

# Species, Breed: Lizard, Giant

Type: Not applicable.

Class: Monster (Reptile).

Align: Basic instinct creature.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D20

Number encountered: 3-D4

Experience points: 10 x level.

## Characteristics:

Awareness: 25

Charisma: Not applicable.

Constitution: 30

Coordination: 35

Dexterity: 35

Intelligence: 2

Mental-strength: 20

Strength: 35

Wisdom: 2

## Movement:

Flying: Can't

Grounded: 14

Swimming: 7 Excellent swimmers.

Luck: 0

Oxygen-points: 60

Blood-points: 90

## Attack descriptions:

Bites: 2

Damage: 1-D12 x3 +3

Range: 1 space (5')

Attack Type: Sharp.

Defense: 35

Offense: 35

Damage-Points: Roll 1-D12 +3 x level.

## Treasure: %Roll needed to have money and treasure:

81+

If this creature has treasure, it will be feeding upon recent victim. Roll up a random creature within this region setting and roll for its treasure. It will have at least one of the checks, so roll until you get at least one thing, whether it is copper, silver, and/or treasure items.

Example: This creature has taken down a Krill`Shen Goblin: Roll to see if it has copper, then bronze, silver, electrum, white-gold, yellow-gold, black-gold and then treasure on it. If you roll for the all and did not roll high enough for the victim to have anything, roll again. Keep rolling until you get at least something. If you rolled, and you found copper on the victim, but you did not get any other roll-checks, you are done (it only had copper on it).

# Description:

**Annihilation Strike?:** No.

**Description:** This creature appears to be a lizard, yet giant in size.

**Eye color:** Gray.

**Eye shape:** Medium-sized and slanted.

**Height:** 2'-4"

**Length:** 10'-0"

**Skin color:** Gray.

**Skin texture:** Scaly

**Posture:** Quadruped (an animal with four feet).

**Weight:** 300 lbs.

**Dislikes:** Fire. This creature will have a 90% chance of instinctively shying away from a flame (torch-flame or larger). If this creature attacks and is burned, it will have a 70% chance (every time is burned) to retreat permanently. If starving, all listed chances will be cut in half (there will be a 25% chance this creature needs food badly enough to possibly continue an attack upon one that wields flame).

**Disposition:** These creatures roam areas where there is flat expanses of rock to warm themselves on.

There will be a 20% chance of finding 2-D4 eggs near where this creature is encountered, if during the summer months. Check for each female to have eggs. The females will never go far from the nest while there are unhatched eggs. Once her eggs hatch, she will abandon them permanently.

The challenge of this creature will be seen as a bobbing motion (as if it is doing push-ups). When a creature invades its territory (or private space), the Giant Lizard will begin bobbing up and down, bending and extending its front two legs. This is a warning that another creature, whether it be of its own kind, or an intruder, has trespassed, and is being challenged.

**Fears:** Giant species of snake.

**Habitat:** Cliffs, Forest (Common), Desert (Highland)

**Immunities:** None.

**Life-span:** 40 years.

**Likes:** Giant insects and rodents (especially the larger breeds). They also love to warm themselves in the sun upon rock surfaces during the cooler hours of the morning and evening.

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

**Note:** The cured and tanned hide of this creature can fetch around 30 white-gold (if the skin is in prime condition).

An fully grown adult skin will be enough leather to create 1 set of light-leather armor (humanoid armor).

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

**Special Defenses:** **Evade:** Each time this creature is struck by a physical attack, its attacker must win an initiative roll against the Giant Lizard, or miss. This does not apply to attacks that the Giant Lizard cannot evade, or surprise attacks respectively.

**Special Offenses:** None.

**Susceptibilities:** **Cold:** Cold abilities and spells will cause the following adjustments to effect this creature for 1-D4 turns:

Bites: 1 per turn (instead of the normal 2).

Defense: Will drop to 15.

Movement:  $\frac{1}{2}$  (rounded up).

Offense: Will drop to 15.

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