

# Species, Breed: Jahmur

Type: Not applicable.

Class: Monster (Reptile).

Align: Evil.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 10 + 2-D10

Number encountered: 4-D6 +4

Experience points: 19 x level.

## Characteristics

Awareness: 22

Charisma: Not applicable.

Constitution: 26

Coordination: 25

Dexterity: 25

Intelligence: 10

Mental-strength: 33

Strength: 25

Wisdom: 10

## Movement:

Flying: Can't

Grounded: 10

Swimming: 3

Luck: 40

Oxygen-points: 99

Blood-points: 120

### Attack descriptions:

Bite: 1

Damage: 1-D12 x3

Range: 1 space (5')

Attack Type: Sharp.

and:

Claw: 2

Damage: 1-D12 x2

Range: 1 space (5')

Attack Type: Sharp.

Defense: 25

Offense: 25

Damage-Points: Roll 2-D12 +1 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 65+ to have 1-D20

Bronze: 70+ to have 1-D12

Silver: 75+ to have 1-D10

Electrum: 80+ to have 1-D8

White-gold: 98+ to have 1-D6

Yellow-gold: 90+ to have 1-D4

Black-gold: 95+ to have 1

Treasure item(s):

Common: 89+ to have 1

UnCommon: 94+ to have 1

Rare: 99+ to have 1

Legendary: None.

Note:

Each creature may have treasure. Check for treasure and money on each creature encountered.

# Description:

Annihilation Strike?: No.

Description: This creature appears to be a humanoid alligator mix.

Eye color: Yellow.

Eye shape: Small-sized and slanted.

Height: 3'-6"

Length: 7'-0"

Skin color: Brown-green.

Skin texture: As an alligator.

Posture: Biped (like an animal with two feet).

Weight: 120 lbs.

**Dislikes:** Bright light. These creatures are mostly nocturnal; hunting at night. If this creature is suddenly exposed to bright light, it will have a 40% chance of shying away until the light source is extinguished.

**Disposition:** Born for the hunt, the Jahmur are voracious in their appetite for the chase. They simply thrive on hunting down and torturing their prey. The Jahmur fear Druidic kind. If they can make an easy kill of a Druid, they will. If this proves difficult, they will always retreat.

The jaw structure of the Jahmur appears to be a cross between a large, narrow-skull, lizard and a crocodile with a slender jaw-line. The first 6-7 rows of teeth, at the tip of the mouth, are angled slightly outward. When this creature attacks its victim, it dives in on it, as if attempting to puncture its prey. These creatures hunt anything.

**Fears:** Druids.

**Habitat:** Forests.

**Immunities:** None.

**Life-span:** 110 years.

**Likes:** Unknown.

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

**Note:** None.

Special Abilities: Night-Vision: (as the Psychic's spell).

Special Defenses: Damage-Reduction: 3 vs. blunt weapon attacks.

**Special Offenses:** None.

**Susceptibilities:** None.

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