

Species, Breed: Lizard, Rock

Type: Not applicable.

Class: Monster (Reptile).

Align: Basic instinct creature.

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

Level: 20 + 1-D12

Number encountered: 1-D4

Experience points: 35 x level

Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 65

Coordination: 45

Dexterity: 45

Intelligence: 3

Mental-strength: 40

Strength: 80

Wisdom: 3

Movement:

Flying: Can't. See: "Special abilities"

Grounded: 15

Swimming: 5

Luck: None.

Oxygen-points: 120

Blood-points: 195

Attack descriptions

Bites: 2

Damage: 1-D12 x5 +12

Range: 1 space (5')

Attack Type: Sharp.

Defense: 45 / 75 if 32nd level

Offense: 40 / 70 if 32nd level

Damage-Points: Roll 3-D20 +12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D20 x10

Bronze: 35+ to have 1-D20 x9

Silver: 40+ to have 1-D20 x8

Electrum: 45+ to have 1-D12 x7

White-gold: 55+ to have 1-D10 x6

Yellow-gold: 65+ to have 1-D8 x4

Black-gold: 75+ to have 1-D6 x2

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 40+ to have 1-D4

Legendary: 90+ to have 1

Description:

Annihilation Strike?: Yes.

Description: This very large lizard has almost the appearance of a very small, wingless, dragon.

Eye color: Yellow.

Eye shape: Large and slanted.

Height: 6'-0"

Length: 30'-0"

Skin color: Dark-brown.

Skin texture: Scaly.

Posture: Quadruped.

Weight: 900 lbs.

Dislikes: Cold and Fire.

Disposition: This creature is a hunter and virtually challenges anything it sees. They make good steeds if one can get them previous to hatching.

Fears: Fire.

Habitat: Cliff.

Immunities: None.

Life-span: 120 years.

Likes: Hunting.

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

Note: None.

Special Abilities: Can climb a sheer rock face at 1 space (5') per turn.

Special Defenses: None.

Special Offenses: Razor-Bite: Sudden-death and annihilation-strike will cause x3 damage (even if the Sudden-death and annihilation-strike is avoided).

Susceptibilities: None.

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