

Species, Breed: Lizardman, Common

Type: Not applicable.

Class: Reptile (Monster)

Align: 01-80 = Evil, 81-00 = Good

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

Level: 1-D30 +1

Number encountered: 1-D8 +1

The number encountered will be outside a Lizardman dwelling place. If within the boundaries of their homeland, the number encountered will be 1-D100 x3. To see if a Lizardman dwelling has been discovered roll a 96+

Experience points: 10 x level.

Characteristics

Awareness: 20

Charisma: Not applicable.

Constitution: 25

Coordination: 35

Dexterity: 35

Intelligence: 9

Mental-strength: 20

Strength: 25

Wisdom: 9

Movement:

Flying: Can't

Grounded: 10

Swimming: 3

Luck: 25

Oxygen-points: 60

Blood-points: 75

Attack descriptions

Bite: 1

Damage: 1-D12 x2 +1

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 +1

Range: 1 space (5')

Attack Type: Sharp.

and:

Tail: 1

Damage: 1-D12 x2 +1

Range: 2 spaces (10')

Attack Type: Blunt.

Defense: 35

Offense: 35

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

Treasure: %Roll needed to have money and treasure:

Copper: 70+ to have 1-D20 x2

Bronze: 75+ to have 1-D20

Silver: 80+ to have 1-D12

Electrum: 85+ to have 1-D10

White-gold: 90+ to have 1-D8

Yellow-gold: 95+ to have 1-D6

Black-gold: 00 to have 1-D4

Treasure item(s):

Common: 71+ to have 1-D6

UnCommon: 91+ to have 1

Rare: None.

Legendary: None.

Description:

Annihilation Strike?: Yes.

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

Eye color: Same color as the colors along the abdomen

Eye shape: Medium-sized and sharply slanted.

Height: 4'-6"

Length: 13'-0"

Skin color: Gray with colors along the abdomen that range from bright red, blue, green and yellow.

Skin texture: Scaly.

Posture: Biped.

Weight: 90 lbs.

Dislikes: Cold.

Disposition: Within its own society, this creature follows laws and social etiquette, just as do all race types, though more barbaric and brutal. The hierarchy who makes the laws of this creature's society are always shamans and mystics. There will always be one of the two within every society of Lizardman. Roll on the following chart to see which will be leading a clan if encountered:

%Roll: Leadership:

01-80: Shaman Roll up a random Shaman, random level.

81-00: Mystic Roll up a random Mystic, random level.

Guards at the borders of their territory will never engage an intruder, but return to inform their leaders of the invaders. Actions will always be directed by the leader of the clan, whether it be shaman or mystic.

Fears: Shamans and Mystics.

Habitat: Jungle

Immunities: None.

Life-span: 130 years.

Likes: Hunting. This creature loves to roam in hunting packs. If a hunting party crosses any creature other than what are native in their territory, they will abandon the hunt to inform their clan shaman or mystic.

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

Note: None.

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

Water Fast: This creature can survive on one gallon of water for 30 days.

Special Defenses: None.

Special Offenses: None.

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

Defense: -20

Movement: -5

Offense: -20

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