

Species, Breed: Lizardman, Green

Type: Not applicable.

Class: Reptile (Monster)

Align: 01-50 = Evil (apathetic), 51-00 = Good (apathetic).

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

Level: 1-D8

Number encountered: 3-D4

The number encountered will be outside a Lizardman dwelling place. If within the boundaries of their tribe, the number encountered will be 5-D20 +15. To see if a Lizardman dwelling has been discovered roll a 91+

Experience points: 10 x level. The Leader will be worth 30 x level.

Characteristics

Awareness: 15

Charisma: Not applicable.

Constitution: 15

Coordination: 20

Dexterity: 20

Intelligence: 6

Mental-strength: 18

Strength: 12

Wisdom: 6

Movement:

Flying: Can't

Grounded: 9

Swimming: 3

Luck: 10

Oxygen-points: 54

Blood-points: 45

Attack descriptions

Bite: 1

Damage: 1-D12 x2

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x2

Range: 1 space (5')

Attack Type: Sharp.

and:

Tail: 1

Damage: 1-D12 x2

Range: 1 space (5')

Attack Type: Blunt.

Defense: 20

Offense: 20

Damage-Points: Roll 1-D12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 67+ to have 1-D12

Bronze: 77+ to have 1-D10

Silver: 87+ to have 1-D8

Electrum: 97+ to have 1-D6

White-gold: 98+ to have 1-D4

Yellow-gold: 99+ to have 1

Black-gold: 00+ to have 1

Treasure item(s):

Common: 81+ to have 1

UnCommon: 91+ to have 1

Rare: None.

Legendary: None.

Note:

The leader of this encounter will have 3 chances to gain money and treasure (roll three times for each).

Description:

Annihilation Strike?: No.

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

Eye color: Green

Eye shape: Small-sized and sharply slanted.

Height: 3'-0"

Length: 6'-0"

Skin color: Grass-green-brown mix.

Skin texture: Scaly.

Posture: Biped.

Weight: 60 lbs.

Dislikes: Snakeman. These two species are constantly, and instinctively, at war with each other. When encountered, there will be a 05% chance (96+ roll) that: 01-50 = A fight is about to commence between the two species, 51-00 = Has just ended.

Disposition: The Green Lizardman's society is organized, yet in a base and barbaric nature. The Green Lizardman who single handedly takes down the largest and most dangerous creature, and wears part of that creature as a symbol of its victory, will take charge of the clan; the other must step down, or be banished by the entire tribe.

Fears: Cats.

Habitat: Grasslands.

Immunities: None.

Life-span: 80 years.

Likes: Chicken: This creature has the distinct taste for chicken. They will raid farms at night for them, organizing great hunts. If these hunts are successful, they will clean the chickens and throw late-night cooking feasts to honor the ones who went on the hunt.

Juices: This creature has the taste for any type of fresh juice, and can be befriended by the offering of such.

Junk: This creature is a collector (a packrat). Besides the treasure items it may have collected, it will also have a stash of its own. This stash will contain 1-D10 Non-magical Items (roll these up from the treasure book). These items are highly prized by this creature as much as an oracle is prized by its owner.

Mischief: It's lack of intelligence and wisdom will usually get it in trouble, for they are makers of mischief, and their sport is to trick a creature and capture it. Then they release it and plan on the next creature they can capture in like manner.

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

Note: None.

Special Abilities: Camouflage: When holding perfectly still, the Green Lizardman has the innate ability to conceal itself extremely well. A successful Avoidance-roll vs. "Awareness" with a penalty of -40 must be successful to see the entire encounter of these creatures (so well do they roam the grasslands together).

Modification-points: There will always be one in a tribe of the Green Lizardman which will have 45 modification-points to learn any of the following classes: Assassin, Thief, or Elemental Magician. This creature can purchase abilities and spells directly from the Adventurer section without having to know any prerequisites for abilities and spells learned.

This creature will have 1-D6 spell-points per level.

Night-Vision: A the psychics spell, "Night-Vision". This is an ability which is constantly in effect.

Water Fast: This creature can survive on one gallon of water for 300 days.

Special Defenses: None.

Special Offenses: None.

Susceptibilities: Cold: For the Duration of a cold attack, this creature will have the following penalties:

Defense: -10; Movement: -3; Offense: -10

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