

Species, Breed: Kantar

Type: Not applicable.

Class: Monster (Mammal).

Align: Evil

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

Level: 1-D30 +1

Number encountered: 3-D6 +3

Experience points: 130 x level.

Characteristics

Awareness: 23

Charisma: 18

Constitution: 60

Coordination: 30 See: "Special Defenses".

Dexterity: 35 See: "Special Offenses".

Intelligence: 18

Mental-strength: 50

Strength: 60

Wisdom: 18

Movement:

Flying: Can't

Grounded: 15 The Kantar is not hindered by the wearing of any armorings.

Swimming: 5 Due to its many arms, the Kantar can swim even though it is fully armored.

Luck: 100

Oxygen-points: 150

Blood-points: 180

Attack descriptions

Spiked Morning Star: 2

Damage: 1-D12 x7

Range: 1 space (5')

Attack type: Sharp.

and:

Scimitar: 2

Damage: 1-D12 x7

Range: 1 space (5')

Attack type: Sharp.

and:

Fist-Blades: 2

Damage: 1-D12 x7

Range: 1 space (5')

Attack type: Sharp.

Note:

All attacks are used simultaneous.

Defense: 50 See: "Special Defenses".

Offense: 35 See: "Rage" in this creature's "Special Offenses".

Damage-Points: Roll 3-D20 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D100 x10

Bronze: 20+ to have 1-D100 x8

Silver: 30+ to have 1-D100 x6

Electrum: 40+ to have 1-D100 x5

White-gold: 50+ to have 1-D100 x2

Yellow-gold: 60+ to have 1-D100

Black-gold: 70+ to have 1-D20

Treasure item(s):

Common: None.

UnCommon: 30+ to have 1-D8

Rare: 60+ to have 1-D6

Legendary: 90+ to have 1-D4

Note:

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

90% chance of having 3-D10 +3 Orb-Seeds. See: "Special Offenses".

50% chance of having 1-D10 random Gems.

25% chance of having 1-D4 random Special Gems.

70% chance of having 1-D8 slaves. See: "Races, Random Determination of:" in the R Section of the Basic Rules Book for each slave this creature has. Each slave will have a 70% chance of being female. See: "Likes".

90% chance of having 1-D4 random unrefined steel alloys (1-D20 x100 lbs. of each).

See: "Steel Alloys" in the S Section of the Basic Rules Book. Note: If a better alloy of steel is found within this creature's treasure, it will be saving up enough of the same alloy to craft a better set of plate armor and two shields.

Description:

Annihilation Strike?: Yes.

Description: This creature appears as an eight arm ogre-sized creature.

Eye color: Black with a yellow pupil

Eye shape: Large-sized and slanted.

Hair color: Brown.

Hair texture: Course and straight.

Height: 8'-6"

Skin color: Light-Brown.

Skin texture: Leathery.

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

Weight: 700 lbs.

Dislikes: Opposition: The Kantar is known for its extremely short temper regarding any threat which occurs.

If opposed, the Kantar will break out in an extremely violent rage. When this happens, there be few with the skill to break that rage without slaying it. See: "Special Offenses".

The one with the best armor will always be the dominant leader within a group of Kantar. The armor which a Kantar creates depict its standing with the others; it is their hierarchy. This creature is highly motivated to mine and craft the strongest armor . . . thus becoming the dominant leader.

Kantar do not fight amongst themselves, for they are extremely loyal to each other (even though they fervently seek to become the dominant leader in their culture).

The law of the Kantar is that no plate armor or shield can be crafted until enough steel to craft all three has been mined. If one chooses to craft one of the three armoring, it will be banished from the tribe forever (the Kantar highly fear banishment, for they naturally fear solitude).

See: "Fears" and "Note".

Disposition: The Kantar is an Ogre-like creature with eight arms. The top set of arms wield large metal shields, creating an excellent defense against attacks, while the next set or arms brandishes a morning star and scimitar. The third set of arms are strapped with a fist-blades upon each hand. The bottom hands are usually left free to pick up or use items, or to subdue a captured victim.

Fears: Kantar highly fear banishment, for they naturally fear solitude. See: "Note".

Habitat: Mountains (all). This creature is very rarely encountered in other regions.

Immunities: Fear and Pain.

Life-span: 800 years.

Likes: Slavery: The Kantar are notorious for raiding villages or camps and taking prisoners. They especially attempt to capture females of any kind, due to their less rebellious behavior during enslavement. To the Kantar, slaves are considered as personal treasure, which they covet as much as the items they may have secured.

Needs: Basic needs of life (food, water, shelter, etc.). This creature also feels a strong need to be with others of its own kind.

Note: If a battle occurs in which only one Kantar remains alive, it will take all armors, slaves and treasure and depart into the wilds in search of its own kind. Once it has found its own kind, it will gift the Kantar dominant leader with all the treasure which it gathered from off its fallen brothers and sisters (armors, shields, slaves and treasure items) as an offering to join with them.

Special Abilities: The Kantar is a Black Smith, 3rd Mastery, and a Miner (97%). Each Kantar will mine the ore to craft its own plate armor and both shields. The steel plate armor and the two large steel shields are crafted at x3 thickness, thus tripling the Damage-Reduction of both plate armoring and shield.

Only roll once for the alloy of the plate armor and both shields this creature will be using, for the Kantar will craft its plate armor and both large steel shields from the ore it has mined.

Roll on the following chart to see what type of alloy this creature has crafted its armor and two shields from:

%Roll: Steel alloy of plate armor and both shields:

01-56: Gage-steel	[plate armor]	[large shield]
57-65: Shank-steel	[plate armor]	[large shield]
66-73: Krakkin-steel	[plate armor]	[large shield]
74-80: Earthen-steel	[plate armor]	[large shield]
81-86: Admontanium-steel	[plate armor]	[large shield]
87-91: Krannik-steel	[plate armor]	[large shield]
92-95: Starr-steel	[plate armor]	[large shield]
96-98: Mystical-steel	[plate armor]	[large shield]
99-00: Koar-steel	[plate armor]	[large shield]

Now go to the Armor Book to see what the stats are on the armor and shields rolled up.

Special Defenses: Defense Mastery: This creature will have a +20 added to its natural defense (this is already added into its current defense). Defense Mastery also enables **TWO** chances to **PARRY** and **BLOCK** attacks. This fantastic ability creates an impressive wall of defense which is difficult to breach.

Special Offenses: Orb-Seeds: The Kantar have the inner power to create 3-D10 +3 Orb-Seeds per moon (30 days). Each orb appears as a walnut-sized chromatic orb. It will keep and guard these orbs within a small pouch at its hip at all times, for Orb-Seeds are a last attempt to conquer an enemy which may be proving too difficult to take by physical force.

Chance of having Orb-Seeds: There will be a 90% chance of each Kantar having 3-D10 +3 Orb-Seeds.

Effect: If struck by an Orb-Seed, the target will be transported to a random region and setting. Roll on "Regions, Random Determination of:" in the R Section of the Basic Rules Book.

Number thrown per turn: 2 Orb-Seeds can be thrown at a foe per 1 turn (5 seconds), with a +20 to strike for being a thrown weapon.

Treat this ability as the Magician's Spell, "Transport (Mastery)". See: "Special" for a possible miss-transport.

Rage: When wounded, the Kantar will break into a rage, gaining the following adjustments:

Initiative: +10

Movement: +2

Offense: +15

Susceptibilities: When a Kantar encounters a Dryad, Fairy, Nymph, or Sylph, it must successfully make an avoidance-roll vs. "Mental-attack" or be charmed. Kantar love these creatures, and will do most anything for them if asked nicely.

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