

# Gratar

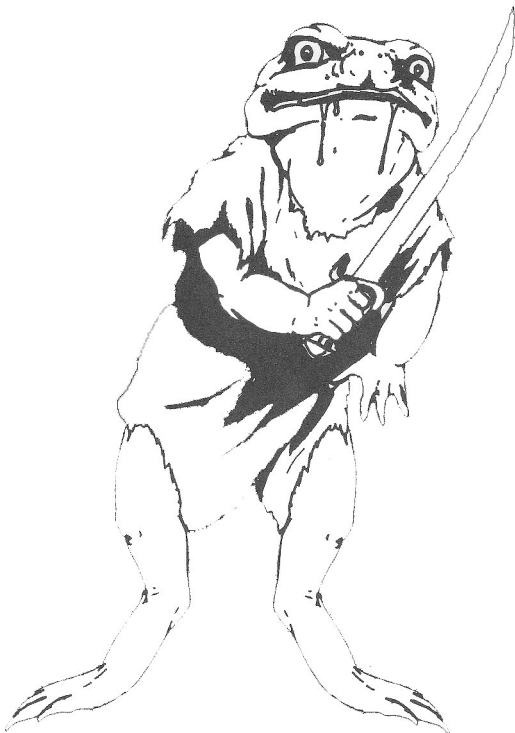
Level: 2 / 4 / 8 / 12 / 15  
Hits: Max. ranks per level.  
Size: Medium.  
Movement: 10'/rnd  
Initiative: +3 to +12 (depending on colour)  
Defensive Bonus: +20/+30/+50/+64/+70 (+10 Stats; +10/20/40/54/60 Survival Instinct) (Stats differ depending on colour)  
Attacks: Max ranks per level  
# Encounter: 2-20 (Grey = 1; Red=1)  
Outlook: Belligerent or Cruel  
Lifestyle: Secluded

Abilities: Amphibious Movement, Scentvision, Survival Instinct.  
Stats: Base Stat:75 (Racial bonuses See below).  
RR: 1 rank per level (See Racial Stats below)  
Treasure: P P N  
Culture: Amphibious  
Important Skills: Refer Adolescence skills. Perception (1 rank/ level min.); Ambush (1 rank/level min.); Stalk & Hide (1 rank/level min.)

## Special

---

Gratar are frog-like humanoids, about man-sized in height, and predominantly evil. Possessing wide drooling mouths and large bulbous eyes, these creatures are amphibians (see New Culture: Amphibians), but spend most of the time out of the water, and even dwell underground occasionally. The colour of a gratar's skin indicates their type and their approximate level of power.



(Gratar can be treated as Brutes as per M:AFG.)

**Green Gratar** (5' – 5'10" tall, lifespan:85 years) are the weakest and most common. They walk hunched over and often drag their arms on the ground. They use pole arms, scimitars, spears, javelins and shields. Green gratar almost never wear armour, preferring rags for clothing and battledress. Green gratar rarely have much of value because whatever they manage to obtain is usually taken from them by more powerful gratar, or other beings. They are not bright and are easily bullied or cowed. They like to spend at least some part of each day in the water, but this is not a physical requirement. (Limitations: Warriors only, no spell casters.)

**Yellow Gratar** (5' – 6' tall, lifespan:100 years) often paint their bodies to make themselves appear more fearsome. They use the same weapons as green gratar, and spend even less time on the water. Some occasionally wear leather armour, but most like to expose their body paint. They walk in more of an upright fashion and are generally larger and stronger than green gratar, being the equivalent of the average man. (Limitations: No spellcasters)

**Black Gratar** (5' – 6' tall, lifespan:120 years) are large and strong, with powerful claws and strong teeth, although they use weapons, preferring two-handed swords, battle axes and falchions. They are intelligent and some even cast spells, and they often lead large groups of green and yellow gratar. They wear chain armour most of the time, occasionally using Shell, chitin or monster hide when available.

(Limitations: No Clerics, mages or other pure spell users from C.O.M.)

**Grey Gratar** (5' – 6' tall, lifespan:150 years) are lean, yet strong. Assassins and killers, these beings usually work alone. They use poisoned weapons, usually long knives and cleaving swords. Grey gratar wear dark clothing and cloaks and occasionally chain or plate armour, favouring monster hide for its magical benefits. They are employed by evil humans or other foul beings to assassinate enemies, or perform other covert work. They are generally not encountered with other gratar, unless one of their secret lairs is found; then many grey gratar will be discovered, and possibly some of the lesser types working as guards, and servants. (Limitations: Any profession)

**Red Gratar** (5'6" – 7' tall, lifespan:200 years) are known as royal gratar. They are very rare, and are found usually leading large forces of other gratar. Red gratar are actually mutant green gratar and are not a "race" unto themselves. They are very large, and are usually great warriors wielding huge weapons, but can also be found leading gratar societies when they are old, decrepit and shrivelled. (Limitations: Any profession)

### Myths and Misconceptions

Gratar live and breed akin to their non-evolved cousins, frogs. Women will choose a breeding chamber, in a small pool of water, with access to mosquito larvae. The females will breed in these pools and the males will fertilise these in great breeding frenzies each spring. The males will live in one 'colony' while the females will live in another. The females and males can both be warriors, fighters, etc and so are more

dangerous than other racial females. The gratar tadpoles grow very quickly into their adult forms, where their colouration is then noticeable. It is surmised that their abilities, especially for spell-users, tend to be genetic, as they do not have libraries where they can learn spells. Gratar speak exactly like their cousins, frogs, but frogs do not speak coherent words.

### Culture

Gratar are amphibious (see New Cultures).

### Racial Abilities

**Scent-Vision:** Gratar have poor eyesight but can smell extremely well. Their tongues have a great many scent receptors, enabling them to identify friend or foe by scent and thus can 'see' in total darkness. "*Stun Cloud*" will render them blind for the duration.

**Amphibious Movement:** Due to their amphibious nature, Gratar can move through water and in mud as if on dry land.

**Survival Instinct:** This ability grants the creature a bonus to its DB. Using the same progression rate as normal skills, the monster gains a bonus equivalent to 1 rank per level.

### Encounters

Gratar are reclusive, due to their amphibious nature and tend to breed, live and die within their local region. Only rarely will they be encountered outside of their habitat, and most of these would be grey gratar. Intrusions into their areas will be met with great force and those Lords seeking to increase their realm will find them a challenging foe.

### Racial Statistics

Race	St	Co	Ag	Qu	Sd	Re	In	Pr	End	PP	RR Stamina	RR Magic	RR Will
Green	+0	+1	-1	-1	-1	-1	-2	-1	+25	+10	+5	-5	+0
Yellow	+0	+1	+0	+0	-1	+0	-1	-1	+50	+25	+0	-5	+0
Black	+1	+1	+0	+0	-1	+0	-1	-1	+50	+25	+0	-5	+5
Grey	+1	+1	+1	+1	+0	+1	+0	-1	+50	+25	+10	+0	+5
Red	+2	+2	+1	+1	+0	+1	+0	-1	+100	+30	+20	+5	+5