

Species, Breed: Lizardman, Feral

Type: Not applicable.

Class: Reptile (Monster)

Align: 01-50 = Evil, 51-00 = Good

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

Level: 12 + 1-D20

Number encountered: 1-D4

The number encountered will be outside a Lizardman dwelling place. If within the boundaries of their homeland, the number encountered will be 3-D20 +10. To see if a Lizardman dwelling has been discovered roll a 99+

Experience points: 25 x level.

Characteristics

Awareness: 35

Charisma: Not applicable.

Constitution: 50

Coordination: 35

Dexterity: 35

Intelligence: 20

Mental-strength: 40

Strength: 60

Wisdom: 25

Movement:

Flying: Can't

Grounded: 15

Swimming: 7 Expert swimmers.

Luck: 100

Oxygen-points: 120

Blood-points: 150

Attack descriptions

Bites: 2

Damage: 1-D12 x6

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 4

Damage: 1-D12 x4

Range: 1 space (5')

Attack Type: Sharp.

and:

Tail: 2

Damage: 1-D12 x4

Range: 2 spaces (10')

Attack Type: Blunt.

Defense: 35 / 65 if 32nd level.

Offense: 35 / 65 if 32nd level.

Damage-Points: Roll 5-D12 +8 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 43+ to have 1-D100 x7

Bronze: 44+ to have 1-D100 x6

Silver: 45+ to have 1-D100 x5

Electrum: 46+ to have 1-D100 x4

White-gold: 47+ to have 1-D100 x3

Yellow-gold: 48+ to have 1-D100 x2

Black-gold: 49+ to have 1-D100

Treasure item(s):

Common: None.

UnCommon: 61+ to have 1-D4

Rare: 76+ to have 1

Legendary: 90+ to have 1

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a cross between a humanoid and a lizard.

Eye color: Red.

Eye shape: Medium-sized and sharply slanted.

Height: 6'-0"

Length: 18'-0"

Skin color: Dark-gray.

Skin texture: Scaly.

Posture: Biped.

Weight: 180 lbs.

Dislikes: Unknown.

Disposition: This lethal creature is a formidable foe to be reckoned with. They are both intelligent and wise in the aspects of their dealings with other races. This breed of Lizardman is also both formal and cordial, knowing that good diplomacy, as well as a swift hand in things, is needed.

Fears: None.

Habitat: Desert (Highland).

Immunities: Charm, Fear and Pain.

Life-span: 300 years.

Likes: None.

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

Note: None.

Special Abilities: Modification-points: Each will have a 25% chance of having modification-points as follows: $3\text{-D}20 + 2\text{-D}6 + 1$ per 2 levels advanced (exactly as a player character rolls for modification-points each level). These points can be used to learn any spell or ability, but all prerequisites must be met for building this creature encounter.

Night-vision: As the Psychic spell, after being subjected to darkness for more than 1 turn (5 seconds).

Special Defenses: Resistances: This creature has the following resistances:

Faith: 10%

Magic: 15%

Mental-Attack: 10%

Mind alterations: 10%

Shock: 30%

Stun: 10%.

Special Offenses: None.

Susceptibilities: None.

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