

Species, Breed: Jantara, Not applicable.

Type: Not applicable.

Class: Monster

Align: Evil

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

Level: 1-D30+1

Number encountered: 1-D10 +9

The number encountered will be outside a Jantara dwelling place. If within the boundaries of their homeland, the number encountered will be 1-D100 x3. To see if a Jantara dwelling has been discovered roll a 00.

Experience points: 100 x level.

Characteristics

Awareness: 50

Charisma: 5

Constitution: 100

Coordination: 40

Dexterity: 50

Intelligence: 12

Mental-strength: 80

Strength: 175

Wisdom: 8

Movement:

Flying: Can't

Grounded: 16

Swimming: 5

Luck: 100

Oxygen-points: 150

Blood-points: 300

Attack descriptions

1 Bite: 1-D100 x2 +31 / 1 space (5') / Sharp attack
and:

2 Claw 1-D100 +31 / 1 space (5') / Sharp attack

Defense: 40

Offense: 50

Damage-Points: Roll 4-D20 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 20+ to have 1-D100

Bronze: 30+ to have 1-D100

Silver: 40+ to have 1-D100

Electrum: 50+ to have 1-D100

White-gold: 60+ to have 1-D100

Yellow-gold: 70+ to have 1-D100

Black-gold: 80+ to have 1-D100

Treasure item(s):

Common: 61+ to have 1-D4

UnCommon: 71+ to have 1-D4

Rare: 81+ to have 1-D4

Legendary: 91+ to have 1-D4

Description:

Annihilation Strike?: Yes.

Description:

Height: 6' 0"

Weight: 220 lbs.

Skin color: Muddy-brown

Eye color: Black

Eye shape: Slanted

Posture: Biped.

Dislikes: Dead creatures. The Jantara will not feed on anything that has been dead for 3+ days.

Disposition: These creatures are filthy, loathsome and always hungry. Their fearless and unwise nature makes them dangerous. These most despicable creatures are hunted by almost every society. If they are discovered, guild leaders dispatch what forces they can to find and destroy them all.

Fears: Nothing.

Habitat: Dark Forest (caves and labyrinths only).

Immunities: Fire and fear.

Life-span: 100 years.

Likes: Infant children flesh (they like the tender meat). They also love to find and capture dragons (any breed), which they make slaves of.

Needs: None

Note: None.

Special Abilities: Full night-vision.

Special Defenses: Resistances: Electricity: 50% (they are immune to any side effects of electricity (i.e., paralysis, stun, death, etc.).

Magic: 50%

Special Offenses: None.

Susceptibilities: None.

Weapon Susceptibility: Rank-0 (or better) weapon to harm.