rulebook)

**Roleplaying:** Most halflings speak Halfling and Common and probably another language as well.

Halflings of all classes may have up to 20 training points of other skills per level they have achieved.

Halfling casters may have subclasses, and their spell casting ability would be affected to conform with that subclass.

**Special Attacks:****Special Defenses:**

**Warriors:** Halfling warriors arent the stoutest in the land, but they are capable. At 7th level, they learn a Critical Parry. Many Halfling warriors (but not all) will learn the following skills: at 5th level - Backstab, at 7th level - Knockout.

**Rogues:** Halfling Rogues are thieves and cutpurses (and a few killers too) of legend. They learn the following skills: 1st level - Backstab and Knockout. 4th Level - Assassinate. 9th level - Silent Kill. They also know (starting at level 3) Lockpicking, equal in level to the level of the halfling -2. Starting at 7th level, they know the Forensics skill, equal to the level of the halfling - 6.

A Halfling Bard/spellcaster would have the same number of Bardic magic spell slots as a cleric or mage of the same level, and none of the skills above.

**Clerics:** 1st level clerics have 4 1st, 4 2nd, and 2 3rd level E/W spells. Mages gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level cleric would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Mages:** 1st level mages have 4 1st, 4 2nd, and 2 3rd level E/W spells. mages gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level mage would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

## Harpy

Creature Type: Monster

Monster Book: REM 1  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Any

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	40				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Claws				
Damage:	3/3 (claws)				

**Description:** A creature with the upper body of a humanoid female with a hag like face and wings coming out of the back, and the lower body of a bird. Harpy stands about 5 1/2 feet tall.

**Background/Notes/Ecology:** Vile creatures that eat their victims. They typically live in mountains, but can live in dense forests as well, and will travel nearly anywhere for prey.

**Roleplaying:**

**Special Attacks:** Harpy Song: anyone with the sound of the harpy's voice are charmed, as if by an Alliance spell, to come to defend the Harpy. This song is simulated by wailing or singing and calling out the ability's affect. The song is interrupted when the Harpy takes damage.

**Special Defenses:** Fly: The Harpy can fly. A slow count of five is needed to take off or land, during which time the Harpy is can only defend itself, not attack. While flying, the Harpy cannot attack or be attacked by anyone.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

Hawk, Giant

Creature Type: Giant Animal

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Mountains, Hills, Plains

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	30				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Claws or Beak				
Damage:	4/4 (claws) or 5 (beak)				

Description:

A giant sized version of the natural animal. It has nearly a 15’ wingspan.

Background/Notes/Ecology:

Roleplaying:

Special Attacks:

Special Defenses:

Fly: The Giant Hawk can fly. It takes a slow count of 3 to take off or land, during which time the creature is completely vulnerable. While flying, the hawk cannot attack, or be attacked by, anyone.

Warriors:

Rogues:

Clerics:

Mages:

## Hell Hound

Creature Type: Monster/Demon

Monster Book: REM 2  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Arctic

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	45				
Armor Type:	Tough Skin				
Armor Worn:	10				
Weapon Type(s):	Bite and Fiery Touch (see below)				
Damage:	3 + 6 Fire (9 Fire)				

**Description:** A large, blood red dog-like creature that appears to have no skin. It stands close to 4 feet tall at the shoulder and has orange-yellow eyes that glow and flicker like flames. It's mouth and nostrils have streams of smoke coming out of them.

**Background/Notes/Ecology:** A "demonic" creature from the Fire and Negative planes, often summoned to the central plane to serve powerful spellcasters or their more powerful demon brethren. Some wander the central plane, having been stranded here. Fairly smart.

### Roleplaying:

**Special Attacks:** Fire Touch: A hellhound's bite inflicts an additional six (6) points of damage because of the fire in its mouth (already taken into account above)

Fire Breath: A Hellhound can breathe fire 5 times a day for 15 points of damage.

Radiate Fire: Twice per day, a Hellhound may radiate fire around itself. This fire inflicts 15 points of damage to all within 5 feet (roughly arms reach) initially and another 15 points of damage every minute thereafter. It lasts as long as the hellhound can concentrate on it.

### Special Defenses:

#### Warriors:

#### Rogues:

#### Clerics:

#### Mages:

## Hippogrif

Creature Type: Monster

Monster Book: REM 2  
Frequency: Uncommon  
Random Monster?: Yes  
Terrain: Mountains, Hills, and Plains

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	25				
Armor Type:	Hide				
Armor Worn:	15				
Weapon Type(s):	Claws or Beak				
Damage:	3/3 (claws) or 4 (beak)				

**Description:** A creature that looks like a horse with wings and the head and front half of the body that of a giant hawk. They are about the size of a riding horse.

**Background/Notes/Ecology:** Distant “cousins” of the Griffin, they are actually hunted by their slightly larger and more powerful “kin” because of their “horse parts”. Hippogriff’s are a bit more docile, though still ferocious fighters, and can and have been tamed by some to become mounts.

**Roleplaying:** Relatively smart (at least as smart as a horse) and ferocious fighters when cornered. Skittish when not feeling threatened. A hippogriff can carry of an unconscious or dead victim with ease. (living or moving victims will be thought too much trouble and left)

**Special Attacks:**

**Special Defenses:** Fly: A hippogriff can fly. A slow count of 4 is needed to take off or land, during which time it cannot attack, only defend itself. While flying, it cannot attack or be attacked by anything.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Hobgoblin**

Creature Type: Humanoid

Monster Book: REM 2  
 Frequency: Common  
 Random Monster?: Yes  
 Terrain: Any

Base Statistics:		Warrior	Rogue	Shaman	Witch Doctor
Level:					
Hit Points(HP):		15, +4/level		10, +3/level	9, +2/level
Armor Type:		None to Chain		None to Chain	None
Armor Worn:		0 to 66 (avg 20)		0 to 66 (avg 20)	None
Weapon Type(s):		Any weapon		Any single weapon	Any single weapon
Damage:		By weapon, +1, +1/2 levels		by weapon +1 +1/3levels	by weapon, +1

**Description:** A 6 foot tall humanoid creature with orangish skin, yellow eyes, and sharp looking fangs coming out of its mouth. A hobgoblins face is somewhat flat and its are almond shaped. It has coarse black hair and pointed ears.

**Background/Notes/Ecology:** A much more powerful cousin of the Goblin. They are smarter, far tougher, and more aggressive. They live a tribal life and will raid anyone they feel is weaker to get what they want.

They speak their own language (related to Goblin) and often speak Goblin as well. Some know a few words of common (mostly for telling terrified humans what they want)

**Roleplaying:**

**Special Attacks:**

**Special Defenses:** Hobgoblins of high level (great age and experience) are likely to have developed resistance to magics.

at 5th level, they will have either a resist sleep or a resist charm. At 7th level, they will have both.

Hobgoblins of 4th level are likely to have a Stun Maneuver.

**Warriors:**

**Rogues:**

**Shamans:** 1st level shamans have 4 1st, 4 2nd, and 2 3rd level E/W spells. Shamans gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level shaman would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Witch Doctors:** 1st level witch doctors have 4 1st, 4 2nd, and 2 3rd level E/W spells. Witch Doctors gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level witch doctor would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

## Hook Horror

Creature Type: Monster

Monster Book: REM 1

Frequency: Rare

Random Monster?: Subterranean, yes, others, no

Terrain: Subterranean

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	15				
Armor Type:	Chitin Shell/Hide				
Armor Worn:	25				
Weapon Type(s):	Claws or Beak				
Damage:	3/3 (claws) or 5 (beak)				

**Description:** A 7 foot tall creature with a sharp single claw in place of its hands. It is a mssively strong looking creature with a plated chitin shelland a wicked looking bird like head with a beack.

**Background/Notes/Ecology:** Subterranean predators. Fairly intelligent, but not as smart as the average human. Solitary. Will eat humanoids.

**Roleplaying:** Be agresive and make clicking noises when you fight. Try to drag someone off to eat them.

**Special Attacks:**

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

Horse, Wild

Creature Type: Animal

Monster Book: REM 2  
Frequency: Common  
Random Monster?: Yes  
Terrain: Any

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	15				
Armor Type:	Hide				
Armor Worn:	10				
Weapon Type(s):	Hooves				
Damage:	3/3 (hooves)				

Description: A Horse, of nearly any variety, only untamed.

Background/Notes/Ecology: A wild, untamed horse.

Roleplaying: Be skittish of people, but dont attack them unless attacked first. Never let anyone try to get on you.

Special Attacks:

Special Defenses:

Warriors:

Rogues:

Clerics:

Mages:



**Human (General)**

Creature Type: PC Race

Monster Book: REM 2  
 Frequency: Very Common  
 Random Monster?: Yes  
 Terrain: Any

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):		10, +3/level	7, +2/level	9, +2/level	6, +1/level
Armor Type:		None to Plate	None to Chain	None to Plate	None
Armor Worn:		0 to 120 (avg 25)	0 to 66 (avg 0)	0 to 120 (avg 20)	None
Weapon Type(s):		Any Weapon	Any Weapon	Any Weapon	Any Single one-handed weapon
Damage:		by weapon +1, +1/2 levels	by weapon +1, +1/3 levels	by weapon +1 +1/3 levels	by weapon, +1/5 levels

**Description:** Humans. The whole variety available in real life, from tall to short and light to dark.

**Background/Notes/Ecology:** See the KGE rulebook for a complete description of humans in the world of Kanar.

**Roleplaying:** Most humans speak only common. Learned members of the race may speak elven and dwarven or a goblinoid tongue.

Humans of all classes may have up to 20 training points of other skills per level they have achieved.

Human casters may have subclasses, and their spell casting ability would be affected to conform with that subclass.

**Special Attacks:****Special Defenses:**

**Warriors:** Humans make skilled warriors when they choose that profession. They learn the following skills:  
 6th level - Critical Parry. 9th Level - Deathstrike  
 10th level - Critical Parry

**Rogues:** Humans excellt at thievery and murder. Human rogues learn the following skills:

1st Level - Backstab. 2nd Level - Knockout. 5th Level - Assassinate. 9th level - Silent Kill.

Humans Scouts also have all appropriate traps skills equal to their level -2, and tracking, but will never learn Silent Kill

Human Assassins learn their rogue skills with the following modifications: 1st Level - Backstab and Knockout 4th Level - Assassinate, 8th Level - Silent Kill. Assassins will also have the Disguise skill equal in level to their level - 2, and Handle Toxin.

**Clerics:** 1st level clerics have 4 1st, 4 2nd, and 2 3rd level E/W spells. Mages gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level cleric would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Mages:** 1st level mages have 4 1st, 4 2nd, and 2 3rd level E/W spells. mages gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level mage would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

Hybsil

Creature Type: Monster

Monster Book: REM 2  
Frequency: Uncommon  
Random Monster?: Yes  
Terrain: Forests, Plains

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	10				
Armor Type:	Hide				
Armor Worn:	5				
Weapon Type(s):	Small weapons (short sword or shorter)				
Damage:	by weapon				

**Description:** A short, 3 foot tall cross between a humanoid and an Antelope (something of a mini-centaur of a diferent species). The Hybsil has long antelope ears and antlers coming out of its head but otherwise its upper body is that of a small humanoid.

**Background/Notes/Ecology:** Akin to Centaurs, Hybsil are generally “goodly”. They roam the light forests or plains and hunt and gather their food. They will rarely attack unless attacked first.

**Roleplaying:**

**Special Attacks:** Poison: The Hybsil often use a sleeping poison against their foes. Typically, the average Hybsil will have 3 doses of sleep toxin on him, and will know how to apply it.

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

# Hydra

Creature Type: Monster

Monster Book: REM 1  
Frequency: Uncommon  
Random Monster?: Yes  
Terrain: Any

Base Statistics:	Body	Head	Tail	Cleric	Mage
Level:					
Hit Points(HP):	50	15	25		
Armor Type:	Hide/Scales				
Armor Worn:	30	10	15		
Weapon Type(s):	None, uses heads	Bite	Itself/swipe		
Damage:		6 (bite)	7 + knockdown		

<p><b>Description:</b> A huge dragon like beast with 5 or more heads on long, sinuous necks. Overall length of the body and tail is about 15 to 20 feet, the heads on their necks are nearly another 15 feet long.</p> <p><b>Background/Notes/Ecology:</b> A dumb predatory monsters that lives pretty much to eat anything that is dumb enough to get near it. Slow, plodding, and none to intelligent.</p> <p>A variant, the Laernian Hydra, has head's that grow back INSTANTLY unless they are cut off using fire or acid, and can even grow new heads! (when a head is cut off, two spring up in it's place until the monster is out of players to play new heads!)</p> <p><b>Roleplaying:</b> The Hydra body is played by one person, and the tail by another, as many people as deemed necessary play heads. The heads can move up to 15 feet from the body, and it is the player of the body who must remind his heads to stay in close enough. If all of the heads die, the creatre dies. if the Body dies, the creature dies. the creature may continue to fight even if the tail and all but one head are dead.</p> <p><b>Special Attacks:</b> Doubliding Heads (Laernian Hydra only): On a Laernian Hydra, each time a head is cut off, unless it was cut off/destroyed with fire damage or acid damage, two heads will spring up in it's place instantly. (until there are no more NPCs to play new heads)</p>	<p><b>Special Defenses:</b> Many heads: If a hydra has more than 8 heads (or grows new ones in combat) the Heads obscure the body and prevent any damage from reaching it. Instead, the body player re-directs damage to a head of his choice until such time as there are fewer than 8 heads, at which time the hydra body takes damage as normal.</p> <p><b>Warriors:</b></p> <p><b>Rogues:</b></p> <p><b>Clerics:</b></p> <p><b>Mages:</b></p>
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**Imp**

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any (no arctic unless summoned), native to the Negative Plane

Creature Type: Monster/Demon

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	20				
Armor Type:	Tough Skin				
Armor Worn:	5				
Weapon Type(s):	Claws or Tail				
Damage:	3/3 (claws) or 4 + poison (tail, see below)				

**Description:** A 2 foot tall, ugly little humanoid creature with short stubby wings, bulbous nose, small horns, and wicked looking fangs. An imp may range in color from pale white to jet black (shades of grey)

**Background/Notes/Ecology:** Servitors of the powers of the Negative plane, Imps are also summoned often by evil spellcasters to do their bidding. They delight in mischief and bloodshed.

**Roleplaying:** Angry, malicious, evil little deformed creatures from the negative plane.

**Special Attacks:** Poison tail: Death Toxin 1. The Victim will die in 24 hours unless cured of the poison. This attack must penetrate armor.

**Special Defenses:** Take on Animal Form: Rat, Raven, Goat or Large Spider. May transform as often as desired, this transformation takes a slow count of 3 to perform, during which time the Imp is totally vulnerable to attack.

Fly: The Imp may fly. It takes a slow count of five to land or take off, during which time the imp may only defend itself, not attack.

Invisibility: As the fifth level air spell, three times a day. Lasts as long as the imp concentrates upon it.

Line of Sight Teleportation: As often as desired. Takes as long for the imp to teleport as it does for the player to put his hand over his head and move to the new spot. No holds are called.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

## Invisible Stalker

Creature Type: Monster/Extraplanar Creature

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: No  
Terrain: Plane of Air, or as summoned

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	65				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Hands				
Damage:	Strangulation				

**Description:** Completely Invisible at all times.

**Background/Notes/Ecology:** An air elemental creature not normally found on the central plane. Sometimes summoned by evil spellcasters to do their bidding, often as assassins.

**Roleplaying:** To simulate strangling someone, strike them on the shoulder or in the chest with a short weapon, and announce that you are strangling them.

Relentless killers when set to the task.

**Special Attacks:** Strangulation: This attack inflicts four points of damage directly to the body points of the victim, every 15 seconds. Count out loud and slowly to 15, and then call the damage. Victims of this attack may not move unless the Stalker releases them.

Tracker: Track's by a sense of "aura" perception. Cannot be fooled and can follow any trail. Always finds its prey (given enough time)

**Special Defenses:** Completely invisible at all times and totally noiseless.

Immune to Line of Sight spells.

Attacks directed at it inflict only half damage. (effect spells have full effect). When strangling a victim, the victim takes half the damage called against the Invisible stalker.

Immune to the effects of a darkness spell or similar blinding magic.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**K**

**Kobold**

Monster Book: REM 2  
Frequency: Very Common  
Random Monster?: Yes  
Terrain: Subterranean, Mountains, Hills, Forests

Creature Type: Humanoid

Base Statistics:		Warrior	Rogue	Shaman	Witch Doctors
Level:					
Hit Points(HP):		5, +2/level		4, +2/level	3, +2/level
Armor Type:		None to Leather		None to Leather	None
Armor Worn:		5 to 15 (avg 5)		0 to 15 (avg 0)	None
Weapon Type(s):		any one-handed weapon		a single one-handed weapon	a single one-handed weapon
Damage:		by weapon, +1/2 levels		by weapon	by weapon

**Description:** A 3 foot tall brown skinned humanoid with short horns, a dog like mouth with fangs, and almost lizard like skin (small useless scales)

**Background/Notes/Ecology:** The weakest of the "evil races", Kobolds are often slaves of more powerful goblinoids. They are cowards, but will attack and fight to the death when they feel they have no other choice, or sometimes will just go berserk (the fear drives them crazy)

**Roleplaying:**

**Special Attacks:**

**Special Defenses:**

**Warriors:**

**Rogues:**

**Shamans:** 1st level shamans have 4 1st, 4 2nd, and 2 3rd level E/W spells. Shamans gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level shamans would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Witch Doctors:** 1st level witch doctors have 4 1st, 4 2nd, and 2 3rd level E/W spells. Witch doctors gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level witch doctor would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).



**L**

**Lamia**

Creature Type: Monster

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Subterranean, Desert, or Ruins only

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	55				
Armor Type:	Hide				
Armor Worn:	10				
Weapon Type(s):	Any weapon, usually a dagger				
Damage:	by weapon, +2				

**Description:** A cross between an animal and a humanoid, usually the lamia has the upper body of a humanoid female and the lower body of some sort of animal (may vary), usually four-legged.

**Background/Notes/Ecology:** Evil, predatory supernatural monsters/abominations. Hunt and eat humanoids with their formidable magical powers.

**Roleplaying:**

**Special Attacks:** Stupifying Touch: Any victim that the Lamia touches is affected as if by an 'Ignorance' toxin. This is not actually a toxin, it is a magical ability that has the same affect. Additionally, anyone who has been rendered stupid will do anything the Lamia says, within reason (as an alliance spell). This ability may be used 5 times a day.

Alliance: As the spell, as if cast by a 10th level spellcaster. May be used 5 times a day.

**Special Defenses:** Illusionary Form: The Lamia may use a powerful illusion to appear to be a humanoid of any race. This illusion is perfect and will even stand up to close inspection and touch so long as the person does not touch a part of the body that "isnt there". This ability may be used up to 5 times a day.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

## Leprechaun

Creature Type: Faerie

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Forest, Hills

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	5				
Armor Type:					
Armor Worn:					
Weapon Type(s):	club/small staff				
Damage:	1				

**Description:** A short humanoid that stands about a foot tall. This little humanoid usually wears very bright clothing, often bright green, and usually wears a hat of some sort. The male leprechaun usually has a beard.

**Background/Notes/Ecology:** Mischevious faerie folk that have an affinity for wealth. Will often attempt to steal vaiuables to add to their horde.

**Roleplaying:**

**Special Attacks:** Shape-shift any object: The leprechaun is a conduit of wild planar energy. They can temporarily shape-change any object (including people) into another object for a brief ammount of time. (lasts 5 seconds) no matter what shape the object is changed into, it is not harmed in any way and reverts to normal 5 seconds later.

**Special Defenses:** Turn Invisible: as the fifth level air spell, as long as the leprechaun concentrates. may be used as often as desired

Illusions: may make simple illusions (flowers, change the color of someones clothes, cover an area to make it appear empty, etc). Nothing game-breaking. Lasts for 5 seconds or as long the the leprechaun conentrates on keeping it up.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

Leucrotta

Creature Type: Monster

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: yes  
Terrain: Any Wilderness

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	35				
Armor Type:	Hide				
Armor Worn:	10				
Weapon Type(s):	Bite				
Damage:	7 (bite)				

**Description:** A large (nearly as tall as a short man at the shoulder) four legged creature that looks like a cross between a dog and a horse. It has long, hooved legs, but the body is more like a dog, and the head is quite badger like. Instead of teeth it has a single bony tooth-ridge on each jaw. The fur ranges from tan to dark black around the head. Very ugly.

**Background/Notes/Ecology:** A monstrosity created some time ago. Very intelligent (average human intelligence), brutal hunters. Able to mimic the wounded cry of many animals and even people if it has heard them before.

**Roleplaying:**

**Special Attacks:**

**Special Defenses:** Mimic the wounded cry of animals and humanoids.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Lich, Lesser**

Monster Book: REM 1  
 Frequency: Very Rare  
 Random Monster?: No  
 Terrain: Any

Creature Type: Undead, Type 4.5

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	50				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Claws or weapon				
Damage:	5/5 (claws) or by weapon, +2 (from strength)				

**Description:** A skeletal corpse of a humanoid with glowing blue points of light in its eye sockets. Some flesh hangs from its corpse, and it is usually garbed in rotting clothing, like robes.

**Background/Notes/Ecology:** An undead created with powerful demi-magic spells or by making a pact with dark powers. A powerful spellcaster may turn themselves into a lich.

**Roleplaying:** Cold, calculating evil undead creature.

A Lich may have researched magic, and usually carries a spellbook on it to memorize spells from.

An Earth/Water lich may control other undead, as normal for a spellcaster. A lich is considered to be the same level it was in life.

**Special Attacks:** Spellcasting:  
 A Lich is either a Fire/Air spellcaster or an Earth/Water spellcaster, never both. possesses the following spell slots:

- 1 2nd level spell slot
- 2 3rd level spell slots
- 4 4th level spell slots
- 4 5th level spell slots
- 4 6th level spell slots
- 4 7th level spell slots
- 2 8th level spell slots
- 1 9th level spell slot

**Special Defenses:** A silver or magical weapon is needed to harm a lich.

Immune to disease, poisons, charm, sleep and hold spells.

Healing spells cause an equivalent amount of damage to a Lich.

Fear Aura: Anyone within 10 feet of the Lich who are 2nd level or lower are inflicted with a powerful magical fear and must flee from the area until they can no longer see the lich. They will not return to the spot where they believe the lich to be. This effect lasts for one hour.

Invulnerability/Regeneration: A Lich cannot be destroyed permanently unless its Phylactery is destroyed. A Phylactery is a gemstone in which the Lich has placed his soul. A Lich's body will regenerate 10 Hit points an hour, and the body will completely regenerate (even if disintegrated) within 1 day. A Destroy Undead spell of the appropriate level cast on the Phylactery will permanently destroy the Lich. A Phylactery may also be destroyed by physical damage, it has the same amount of Hit Points as the Lich. If the Phylactery is destroyed before the Lich's body is destroyed, the Lich is not destroyed and may have time to craft a new Phylactery. A Lich is only destroyed when both its Phylactery and material form have been destroyed.

**Rogues:**

**Clerics:**

**Mages:**

**Lich, Greater**

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: No  
Terrain: Any

Creature Type: Undead, Type 5.5

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	75				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Claws or weapon				
Damage:	7/7 (claws) or by weapon, +3 (from strength)				

**Description:** A skeletal corpse of a humanoid with glowing blue points of light in its eye sockets. Some flesh hangs from its corpse, and it is usually garbed in rotting clothing, like robes.

**Background/Notes/Ecology:** An undead created with powerful demi-magic spells or by making a pact with dark powers. A powerful spellcaster may turn themselves into a lich.

**Roleplaying:** Cold, calculating evil undead creature. A Greater Lich retains many of the skills it had in life.

A Lich may have researched magic, and usually carries a spellbook on it to memorize spells from.

An Earth/Water lich may control other undead, as normal for a spellcaster. A lich is considered to be the same level it was in life.

**Special Attacks:** Spellcasting:  
a Lich is either a Fire/Air spellcaster or an Earth/Water spellcaster, never both. possesses the following spell slots:

- 4 4th level spells
- 4 5th level spells
- 4 6th level spells
- 4 7th level spells
- 4 8th level spells
- 4 9th level spells
- 4 demi-magic level 1 spells
- 4 demi-magic level 2 spells
- 3 demi-magic level 3 spells
- 2 demi-magic level 4 spells
- 1 demi-magic level 5 spell

**Special Defenses:** A +1 or better magical weapon is needed to harm a greater lich.

Immune to 4th level spells and lower.

Immune to disease, poisons, charm, sleep and hold spells.

Healing spells cause an equivalent amount of damage to a Lich.

Fear Aura: Anyone within 10 feet of the Lich who are 4th level or lower are inflicted with a powerful magical fear and must flee from the area until they can no longer see the lich. They will not return to the spot where they believe the lich to be. This effect lasts for one hour.

Invulnerability/Regeneration: A Lich cannot be destroyed permanently unless its Phylactery is destroyed. A Phylactery is a gemstone in which the Lich has placed his soul. A Lich's body will regenerate 10 Hit points an hour, and the body will completely regenerate (even if disintegrated) within 1 day. A Destroy Undead spell of the appropriate level cast on the Phylactery will permanently destroy the Lich. A Phylactery may also be destroyed by physical damage, it has the same amount of Hit Points as the Lich. If the Phylactery is destroyed before the Lich's body is destroyed, the Lich is not destroyed and may have time to craft a new Phylactery. A Greater Lich is only destroyed when both its Phylactery and material form have been destroyed.

**Rogues:**

**Clerics:**

**Mages:**

## Lizard Man

Creature Type: Humanoid

Monster Book: REM 2  
Frequency: Common  
Random Monster?: Yes  
Terrain: Swamp or Tropical Forest

Base Statistics:		Warrior	Rogue	Shaman	Mage
Level:					
Hit Points(HP):		22, +4/level		20, +3/level	
Armor Type:		None to Leather		None to Leather	
Armor Worn:		0 to 50 (avg 15)		0 to 30 (avg 0)	
Weapon Type(s):		Bite or any weapon		Bite or any single weapon	
Damage:		3 (bite) or by weapon, +2, +1/2 levels		3 (bite) or by weapon +1, +1/3 levels	

**Description:** A 7 foot tall cross between a lizard and a humanoid, the lizard man is green in color and blends in well with swamp vegetation. The body of the lizard man is covered in scales and its head has the shape of a large snake or other lizard. It has a large tail (about half the size of the body) and clawed feet and hands.

**Background/Notes/Ecology:** Neither “good” or “evil” Lizard men live in their swamp villiages and mostly keep to themselves. Feared and hated because many tribes will eat humans or other humanoids (they dont really think of them as people, after all, they dont have scales) the lizard men are mostly just a neutral race that wants to be left alone.

**Roleplaying:** Lizard men speak their own language (hisses and spits) and rarely learn to speak any other. Forming the language for most humanoid tounge is very hard for the Lizard men to master.

**Special Attacks:**

**Special Defenses:** Particularly powerful lizard men may have a resist charm or a resist sleep (or both). Usually only a very powerful warrior or the clan chief will have them.

**Warriors:**

**Rogues:**

**Shaman:** 1st level shamans have 4 1st, 4 2nd, and 2 3rd level E/W spells. Shamans gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level shaman would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Mages:**

Lizard, Giant

Creature Type: Giant Animal

Monster Book: REM 2  
Frequency: Uncommon  
Random Monster?: Yes  
Terrain: Swamp or Lake

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	35				
Armor Type:	Scale/Hide				
Armor Worn:	30				
Weapon Type(s):	Claws or Bite				
Damage:	5/5 (claws) or 8 (bite)				

<p><b>Description:</b> An 8 to 10 foot long lizard, much like a giant kimodo dragon or other reptile. Can vary in color.</p>	<p><b>Special Defenses:</b></p>
<p><b>Background/Notes/Ecology:</b> A large predatory carnivore. Not terribly intelligent.</p>	<p><b>Warriors:</b></p>
<p><b>Roleplaying:</b> A tanner or leatherer can salvage up to 15 points of hide to make scale armor from the body of this creature.</p>	<p><b>Rogues:</b></p>
<p><b>Special Attacks:</b></p>	<p><b>Clerics:</b></p>
	<p><b>Mages:</b></p>



M

**Manticore**

Creature Type: Monster

Monster Book: REM 2

Frequency: Uncommon (Rare - never run more than once an event)

Random Monster?: Yes

Terrain: Any

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	45				
Armor Type:	Hide				
Armor Worn:	10				
Weapon Type(s):	Claws or Bite, Tail Spike (see below)				
Damage:	5/5 (claws) or 5 (bite) 3 no-armor (tail spike)				

**Description:** A lion-like creature that stands about 5 foot tall at the shoulder, it has a head resembling a humanoid with lion-like features (a mane around the face). It has leathery black wings and a long tail with many protruding spikes.

**Background/Notes/Ecology:** A monstrous predatory beast. Will kill and eat just about anything smaller than it is.

**Roleplaying:** Cunnign animal predator. Wont let itself get cornered and will run when outnumbered or outgunned.

The Tali spikes from a manticore make excellent daggers, and can be harvested by a tanner or leatherer who is also a weaponsmith. A dead manticore will have one salvageable spike for each volley it didnt fire yet that day. (from 0 to 4) The manticore spike is a normal dagger in all respects, except that it is bone and thus cannot be withered or warped.

**Special Attacks:** Tail Spikes: The Manticore can fire up to four volleys of tail spikes a day. Each volley may contain up to 6 spikes. Spikes are simulated by using throwing daggers or spell packets and inflict 3 points of no-armor damage each.

**Special Defenses:** Fly: The manticore may fly. It takes a slow count of five to take off or land, during which time the manticore may defends itself but may not attack.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Medusa (True Gorgon)**

Creature Type: Monster

Monster Book: GM or Theme Only  
Frequency: GM or Theme Only  
Random Monster?: No  
Terrain: Ruins, Subterranean

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	45				
Armor Type:	Hide/Scales				
Armor Worn:	20				
Weapon Type(s):	Any weapon (no two weapon)				
Damage:	By weapon, +2				

**Description:** A creature that has the lower body of a giant snake and the uppper body/torso of a humanoid female. The tip of the snake tail has a rattle. The hair on the humanoid head is a tangle of living serpents.

**Background/Notes/Ecology:** A monstrous abomination that feasts on stoned victims. They also have some magical talent.

**Roleplaying:**

**Special Attacks:** Any being who meets the gaze of the Medusa(who looks directly into the eyes of the NPC playing the head/body) is turned into stone instantly, along with all of their non-demi-enchantd possessions. Demi Enchanted possessions become part of the statue, (held in it's grasp, etc) and may only be removed by destroying the statue (in-flicting Death Blows on the victim.) This is a form of a curse, and may be reversed my a Remove Curse spell cast by a caster of 12th level or above. (or by other GM approved means) A Medusa who meet's its own gaze in a mirror turns to stone itself.

**Spells:** A Medusa knows the following Fire/Air spell slots and casts spells like a witch doctor (no spellbook needed)  
4 First, 4 Second, 4 Third, and 4 Fourth level spell slots. (Fire/Air)

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

Minotaur, Kalfoc

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any, usually mountains

Creature Type: Monster

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	50, +10/level				
Armor Type:	Hide				
Armor Worn:	15				
Weapon Type(s):	Any weapon				
Damage:	By weapon, +6				

Description: A tall, humanoid shaped figure with the head of a bull.

Background/Notes/Ecology:

Roleplaying:

Special Attacks:

Special Defenses:

Warriors:

Rogues:

Clerics:

Mages:

Minotaur, Koshroc

Creature Type: Monster

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any, usually mountains

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	30, +5/level				
Armor Type:	Hide				
Armor Worn:	10				
Weapon Type(s):	Any weapon				
Damage:	By weapon, +3				

Description: A tall, humanoid shaped figure with the head of a bull.

Background/Notes/Ecology:

Roleplaying:

Special Attacks: Gore: The Koshroc may impale a foe on its horns. To do this, you must thrust and land the blow, and call the attack "Gore, 8 no-armor".

Special Defenses:

Warriors:

Rogues:

Clerics:

Mages:

**Minotaur, Vinyar**

Creature Type: Monster

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any, usually mountains

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	35, +5/level				
Armor Type:	Hide				
Armor Worn:	10				
Weapon Type(s):	Any weapon				
Damage:	By weapon, +5				

**Description:** A tall, humanoid shaped figure with the head of a bull.

**Background/Notes/Ecology:**

**Roleplaying:**

**Special Attacks:** Telekenesis: As the fourth level air spell. The Vinyar can pull the weapons from the hands of his opponents and bring them to his own. Must strike the target with a spell packet, and announce the affect "Telekenesis, Give me your weapon". Does not work on magic weapons or weapons held in two hands.

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Minotaur, Vinyar**

Creature Type: Monster

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any, usually mountains

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	35, +5/level				
Armor Type:	Hide				
Armor Worn:	10				
Weapon Type(s):	Any weapon				
Damage:	By weapon, +5				

**Description:** A tall, humanoid shaped figure with the head of a bull.

**Background/Notes/Ecology:**

**Roleplaying:**

**Special Attacks:** Telekenesis: As the fourth level air spell. The Vinyar can pull the weapons from the hands of his opponents and bring them to his own. Must strike the target with a spell packet, and announce the affect "Telekenesis, Give me your weapon". Does not work on magic weapons or weapons held in two hands.

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Moon Dog**

Monster Book: REM 1

Frequency: Rare

Random Monster?: yes

Terrain: No

Creature Type: Magical Animal/Monster

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	70				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Bite				
Damage:	5 (bite)				

**Description:** A large dog with glowing blue eyes and white and black patched fur.

**Background/Notes/Ecology:** A supernatural animal touched by the positive plane. Fairly intelligent, they are fond of "goodly" races and will protect them when possible.

**Roleplaying:** Smart, Friendly, playful animals. Like humans and other goodly humanoids and will often play with them. Rarely reveals itself for anything other than a real dog if possible.

**Special Attacks:** Disrupt Illusions: the whine of a Moon Dog will disrupt and dispell any illusions created by an 8th level or lower spell or an 8th level creature/caster (if not a spell). The moon dog may use this power at will.

Keep Evil at Bay: the barking of a moon dog will drive evil creatures away, including lesser undead (Create undead 4 and lower). Evil races like dark elves and goblinoids will avoid the area for at least an hour after hearing the bark. It is best to make sure all other NPC's are aware that this NPC is on the field so they may react accordingly to it's bark. Greater evil beings (Greater undead, demons, etc) and PC's are not affected by this power, but may be irritated by it.

**Special Defenses:** Hypnotize evil: Any evil creature (including undead and goblinoid races) who meets the gaze of the moon dog is affected as if by a hypnotism spell. The moon dog will usually order the victim away.

Shape Self: May use this power to make itself appear as any normal type of dog or other quadripedal animal. May use this power as often as it likes.

May cast the following spells at will, as an 8th level spell caster: Light (Illuminate), Dense Fog, Mask Magic

May turn invisible (as the 5th level air spell) at will, for as long as it concentrates.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**



**Mummy, Lesser**

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Any (usually in or near burial site)

Creature Type: Undead, Type 2

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	25				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Fists				
Damage:	3/3 + disease				

**Description:** A rotted corpse of a humanoid that is wrapped in rag-like cloth.

**Background/Notes/Ecology:** A lesser undead minion. Reasonably intelligent, about as intelligent as a kobold.

**Roleplaying:**

**Special Attacks:** Disease Touch: Any attack that penetrates the armor of a victim infects them with a light magical disease. The disease is similar to the cause disease spell, except that it is never fatal. The victim takes one hit point of damage per hour until he reaches zero (and falls unconscious). The disease will not reduce the victim below zero and the victim will not die (at dawn or dusk) as he normally would. The damage caused by this disease CAN be magically healed at any time, and the disease can be cured with a Cure Disease spell. or will run its course in 4 months.

**Special Defenses:** Silver or Magical weapons and magical spells are required to strike this creature.

Fire spells do double damage to this creature.

Non-magical fire will do 2 points of damage each time it strikes the creature (a torch, etc)

Healing magic will inflict an equivalent amount of damage to the lesser mummy.

Immune to disease and toxins, as well as sleep, charm, and hold spells.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Mummy, Greater**

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: yes  
Terrain: Any, usually near its burial site

Creature Type: Undead, Type 4.5

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	60				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Fists (or by weapon)				
Damage:	6/6 (fists) or by weapon, +3				

**Description:** A rotted corpse of a humanoid that is wrapped in rag-like cloth.

**Background/Notes/Ecology:** A powerful undead creature created through spells or sometimes through ancient rituals. Fairly intelligent, if a bit slow to think.

**Roleplaying:** Very powerful, but slow and plodding most of the time. Can move quickly when it needs to, but rarely feels the need since few things can harm it.

**Special Attacks:** Disease Touch: Any character whos skin is touched by the greater mummy (an attack that penetrates armor) is infected with a powerful magical disease. In game terms, it is a double-strength Cause Disease spell (victim loses 2 hit points per hour, and takes 2 deathblows per hour after falling to zero hit points until dead). The victim does not begin to feel sick until at least half of his or her body points are gone. It takes 3 (three) Cure Disease spells to cure this potent magical disease.

**Special Defenses:** Magical weapons, spells, or fire (magical or non-magical) is required to harm the Greater Mummy. Non-magical fire, however, inflicts only 1 point of damage per attack. Healing spells inflict an equivalent ammount of damage to the greater mummy. immune to disease, toxins, sleep, charm and hold spells. Regenerates 6 hit points an hour (1 hit point every ten minuets) Must be deathblowed with fire or will regenerate and rise again.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

N

**Naga, Guardian**

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: No  
Terrain: Special - Guards great treasures or important items

Creature Type: Monster

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	35				
Armor Type:	Scales/Hide				
Armor Worn:	45				
Weapon Type(s):	Bite				
Damage:	5 + poision (see below)				

**Description:** A 20 foot long snake-like creature with the body of a snake and the head of a humanoid, but with reptillian eyes and pointed dragon-like ears. The Guardian Naga's scales are a gold color.

**Background/Notes/Ecology:** A powerful suprnatural monster, often used by evil spellcasters to protect their treasure, or other powerful beings to protect or watch objects of importance. Capable Earth/Water spellcasters.

**Roleplaying:** To represent the poisonous spittle (see below) use a spall packet. It only affects the victim if they arent wearing armor and it strikes their body (not their possessions)

**Special Attacks:** Poisonous Bite: The Naga's bite has a powerful venom. Any victim afflicted with the poison is affected by a Death Toxin 3. (the target dies in five minutes). The bite must penetrate armor for the victim to recieve the poison.

Poisonous Spittle: twice a day, the Naga may spit its venom at a victim. If this venom touches clothing or skin (not armor or possessions) then the victim is afflicted with a Death Toxin 3 (the victim dies in five minutes)

**Special Defenses:****Warriors:****Rogues:**

**Clerics:** Casts spells as a 5th level cleric. Has 4 spell slots of each level 1 through 5, and does not need a spellbook to memorize spells.

**Mages:**

**Naga, Spirit**

Creature Type: Monster

Monster Book: REM 2  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Swamp, Subterranean, Ruins

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	30				
Armor Type:	Scales/Hide				
Armor Worn:	40				
Weapon Type(s):	Bite				
Damage:	4 + poison				

**Description:** A 20 foot long snake-like creature with the body of a snake and the head of a humanoid, but with reptilian eyes and pointed dragon-like ears. The Spirit Naga's scales are black in color.

**Background/Notes/Ecology:** A powerful supernatural predator. Capable Earth/Water AND Fire/Air Caster. Tend to prefer to eat intelligent life. Very cruel.

**Roleplaying:**

**Special Attacks:** Charm Gaze: Any character who looks into the eyes of the NPC is affected as if by an Alliance spell, cast at 6th level.

Poisonous Bite: A combination sleeping toxin and Death 1 toxin. The victim falls asleep as soon as the combat is over, and will die within 24 hours unless purged of the toxin. This bite must penetrate armor for the poison to affect the victim.

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:** Casts spells as a 6th level cleric. Has 4 E/W spell slots of each level 1 through 3, and does not need a spellbook to memorize spells.

**Mages:** Casts spells as a 6th level mage. Has 4 F/A spell slots of each level 1 through 3, and does not need a spellbook to memorize spells.

**Naga, Water**

Monster Book: REM 2  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Rivers, Lakes, Ponds

Creature Type: Monster

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	25				
Armor Type:	Scales/Hide				
Armor Worn:	30				
Weapon Type(s):	Bite				
Damage:	4 + poison				

**Description:** A 20 foot long snake-like creature with the body of a snake and the head of a humanoid, but with reptilian eyes and pointed dragon-like ears. The Water Naga's scales are a blue color.

**Background/Notes/Ecology:** Powerful supernatural predators. Water Naga's are the least powerful of all three types of Naga. They haunt and hunt rivers and lake's searching for prey to torment and eat.

**Roleplaying:**

**Special Attacks:** Poisonous Bite: Any attack which penetrates the armor of a victim injects them with a sleep toxin. Victim's fall asleep immediately. A victim who falls asleep into the water will drown in 5 minutes and be dead. (effective 1 deathblow per minute while submerged)

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:** A Water Naga casts spells as a 4th level cleric, and has 4 E/W spell slots of levels 1 through 3. They do not need spellbooks to memorize spells.

**Mages:**

## Nightmare

Creature Type: Negative Planar  
Creature/Monster

Monster Book: REM 2  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any (as summoned), Native to the Negative Plane

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	50				
Armor Type:	Hide (some may wear barding)				
Armor Worn:	15 and as worn, up to 40 points				
Weapon Type(s):	Hooves or Bite				
Damage:	4/4 (fire damage) (hooves) or 6 (bite)				

**Description:** A large black horse with red glowing eyes that flicker like fire, and smoke coming out of its nostrils and mouth.

**Background/Notes/Ecology:** A horse like creature native to the Negative Plane, they are intelligent and often serve as mounts to more powerful negative creatures, such as Death Knights and other powerful undead or negative planar creatures. They can be summoned by powerful spellcasters and forced to serve. Depending on how evil the person involved is, the Nightmare may serve willingly.

**Roleplaying:** Use a spell packet to simulate the Nightmare's fire breath.

**Special Attacks:** Fire Breath: The Nightmare may breathe fire at an enemy for 10 points of damage. It may do this as many times per day as it likes, though it will not use this attack in rapid succession.

**Special Defenses:** The Nightmare may fly, even when carrying a rider. The Nightmare takes a slow count of five to take off or land, during which time it can only defend itself, not attack. While flying, it cannot attack or be attacked by anyone.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Nixie**

Monster Book: REM 2  
Frequency: Uncommon  
Random Monster?: Lakes  
Terrain: Yes

Creature Type: Faerie/Monster

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	10				
Armor Type:					
Armor Worn:					
Weapon Type(s):	by weapon (usually a thrusting weapon)				
Damage:	by weapon				

**Description:** A 4 foot tall humanoid with bluish looking skin, elven features and pointed ears. Upon close inspection, there are gills along the sides of the neck, and webbing between the toes and fingers.

**Background/Notes/Ecology:** A water-dwelling faerie kin, they often lure humans to their doom to underwater graves and slavery.

**Roleplaying:**

**Special Attacks:** Mass Charm: Six or more nixies in one place may cast a mass alliance spell (as the bard spell, though they do not need to sing) up to three times per day. The duration is longer, however: one month. They will use this to lure humans down to be their slaves beneath the waves.

**Special Defenses:** Water Breathing: A Nixie may give another the ability to breathe water for up to one month at a time. The Nixie may give this power to only one person each day.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**



## Nymph

Creature Type: Faerie/Wild Planar  
Creature/Monster

Monster Book: REM 1  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Native to the Wild Plane and dense forests on the Central Plane

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):					
Armor Type:					
Armor Worn:					
Weapon Type(s):					
Damage:					

**Description:** A female humanoid of exquisite beauty. A nymph looks like a human woman with elven features, or an elf with human like features (but not the halfbreed look of a half-elf). Even females are awed by the beauty of these creatures.

**Background/Notes/Ecology:** Powerful woodland faerie kin and tree spirit. Mischievous and often times lonely. May help someone in need or is just as likely to kill them and consume their life energy. Capricious.

**Roleplaying:**

**Special Attacks:** Charming Aura: the first time each day that a character see's a nymph, they are affected by an Alliance spell, as if cast at 10th level. Those who use resist charm to resist this are immune for the remainder of the day.

Death Kiss: The Kiss of a Nymph is a Demise spell unless she wills it to be otherwise. The Nymph may shut this power off if she so chooses.

**Special Defenses:** Limited Teleport: The Nymph may teleport up to 10 miles at will. This power may be used 5 times per day. No holds are called, the NPC puts her hand over her head and moves to the new location (if applicable), and removes her hand from her head when she reappears.

**Warriors:**

**Rogues:**

**Clerics:** Casts spells as a 10th level cleric, and has 4 spell slots of each level 1 through 6. Does not need a spellbook to cast spells and may have researched magic due to their magical nature. The Nymph casts spells as a Druid.

**Mages:**

O

**Ogre**

Monster Book: REM 2  
Frequency: Common  
Random Monster?: Yes  
Terrain: Mountains, Hills, and Forests

Creature Type: Humanoid/Monster

Base Statistics:		Warrior	Rogue	Shaman	Mage
Level:					
Hit Points(HP):		25, +5/level		as warrior	
Armor Type:		up to Chain		as warrior	
Armor Worn:		30 to 80 (avg 30)		as warrior	
Weapon Type(s):		Fists or Weapon		as warrior	
Damage:		3/3 or by weapon + 4, +1/2 levels		3/3 or by weapon, +4, +1/3 levels	

**Description:** An 8 foot tall humanoid with orangish skin, massive arms, and long fangs.

**Background/Notes/Ecology:**

**Roleplaying:** An Ogre Chieftan will inflict an additional point of damage on all of his attacks, and has an extra 10 hit points.

**Special Attacks:****Special Defenses:****Warriors:****Rogues:**

**Shaman:** 1st level shamans have 4 1st, 4 2nd, and 2 3rd level E/W spells. Shamans gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level shaman would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Mages:**

**Ophidian**

Creature Type: Monster

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Swamps, Rivers

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	25				
Armor Type:	Scales				
Armor Worn:	15				
Weapon Type(s):	Bite or one handed weapon. No two weapon				
Damage:	3 (bite) or by weapon				

**Description:** A snake-like creature with the head of a snake, the the lower body of a snake, with a human torso and arms. It is covered in green scales all over its body, though they are lighter and thinner on the humanoid torso.

**Background/Notes/Ecology:** A supernatural predator created by a lycanthropic curse that it passes on in its bite. It sometimes congregates with others of its type if they are around. Driven to attack and eat humanoid prey.

**Roleplaying:**

**Special Attacks:** Lycanthropic Curse: If the bite of an ophidian penetrates the armor of a victim, they are affected by the curse that creates more of these creatures. For the first two weeks, nothing appears wrong. The next three weeks, the character randomly transforms into an Ophidian at night (up to the REM, GM, or Theme Master running the first encounter), and after a sixth and final week where nothing happens, the character permanently becomes an ophidian.

Anytime prior to the final transformation, the character may be cured with a Remove Curse spell. After the transformation, the character must be slain and resurrected. (the character will return to life as its original race)

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

# Orc

Monster Book: REM 2  
Frequency: Common  
Random Monster?: Yes  
Terrain: Any

Creature Type: Humanoid

Base Statistics:		Warrior	Rogue	Shaman	Witch Doctor
Level:					
Hit Points(HP):		12, + 3/level	9, +2/level	10, +2/level	8, +2/level
Armor Type:	Any, Leather to Plate	Any, usually leath.	up to Leather	up to Leather	None
Armor Worn:		0 to 120 (avg 15)	0 to 30 (avg 10)	0 to 30 (avg 15)	None
Weapon Type(s):	Any	Any	Any	Any single weapon	Any single weapon.
Damage:					

**Description:** A green or olive skinned humanoid that stands about six feet tall and has sharp fangs. The facial features are semi-piglike, and they have pointed ears. Orcs are very muscular.

Mountain Orcs (see below) will have darker skin colors, and may have skin that is blackish or grey.

Forest Orcs (see below) will have darker green skin, more closely resembling their forest home, as well as shades of brown or greyish green.

**Background/Notes/Ecology:** One of the "evil" races of the world. The Hereditary racial enemies of the Elves. They breed in litters, making their numbers impossible to control.

Mountain Orcs: A strain of Orcs that lives high in the mountains and is slightly more powerfully built than their lowland kin. They are stout warriors.

Forest Orcs: A strain of Orcs that live in deep forests and work somewhat more in harmony with nature. (they will not wantonly despoil their home) While still "evil" in the sense that they will kill to get what they need, they are less prone to wanton violence than their kin. Forest Orcs are deadly scouts and rangers, and are expert guerilla fighters.

**Roleplaying:** Mountain Orcs: In addition to the statistics above, Mountain Orcs gain an additional 10 Hit points, and an additional hit point for every level they have attained.

Forest Orcs: A little less robust than their kin, Forest Orcs start off with 2 less hit points than other Orcs. They gain 1 less hit point at every even level, as well.

Orcs (regardless of their sub race) speak the Orcish language. Many Forest Orcs also know elven (albeit badly) to better taunt their hereditary enemies. Many lowland orcs may also learn the common language, so that they may better make demands of their "prey"

## Special Attacks:

**Special Defenses:** Orcs vary widely on their resistance to magics.

Normal Orcs: Will have a resist charm or resist sleep once they reach 5th level. Will have both by 7th.

Forest Orcs: Are somewhat more resistant to sleep magics (the favorite magics of their elven enemies). They gain a resist sleep at level 3, and a resist charm at 6th.

Mountain Orcs: Are very strong willed and resilient. They gain both a resist sleep and a resist charm at 4th level.

All orcs (regardless of sub race) are very resilient to poisons. They gain a drug tolerance at 5th level, and another at 8th.

**Warriors:** Orcish Warriors gain a Critical Parry at 8th level. They gain a second critical parry at 10th level.

Mountain Orc Warriors are somewhat more skilled: They gain their first critical parry at 7th level, and their second at 9th. They gain a Deathstrike at 9th level. Forest Orc Warriors focus less on martial prowess and more on woodland skills. All will have Tracking and Woodland Lore. They gain their first critical parry at 9th level and do not gain a second. Some Forest Orcs are Rangers (species enemy: Elves). These Orcs will gain the Backstab skill at level 4, Knockout at level 6, and Assassinate at level 9.

**Rogues:** Orcs make surprisingly good assassins and rogues. 1st level Orcish rogues have Backstab. At 2nd level, they gain Knockout. At 5th level, they learn Assassinate. At 9th level, they learn Silent Kill.

Forest Orc rogues are nearly always scouts. A Forest Orc scout will start at 1st level with Backstab and Knockout. At 4th Level, he will learn Assassinate. At 8th level, he will learn Silent Kill. In addition, A Forest Orc scout will have Tracking and Locate/Remove Traps equal to his level, -2.

**Shamans:** 1st level shamans have 4 1st, 4 2nd, and 2 3rd level E/W spells. Shamans gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level shaman would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Witch Doctors:** 1st level witch doctors have 4 1st, 4 2nd, and 2 3rd level E/W spells. Witch Doctors gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level witch doctor would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

Otter, Giant

Creature Type: Giant Animal

Monster Book: REM 2  
Frequency: Uncommon  
Random Monster?: Yes  
Terrain: Wetlands, Lakes, Rivers, Swamps

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	25				
Armor Type:	Thick Hide				
Armor Worn:	10				
Weapon Type(s):	Bite				
Damage:	5 (bite)				

**Description:** A giant version of the normal animal, about 8 feet long.

**Background/Notes/Ecology:** A giant version of the normal animal. Territorial, but will not usually attack a humanoid unless attacked first or defending its young.

**Roleplaying:**

**Special Attacks:**

**Special Defenses:** May hold its breath for up to half an hour.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Otyugh**

Creature Type: Monster

Monster Book: REM 1

Frequency: Rare/Uncommon (near plentiful refuse/decay)

Random Monster?: Yes

Terrain: Any, where there is carrion and decay or refuse.

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	65				
Armor Type:	Thick Hide				
Armor Worn:	10				
Weapon Type(s):	Tentacle Arms or Bite				
Damage:	3/3 (tentacles) or 4 (bite)				

**Description:** A grotesque creature that has a lumpy round shape with several tentacled arms protruding from various parts of its body. It has a large mouth with broken yellow-green teeth.

**Background/Notes/Ecology:** Carrion eaters of the first order, they thrive in filth and decay. Mostly intelligent and pack hunters, they aren't above killing something now so they can let it rot to eat later. aggressive and territorial.

**Roleplaying:**

**Special Attacks:** Disease Bite: anyone bite attack that penetrates the armor of a victim inflicts them with a disease. This disease inflicts 1 point of damage per hour to the victim for 3 days or until cured, but is never fatal (will not inflict deathblows), and the damage can be healed.

**Special Defenses:** Can burrow into loose soil or refuse, making it hard to see. As long as it is sitting completely still, it is not noticeable (hand over head) unless someone comes with a foot or two of it. (NPC should then say something seems wrong with the pile of dirt)

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Owl, Giant**

Creature Type: Giant Animal

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Forest

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	20				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Claws				
Damage:	3/3 (claws)				

**Description:** A giant owl, of any variety, standing nearly 7 feet tall with a 14 inch wingspan.

**Background/Notes/Ecology:** Intelligent, giant versions of the normal animals. Earth and Water shamanistic caster.

**Roleplaying:** Speaks Common Elven and Common. Expert Tracker. Can teach shamanistic magic up to what it can cast.

**Special Attacks:**

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:** Casts spells as a second level cleric/shaman. Has 4 first, 4 second, and 2 third level E/W spell slots, and does not need a spellbook to cast spells. (counts as a shaman)

**Mages:**



Owlbear

Creature Type: Monster

Monster Book: REM 1  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Any, usually caves

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	30				
Armor Type:	Hide				
Armor Worn:	10				
Weapon Type(s):	Claws or Bite				
Damage:	5/5 (claws) or 7 (bite)				

**Description:** A horrible cross between a bear and an owl. has the body of a bear with the beak, head, and claws of an Owl. It stands nearly 12 feet tall on its hind legs, and is about six feet high at the shoulder when walking on all fours.

**Background/Notes/Ecology:** A powerful predatory animal. Not terribly intelligent, and it will try to eat anything smaller than it is. Will retreat if outnumbered or wounded severely.

**Roleplaying:**

**Special Attacks:**

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

P

**Pegasus**

Creature Type: Monster

Monster Book: REM 2  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	25				
Armor Type:	Hide				
Armor Worn:	10				
Weapon Type(s):	Hooves				
Damage:	3/3 (hooves)				

**Description:** a beautiful horse with large feathered wings. (about a 15 foot wingspan)

**Background/Notes/Ecology:** A reasonably intelligent, magical, flying horse. Likes horsey things.

**Roleplaying:**

**Special Attacks:**

**Special Defenses:** Flight: A pegasus may fly. Takes a slow count of three to lift off or land, during which time it may not attack, only defend itself. If it is mounted, it takes a slow count of five. While flying, it cannot be attacked by or attack anything, and neither can anyone mounted upon it.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Pixie**

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Forest

Creature Type: Faerie

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	5				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Dagger or Dart				
Damage:	1 (either weapon)				

**Description:** A small faerie with delicate see through wings. A pixie can be nearly 1 foot tall.

**Background/Notes/Ecology:** Mischevous faerie. Lives in the deep woods. Likes to play with humanoids, especially elves.

**Roleplaying:** Use spell packets to simulate the darts, if they are used.

**Special Attacks:** Forget Spell: by touch, a faerie can cast a powerful enchantment that makes the victim forget the last hour completely. This counts as a level 8 spell, but does not need to be incanted. Resist charm will counter this spell. The pixie may do this as often as desired, but must rest a minute or so between each attempt (no rapid fire)

**Special Defenses:** Invisibility: The pixie may be invisible (as the fifth level Air spell) for as long as he concentrates. The pixie may turn invisible as often as desired.

Shape Self: into the shape of any small, natural animal. Lasts indefinitely.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Porcupine, Giant**

Creature Type: Giant Animal

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Forests

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	30				
Armor Type:	Spiky Hide				
Armor Worn:	20				
Weapon Type(s):	Bite				
Damage:	3 (bite)				

**Description:** A giant version of the normal animal. About 5 feet tall at its shoulders.

**Background/Notes/Ecology:** A giant version of the natural animal. Does not usually attack others, but will to defend itself or its young.

**Roleplaying:** Use spell packets to represent quill's.

**Special Attacks:** Fire Quills: 3 times per day, the Giant Porcupine may fire quills at enemies. Each quill does 2 points of no armor damage and up to six may be fired in any barrage.

**Special Defenses:** Quills: anyone attacking the giant porcupine with a short sword length weapon or shorter takes 2 points of damage each time he strikes the porcupine, from it's spiky quills.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

Pyro-snake

Creature Type: Monster

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Any (no arctic)

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	25				
Armor Type:	Scales/Hide				
Armor Worn:	10				
Weapon Type(s):	Bite				
Damage:	6 (bite)				

**Description:** A giant, bright red snake that is nearly 15 feet long and nearly 1 foot in diameter. It has glowing red eyes.

**Background/Notes/Ecology:**

**Roleplaying:** The fire breath is roleplayed by throwing a spell packet at the target.

**Special Attacks:** Fire breath: A pyro snake may breathe fire on an enemy up to 5 times a day. This stream of fire inflicts 10 points of damage to any struck.

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

Q

## Quasit

Monster Book: REM 1

Frequency: Very Rare

Random Monster?: Yes

Terrain: native to the Negative Plane, may be found nearly anywhere

Creature Type: Monster (Extraplanar)

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	20				
Armor Type:	Hide				
Armor Worn:	5				
Weapon Type(s):	Claws or Bite				
Damage:	1 (claws) or 2 (bite) plus poison (see below)				

**Description:** A 1 foot tall creature with tall horns on it's head and a small mouth full of wicked fangs. It is light red in color and its body is long and skinny.

**Background/Notes/Ecology:** A vicious little monster from the negative plane that delights in tormenting living creatures. A messenger for powerful negative planar creatures or powerful casters.

**Roleplaying:**

**Special Attacks:** Fear: 3 times per day, the Quasit can target an opponent and affect them with supernatural fear. (throw a spell packet) If the victim is less than sixth level they must flee out of site of the Quasit and will not return to where they believe to be for one hour. Characters of level higher than 6 are unaffected.

**Poison:** Both a Quasit's claws and bite are poisonous. This is a Pain Toxin 1 toxin. The attacks must penetrate any armor the victim is wearing for them to affect the victim.

**Special Defenses:** Silver or Magical weapons and spells are required to hurt a Quasit.

Immune to Cold, Fire, and Lightning damage and spells.

The Quasit may shape-shift into the shape of a wolf, giant centipede, Bat or Frog, but it retains it's own attacks and HP's - this form is "for looks" only. It may shape-shift as often as it desires and changes forms nearly instantly.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**



R

**Rakshasa**

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any

Creature Type: Monster (Demon)

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	50				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Claws, Bite, or Weapon				
Damage:	2/2 (claws) 3 (bite) or by weapon				

**Description:** A humanoid with the head and fur of a tiger. Usually dressed in flowing robes or loose clothes and almost always has a hood. May be mistaken for human unless it's face can be clearly seen.

**Background/Notes/Ecology:** A powerful demon-kin that delights in deceiving and destroying/inflicting pain upon/killing mortals and other innocents. Usually very solitary. Cunning, master of illusions.

**Roleplaying:**

**Special Attacks:** Illusion - Self: The Rakshasa may scan the mind of anyone nearby. (this is done by locking gazes with the victim and telling them what is happening) It will pick the image of someone they trust and want to see out of their mind, and will use their illusion powers to appear as that person. A resist charm will block the Rakshasa from using this power on someone, (the Resist Charm is expended) and the Rakshasa may not attempt to read that person again that day. The Rakshasa does not gain any memories or real knowledge about the person they are imitating (they will know the name of the person and little else) so the illusion may be easy to pierce.

**Special Defenses:** A Magical weapon is required to harm a Rakshasa. Magical weapons of less than +2 do half damage.

Spells of 7th level or lower do not affect a Rakshasa in any way.

**Warriors:**

**Rogues:**

**Clerics:** Casts spells as a 5th level cleric, and has four E/W spell slots of each level 1 to 3. They need a spellbook to cast spells, and may have researched magic.

**Mages:** Casts spells as a 5th level mage, and has four F/A spell slots of each level 1 to 3. They need a spellbook to cast spells, and may have researched magic.

Rat, Giant

Creature Type: Giant Animal

Monster Book: REM 2  
Frequency: Uncommon  
Random Monster?: Yes  
Terrain: Any (near habitations)

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	15				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Bite				
Damage:	2 (bite)				

**Description:** A 3 to 4 foot long rat, of any color common to rats.

**Background/Notes/Ecology:** A giant version of the regular animal... a scavenger and carrion eater.

**Roleplaying:**

**Special Attacks:**

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Rat, Giant Plague**

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Any (near habitations)

Creature Type: Giant Animal

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	20				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Bite				
Damage:	3 (bite) + disease (see below)				

**Description:** A 3 to 4 foot long rat, of any color common to rats. When seen up close, it is covered in leperous boild and warts, and its skin seems to be rotting in some places.

**Background/Notes/Ecology:** A giant version of the regular animal... a scavenger and carrion eater. This sub-race is afflicted with a powerful disease, but it is only a carrier, and is not debilitated by carrying it.

**Roleplaying:**

**Special Attacks:** Disease: Any person who actually touches the rat or is bitten by the rat (attack must penetrate armor) is afflicted with a very deadly disease. This disease has the same affects as the Cause Disease spell, but unlike the spell disease, the damage caused by the disease may be cured without first curing the disease.

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

## Rhinoceros

Creature Type: Animal

Monster Book:REM 2

Frequency: Rare

Random Monster?: Yes

Terrain: Plains, or low Hills (no arctic)

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	45				
Armor Type:	Hide				
Armor Worn:	25				
Weapon Type(s):	Horn				
Damage:	5				

**Description:** A huge animal with a large horn on its nose/the front of its head. Leathery looking hide.

**Background/Notes/Ecology:**

**Roleplaying:**

**Special Attacks:** Charge: The Rhino may charge if it runs for more than 10 feet. While it is charging, it may strike with it's horn for knockdown in addition to its normal damage. The final person struck (must be head on) takes 10 points of no-armor damage as they are impaled on the horn and is knocked down and knocked back for 10 feet.

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Roper**

Creature Type: Monster

Monster Book: REM 2  
Frequency: Very Rare  
Random Monster?: Yes (only in its habitat)  
Terrain: Subterranean

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	80				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Bite				
Damage:	8				

**Description:** A tall (10') creature that is shaped like a blob of green skin with six long sticky arms.

**Background/Notes/Ecology:** An underground scavenger, fairly intelligent. (low human intelligence).

**Roleplaying:** The ropers tentacles are best played by extra NPC's, and are directed to grab a target by the main body NPC.

**Special Attacks:** Grab: Each of the Ropers six tentacles may grab an ogre sized monster or small and drag it into the waiting maw of the creature. The NPC playing the tentacle strikes the victim and tells the victim they have been grabbed and immobilized (as if by an Entangle 2 spell) and can drag them towards the main body at the pace of a slow walk. Held victims may not attack. The tentacles themselves are so tough and rubbery that they are immune to damage.

**Special Defenses:** Immune to lightning damage/spells  
takes half damage from cold damage/spells  
takes double damage from Fire spells/damage.  
Immune to all spells 4th level and lower (even fire spells)

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

## Rust Monster

Creature Type: Monster

Monster Book: REM 1

Frequency: Rare

Random Monster?: Yes

Terrain: Subterranean, may come to surface on occasion

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	25				
Armor Type:	Scales/Hide				
Armor Worn:	15				
Weapon Type(s):	Tentacle				
Damage:	No damage/wither, see below				

**Description:** A squat four legged creature with redish brown scales and a short tail and two tentacle like feelers. This creature is about 5 feet long and 2 feet tall at the shoulder. It looks something like a mutated armadillo.

**Background/Notes/Ecology:** A relatively stupid “predatory” animal that preys on metal objects. Not very smart but smart enough to run away when presented with metal it cannot eat or it is outnumbered heavily or hurt.

It prefers Iron or its derivitives over copper or other “precious” metals.

**Roleplaying:**

**Special Attacks:** Withering touch: the Rust Monster feeds on the rust it causes by instantly decaying any metal that its feelers touch. Any metal item struck by a feeler is immediately Withered, exactly like the third level Water spell, except that it may target ANY metal object. Amor is destroyed by piece (the piece struck is destroyed, not the whole suit). The reamins are exactly the same as from a wither spell. A spell barrier or other protection from being withered WILL protect against this attack.

**Special Defenses:** Any weapon striking the Rust monster is also affected by a Wither spell, though it deals its damage first. (see above for details on what can prevent this from happening)

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

S



**Sahaguin**

Creature Type: Humanoid

Monster Book: REM 2  
Frequency: Uncommon  
Random Monster?: Yes  
Terrain: Lakes, Oceans, Shorelines, Rivers

Base Statistics:		Warrior	Rogue	Shaman	Mage
Level:					
Hit Points(HP):		16, +4/level		14, +4/level	
Armor Type:	None				
Armor Worn:	None				
Weapon Type(s):	Claws, Bite, or any thrusting weapons.				
Damage:		3/3(claws) 3 (bite) or by weapon, +1, +1/3levels		2/2 (claws) 3 (bite) by weapon, +1	

**Description:** A 6 foot tall creature with a humanoid body that is bluish-green with a fish-like head, webbed feet and hands, gills, and fins.

**Background/Notes/Ecology:** A race of water-dwelling humanoids. They are very territorial and aggressive, if not outright "evil". Since they don't necessarily consider land born people to be "people" they may attack and kill or eat them for no apparent reason.

They speak their own language, and few ever learn common.

**Roleplaying:**

**Special Attacks:**

**Special Defenses:** They have gills, so they can breathe underwater.

**Warriors:**

**Rogues:**

**Shaman:** 1st level shamans have 4 1st, 4 2nd, and 2 3rd level E/W spells. Shamans gain spells in a staggered progression. At each even level they will gain 2 spell slots of their highest level, and at each odd level they will gain 2 spell slots of the NEXT level. (so a second level shaman would have 4 spell slots of 1st through 3rd, and a third would have 4 first through third, and 2 fourth, etc).

**Mages:**

## Salamander

Monster Book: REM 1

Frequency: Very Rare

Random Monster?: Yes (only when summoned or on "business" on Central Plane)

Terrain: Native to the Plane of Fire, may be found anywhere it is summoned

Creature Type: Monster/Elemental/  
Extraplanar

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	50				
Armor Type:	Thick Scales/Hide				
Armor Worn:	20				
Weapon Type(s):	Any weapon + tail. Single weapon only				
Damage:	By weapon + 6 or 8 + knockdown (tail)				

**Description:** A reptilian creature with a humanoid head and the body of a lizard. It has bright red scales, a long body and a long tail that can move to strike over its shoulder. It is clove to feet long and can stand up on its legs (upright) to a height of nearly 8 feet.

**Background/Notes/Ecology:** A powerful fire elemental creature that disdains Central Planar creatures. Used as soldiers by their fire planar masters, and often on business for their masters on the Central Plane. Not inherently evil, just alien in mentality and do not value mortal life.

Many salamanders prefer to fight with two handed weapons, especially polearms or spears.

**Roleplaying:**

**Special Attacks:** Some Salamanders may use magical weapons (never Random Encounters however). These may be of any varying power.

**Special Defenses:** + 1 or better magical weapon or spells are required to harm a Salamander.

Immune to Fire damage

Immune to Sleep, Charm, and Hold Spells.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

Satyr

Creature Type: Faerie

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Forests

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	35				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Horns or by weapon (no two weapons)				
Damage:	3 (horns) or by weapon				

**Description:** A creature that has the upper body of a humanoid and the legs and lower body of a goat. The male satyr is usually bearded and has a lot of hair on its front and back. No one has seen a female satyr.

**Background/Notes/Ecology:** playful and mischevous forest faerie-kin.

**Roleplaying:** The person playing the Satyr should have some sort of musical instrument to represent the pipes, or in the alternative, the NPC should have a small boom box or other device to mimic the sound of the pipes.

**Special Attacks:** The Satyr may play its pipes to replicate the effects of bardic magic. The following spell like powers may be drawn from the pipes, as many times per day as needed. All power last only as long as the pipes remain playing. Otherwise, they are identical to the bardic magic spells of the same name: Alliance, Sleep, Mass Alliance, Mass Sleep, Mass Entagle 1.

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Scorpion, Giant**

Monster Book: REM 1  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Any

Creature Type: Giant Animal

Base Statistics:	Front/Body	Tail	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	20	10			
Armor Type:	Chitin Plates/Hide				
Armor Worn:	10	10			
Weapon Type(s):	Pincer (claw)	Self (tail/stinger)			
Damage:	4/4 (claw)	3 + poison (see below)			

**Description:** A 10 foot long scorpion with huge claws and a long tail capable of striking out in front of it. The tail is tipped in very large stinger.

**Background/Notes/Ecology:** A giant version of the normal animal.

A character with Fauna Lore: Insects (or other specialized lore about insects or scorpions), Poison Lore, and Handle Toxin MAY be able to salvage one or two doses of Death Toxin 3 from the stinger. (up to the Marshall running the encounter)

**Roleplaying:** The giant scorpion is played by two people, on person playing the body/front of the creature, and the second playing the tail. The NPC playing the tail needs a long weapon such as a polearm to represent the tail. The tail is long enough to strike out in front of the monster as well as any other direction. The two NPC's should stay fairly close to each other (within arms reach) If the main body dies, so does the tail. If the tail dies, the main body may continue to fight until it is slain.

**Special Attacks:** Hold: the front pincers may strike and hold a victim so the tail can strike him more easily. To do this, the NPC must strike AND hit with both weapons, and announce that the target is held and may not move, but can still defend himself. (Similar to an Entangle 1)

**Poison:** Any stinger attack which penetrates the armor of a victim injects them with a dose of Death Toxin 3. The victim will die in five minutes.

**Special Defenses:****Warriors:****Rogues:****Clerics:****Mages:**

**Shadow**

Creature Type: Monster

Monster Book: REM 2

Frequency: Uncommon (Negative Plane) Uncommon (Central, 1/event) or Rare

Random Monster?: Yes

Terrain: Any at night, Native to the negative plane

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	40				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Claws or Bite				
Damage:	3/3 (claws) or 5 (bite)				

**Description:** A creature of the shadow, it cannot be seen unless it is within the light of a bright torch or light spell. In the light, it is seen as a somewhat humanoid shape that looks like shadows have collected onto its form to cover it.

**Background/Notes/Ecology:** a spectral creature from the Negative plane, it delights in destroying and tormenting the living.

**Roleplaying:**

**Special Attacks:** Paralyzing touch: twice a night, the Shadow may Paralyze someone (as the 8th level E/W spell) by touch.

**Special Defenses:** Shadow invisibility: unless it is in direct light, it cannot be seen, but can be heard as it moves. If in direct light, it is visible as described above.

Immune to Sleep, Charm, and Hold spells.

takes no damage from cold-based spells or attacks.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Shadow Mastiff**

Creature Type: Monster/Demon/  
Extrplanar creature

Monster Book: REM 1  
Frequency: Uncommon (Negative Plane) or Rare (Central Plane)  
Random Monster?: Yes  
Terrain: Native to the Negative Plane, any at night..

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	20				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Chilling Bite				
Damage:	6 (cold)				

**Description:** A creature of the shadow, it cannot be seen unless it is direct light, bright torchlight, or the light cast by a light spell. When it can be seen, it seems to be a dog-like shape made of writhing shadows.

**Background/Notes/Ecology:** a companion to the Shadow, the Mastiff is a negative planar creature that likes to kill, harm, and destroy central planar life

**Roleplaying:**

**Special Attacks:** Baying: when a Mastiff bays (howls), it can cause fear (once per night) all who hear the howl of third level or less must flee in terror until they can no longer see the Mastiff, and will not return to where they believe it to be for one hour. A mastiff can cause fear with its howl once per night.

Paralyze: The Mastiff can paralyze a victim (as the 8th level E/W spell) once per night, by touch.

**Special Defenses:** Invisible: Unless in direct torchlight or the light of a light spell, it is invisible, though it can be heard moving around. When it can be seen it looks as described above.

Immune to Sleep, Charm, and Hold spells.

Takes no damage from cold based spells or attacks.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

## Shambling Mound

Creature Type: Monster

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Swamps and Forests

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	100				
Armor Type:	Tree-like Hide				
Armor Worn:	60				
Weapon Type(s):	Claws/Fists				
Damage:	5/5 (claws)				

**Description:** A creature that is somewhat humanoid in shape, this creature seems to be made of vines, grass, seaweed, tree limbs, and moss. It has depset black eyes and a long root-like nose. It does not seem to have a mouth.

**Background/Notes/Ecology:** A low-human intelligence plantlife predator, they kill living animal prey and absorb them for their nutritional value. Not inherently evil, they simply do not have humanoid morals or values and will kill their natural prey without remorse for sustenance.

**Roleplaying:**

**Special Attacks:**

**Special Defenses:** All weapons normally would do half damage, but the body and armor of the creature are doubled instead. (easier to count)

Cold damage does whatever damage is called. (no modifiers)  
Lightning damage heals the creature for double the ammount of damage called.  
All other damaging spells inflict double damage.

Immune to Entangle spells (abosrbs them)

Immune to Sleep spells.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Shrieker**

Monster Book: REM 2  
Frequency: Uncommon  
Random Monster?: Yes  
Terrain: Subterranean

Creature Type: Monster/Plant

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	25				
Armor Type:					
Armor Worn:					
Weapon Type(s):					
Damage:					

**Description:** a large mushroom like creature, It can be anywhere from 3 feet to 8 feet tall, and is brown and green in color.

**Background/Notes/Ecology:** A semi intelligent mushroom based life form. They can move around (very slowly). They are often used as sentries, since they respond to light by shrieking loudly.

**Roleplaying:**

**Special Attacks:**

**Special Defenses:** Shriek: When a light source is brought within 15 feet of a shrieker, it shrieks VERY loudly. (very painful to hear). May also attract monsters, and they are often used as sentries because of this ability.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**



**Skeleton, Lesser**

Monster Book: REM 2  
Frequency: common  
Random Monster?: yes  
Terrain: Any

Creature Type: Undead, Type .5

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	12				
Armor Type:	None to Chain				
Armor Worn:	0 to 66 (avg 0)				
Weapon Type(s):	Any one weapon (and can use a shield)				
Damage:	by weapon				

**Description:** A humanoid that has no flesh remaining on its bones. Makes a creaking and clicking sound when it moves, and moves slowly and jerkily.

**Background/Notes/Ecology:** A very minor undead that fights slowly and poorly and possesses only the most rudimentary intelligence. They are often used as cannon fodder by necromancers and discarded after a battle, so they are not an uncommon sight wandering free-willed about the countryside.

**Roleplaying:** Fight slowly and stiffly. Make silly mistakes. Fight down below your level.

**Special Attacks:**

**Special Defenses:** Immune to sleep and charm spells

Immune to disease and toxins

healing magic will inflict an equivalent amount of damage to an undead instead of healing it.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Skeleton, Soldier**

Monster Book: REM 2  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any

Creature Type: Undead, Type 2.5

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	60				
Armor Type:	None to Chain				
Armor Worn:	0 to 66 (average, 25)				
Weapon Type(s):	Weapon				
Damage:	By Weapon, +2				

**Description:** A humanoid that has no flesh remaining on its bones. Makes a creaking and clicking sound when it moves, and moves slowly and jerkily.

**Background/Notes/Ecology:** An undead of middle intelligence. About as smart as a goblin. Can follow complex orders fairly well. Often work in groups, and can fight instinctively as a unit.

**Roleplaying:** Agressive, fearless warriors. Just as quick as a human, as well.

**Special Attacks:** Unit Tactics: The Skeletal Soldier possesses all the Unit Tactics skills (small, medium, large) and can use them with other Skeletal Soldiers.

**Special Defenses:** Immune to sleep and charm spells

Immune to disease and toxins

healing magic will inflict an equivalent ammount of damage to an undead instead of healing it.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Skeleton, Animal**

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: Any  
Terrain: Any

Creature Type: Undead, Type 2

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	50				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Claws or Bite				
Damage:	3/3 (claws) or 4 (bite)				

**Description:** An undead animal that has no flesh remaining on its body. They make a creaking and clicking noise as their bones move against each other.

**Background/Notes/Ecology:** A skeletal animal has intelligence about equal to what it had in life. It can follow simple orders, usually pretty literally.

**Roleplaying:**

**Special Attacks:**

**Special Defenses:** Immune to Sleep and Charm spells, as well as all Toxins and Disease.

Healing spells will inflict an equivalent amount of damage to a skeleton animal.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Skeleton, Beast**

Monster Book: REM 2  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any

Creature Type: Undead, Type 3

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	70				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Claws or Bite				
Damage:	4/4 (claws) or 6 (bite)				

**Description:** A large undead creature with no flesh on its bones. They make a creaking and clicking noise as their bones move against each other.

**Background/Notes/Ecology:** As intelligent as the original creature, which may mean animal intelligence. Will follow orders to the best of its ability.

**Roleplaying:**

**Special Attacks:**

**Special Defenses:** Immune to Sleep and Charm spells, as well as all Toxins and Disease.

Healing spells will inflict an equivalent ammount of damage to a skeleton beast.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Skeleton, Monster**

Monster Book: REM 2  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any

Creature Type: Undead, Type 4

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	100				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Claw or Bite				
Damage:	5/5 (claws) or 6 (bite)				

<p><b>Description:</b> A large undead monster, that is larger than a draft horse in general size. There is no flesh remaining on it. It does not move slowly like a regular zombie.</p> <p><b>Background/Notes/Ecology:</b> It is as intelligent as the living creature it once was.</p> <p><b>Roleplaying:</b></p> <p><b>Special Attacks:</b></p>	<p><b>Special Defenses:</b> Immune to sleep and charm spells</p> <p>Immune to disease and toxins</p> <p>healing magic will inflict an equivalent ammount of damage to an undead instead of healing it.</p> <p><b>Warriors:</b></p> <p><b>Rogues:</b></p> <p><b>Clerics:</b></p> <p><b>Mages:</b></p>
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**Skeleton, Hunter**

Monster Book: REM 2  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any

Creature Type: Undead, Type 4

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	85				
Armor Type:	None to Studded				
Armor Worn:	0 to 40 (average 0)				
Weapon Type(s):	Weapon				
Damage:	By Weapon +4				

**Description:** A humanoid that has no flesh remaining on its bones. They usually acquire clothes to hide the fact they are undead. Thus, only looking at the face of the creature will reveal it to be an undead. They are totally silent if they choose to be.

**Background/Notes/Ecology:** A very intelligent, merciless, powerful skeleton.

**Roleplaying:**

**Special Attacks:** Backstab: As the Rogue skill  
Knockout: As the rogue skill.

**Special Defenses:** Immune to Sleep and Charm spells, as well as all Toxins and Disease.

Healing spells will inflict an equivalent ammount of damage to a skeleton hunter.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Skeletal Warrior**

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: No  
Terrain: Any

Creature Type: Undead, Type 5

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	70				
Armor Type:	Any, usually Plate				
Armor Worn:	0 to 120 (avg 80)				
Weapon Type(s):	Any weapon (no two weapons)				
Damage:	By weapon + 5				

**Description:** A skeletal humanoid that has no flesh remaining on its bones. They make creaking and clicking noises as they move about. Their movements are very fluid.

**Background/Notes/Ecology:** Completely intelligent, capable of independent thought and understanding. Usually commanded by Death Knights or very powerful Liche's or other casters. Created from the bodies of powerful warriors. Retains all of the memories and knowledge of its former life, with a warped, evil personality. (no combat skills or magic other than those below, but retains all applicable lore and profession skills). They are capable of speech but rarely do so, and when they do they sound like a rasping cough.

**Roleplaying:** Make clicking noises as you move.

**Special Attacks:** Death Strike/Critical Parry: the Skeletal Warrior has a single deathstrike attack available to it each day. It may opt to use a critical parry instead of its deathstrike (much like the old style deathstrike skill)

**Special Defenses:** +1 or better magical weapons are needed to harm a Skeletal Warrior.

A Skeletal Warrior is completely immune to spells of sixth level or lower.

Healing spells (if high enough level) will inflict damage to this creature instead of healing it.

Immune to all toxins and disease, as well as sleep, charm, and hold spells.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Snake, Fire**

Monster Book: REM 2  
Frequency: Uncommon  
Random Monster?: Yes  
Terrain: Any, always found near fires

Creature Type: Magical Animal

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	15				
Armor Type:	Scales				
Armor Worn:	10				
Weapon Type(s):	Bite				
Damage:	2 (bite) + poison (see below)				

**Description:** A large red snake that gives off an aura of heat. (feels like a kerosene heater). It is nearly 4 feet long and has a rattle at the end of its tail.

**Background/Notes/Ecology:** A quasi-magical animal that originally came from the Plane of Fire. Not especially intelligent. Otherwise, much the same as any other snake.

**Roleplaying:** Hiss and rattle when threatened. Dont attack first.

**Special Attacks:** Poison: Any bite that penetrates the armor of a victim injects them with a dose of Paralyze toxin.

**Special Defenses:** Cold magic does double damage to this snake.

the Fire Snake is immune to natural and magical fire damage of all kinds.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**



**Snake, Giant Poisonous**

Creature Type: Giant Animal

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: Yes  
Terrain: No arctic

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	15				
Armor Type:	Scales				
Armor Worn:	5				
Weapon Type(s):	Bite				
Damage:	3 + poison (see below)				

**Description:** A huge snake that is nearly 15 feet in length, and nearly 1 foot in diameter. May be any form of giant snake, from cobra to rattler.

**Background/Notes/Ecology:** A giant version of the natural animal. Quick to attack when cornered or hungry. Big enough to think of humans as prey.

**Roleplaying:** Hiss and rattle when threatened or angry. Attack quickly and bite until someone goes down. Drag them off to eat them.

**Special Attacks:** Poison: Any bite that penetrates the armor of a victim injects them with a Death Toxin 1 (victim dies in 1 day if not treated)

**Special Defenses:**

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Spectre, Lesser**

Monster Book: REM 2  
Frequency: Rare  
Random Monster?: Yes  
Terrain: Any

Creature Type: Undead, Type 3.5

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	40				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Touch				
Damage:	4/4 (touch)				

**Description:** A white apparition of a humanoid. This creature has empty black eye sockets in its form where eyes should be.

**Background/Notes/Ecology:** An intelligent, powerful undead creature. Often under the control of a greater spectre. Capable of taking complex orders and speaking.

**Roleplaying:** The weakness affect should be called as "Weakness, you cant fight or run for 15 minutes"

**Special Attacks:** Weakness: Twice a day the spectre can cause weakness in a victim. The attack must penetrate the armor of the victim and iff sucessful, they may not attack or run for the next fifteen minutes.

**Special Defenses:** Silver or Magical weapons, or magic spells, are required to harm a spectre.

Immune to disease and toxins, as well as sleep, charm, and hold spells (walks right through them)

Healing magic causes an equivalent ammount of damage to a spectre.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

**Spectre, Greater**

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any, usually burial site.

Creature Type: Undead, Type 5.5

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	90				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Touch				
Damage:	6/6 (touch)				

**Description:** A white apparition of a humanoid. his creature has empty black eyes sockets in its form where eyes should be. Otherwise, they are usually quite attractive.

**Background/Notes/Ecology:** Powerful, intelligent undead. Hateful of the living. Retains all of the knowledge and memories of its mortal life, and has a twisted, perverted evil version of its previous personality. (Retains no skills other than lore skills and some professions that do not require a body)

**Roleplaying:** Dagger length weapons should be used to simulate the spectre's touch.

**Special Attacks:** Weakness: Three times per night, the Spectre may weaken its enemies. This is the same affect as a Dehydrate spell, but must be delivered by touch.

Essence Drain: Once per night, the spectre can use an Essence Drain spell on a victim. This spell works normally for the spectre.

**Special Defenses:** Immune to Sleep, Charm, and Hold spells.

Immune to all toxins and diseases.

A +2 or better magical weapon is required to harm a Greater Spectre, or magical spells.

Healing spells will inflict an equivalent ammount of damage to a Spectre.

Greater Spectre's are immune to all spells 4th level and lower.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**

## Sphinx

Creature Type: Monster

Monster Book: REM 1  
Frequency: Very Rare  
Random Monster?: Yes  
Terrain: Any, except arctic

Base Statistics:		Warrior	Rogue	Cleric	Mage
Level:					
Hit Points(HP):	80				
Armor Type:					
Armor Worn:					
Weapon Type(s):	Claws				
Damage:	6/6 (claws)				

**Description:** A huge lion-like creature with wings. It stands nearly 6 feet at the shoulder and it has at least a 14 foot wing-span. The wings of a sphinx are feathered like those of a bird and they are golden colored like the sphinx's hair.

**Background/Notes/Ecology:** A powerful, intelligent creature of magic. Some are fickle and wicked and delight in harming and baffling mortals, some are good and helpful. Others are merely enigmatic.

**Roleplaying:**

**Special Attacks:** Lions Roar: All characters within 20 feet of the Sphinx are stunned and may not attack for a full minute (the NPC should keep track) though they may defend themselves. The Sphinx may use this ability 5 times per day.

**Special Defenses:** Fly: The Sphinx may fly. It takes a slow count of 5 to take off or land, during which time the Sphinx is completely vulnerable to attack. While it is flying, it cannot attack or be attacked by anyone.

**Warriors:**

**Rogues:**

**Clerics:**

**Mages:**