

Species, Breed: Kazar (Rat)

Type: Not applicable.

Class: Monster (Mammal).

Align: Evil.

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

Level: 31 + 1-D30

Number encountered: 1

Experience points: 200 x level.

Characteristics:

Awareness: 50

Charisma: 26 in race form.

Constitution: 55

Coordination: 45

Dexterity: 45

Intelligence: 34

Mental-strength: 90

Strength: 55

Wisdom: 30

Movement:

Flying: Can't

Grounded: 17

Swimming: 5

Luck: 300

Oxygen-points: 270

Blood-points: 165

Attack descriptions:

Bites: 3

Damage: 1-D12 x8

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 4

Damage: 1-D12 x6

Range: 1 space (5')

Attack type: Sharp.

or:

As weapon wielded at x 5 damage. The weapon of the Kazar is a symbol, whatever is chooses. Within its hand it becomes enchanted, causing x5 damage.

Defense: 95

Offense: 85

Damage-Points: Roll 3-D20 +7 x level

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x10

Bronze: 10+ to have 1-D100 x10

Silver: 10+ to have 1-D100 x10

Electrum: 10+ to have 1-D100 x10

White-gold: 10+ to have 1-D100 x10

Yellow-gold: 10+ to have 1-D100 x10

Black-gold: 10+ to have 1-D100 x10

Treasure item(s):

Common: None

UnCommon: None

Rare: 10+ to have 3-D8 +3

Legendary: 15+ to have 3-D4 +3

Note:

The Kazar Rat will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

25% chance of having 2-D6 Artifacts

55% chance of having 2-D4 Enchanted Items

20% chance of having 1-D4 Enchanted Armors

20% chance of having 1-D4 Enchanted Weapons

60% chance of having 1-D100 +15 random Gems.

35% chance of having 1-D8 +3 random Special Gems.

40% chance of having 1-D6 Magic Armors

40% chance of having 1-D6 Magic Weapons

15% chance of having 1-D4 Oracles

80% chance of having 2-D20 Other Valuable Items (O.V.I.)

13% chance of having 1-D4 Relics

This creature will always know exactly what items it has, and how to use them.

Description:

Annihilation Strike?: Yes.

Description: This creature appears as a half rat, half humanoid.

Eye color: Black

Eye shape: Medium-sized and round

Fur color: Gray

Fur texture: As a rat.

Height: 5'-6"

Length: 11' (its tail is half the length of its height)

Posture: Quadruped (like an animal with four feet). This creature can walk upright on two legs as a person as easily as it can on all fours.

Weight: 125 lbs.

Dislikes: Character types.

Disposition: The Kazar Rat, or The Great Rat, as some have named it, is a Ratman chosen to be a shepherd; a guardian for all species and breeds which have rat blood flowing through their veins. This path is chosen for the ratman at the very hand of nature itself.

It is a mysterious thing, the birth of a Kazar, for with the passing of one, another rises to take its place during the next night with no moon.

The Kazar Rat is not a killer, though it hunts to live, just as any other creature of its kind. This creature is quite a formidable foe, and a great ally to any who fall in league with it.

Fears: Unknown.

Habitat: Marshlands and Swamps.

Immunities: Disease and Sickness.

Life-span: Lesser Immortal, meaning it never dies of old age (but this creature can be slain).

Likes: Obedience from all other creatures that have rat blood flowing through their veins.

This creature respects Necromancers, often times going out of its way to ally with such.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: None.

Special Abilities: Item knowledge: This creature will have knowledge of all items it has (and will use them all).

Modification-points: The Kazar Rat will have 100 modification-points which can be used to learn any non-spell ability (ignore any prerequisites).

Tongues: The Kazar Rat knows ALL spoken languages.

Transformation: This creature has the ability to transform into any of the following creatures (which will take 3 turns (15 seconds -- changing back to natural form will take 1 turn (5 seconds):

Rat (Common)

Rat (Giant)

Rat (Nipsin)

Ratman (any breed)

Once per moon the Kazar Rat can shift into any one of the known races (i.e., human, elf, dwarf, Shallant, Minotaur, Veleighen, Zendahr, etc.).

Note:

Once in any form, the Kazar Rat can remain in that form indefinitely if it wishes.

Special Defenses: The Great Rat will always have up to 3-D20 Giant Rats present to serve it. It will also keep in company 3-D10 Ratmen as body guards. The Great Rat can call another encounter of Giant Rats as often as it wills. These will come in 1-D4 +1 turns.

If The Great Rat is slain all its allies will scatter and retreat in terror.

Note: If this creature is encountered outside its natural habitat, it will have 2 level #31 Ratmen as body guards, which will be well equipped with armor and weapons. When the Kazar Rat is encountered outside its natural habitat, it will be on a quest (G.M.: It will be strictly up to you what this quest will be).

Special Offenses: Disease Bite: If the bite of this creature causes 49+ damage, the victim will instantly contract a level #3 disease (if the Kazar Rat so wishes to infect it).

See: "Disease, Explanation of:" in the D Section of the Basic Rules Book.

Susceptibilities: None.

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