

Species, Breed: Lizardman, Mystic

Type: Not applicable.

Class: Reptile (Monster)

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

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

Level: 31 + 1-D30

Number encountered: 1

Experience points: 200 x level.

Characteristics

Awareness: 60

Charisma: Not applicable.

Constitution: 70

Coordination: 56

Dexterity: 56

Intelligence: 52

Mental-strength: 100

Strength: 40

Wisdom: 90

Movement:

Flying: Can't

Grounded: 21

Swimming: 7

Luck: 200

Oxygen-points: 300

Blood-points: 210

Attack descriptions

Bites: 3

Damage: 1-D12 x7 +4

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws:

Damage: 1-D12 x6 +4

Range: 1 space (5')

Attack Type: Sharp.

or:

1 Spell / See: "Special Abilities"

Defense: 56 / 86 if 32nd + level / 116 is 62nd+ level.

Offense: 56 / 86 if 32nd + level / 116 is 62nd+ level.

Damage-Points: Roll 3-D20 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 11+ to have 1-D100 x 10

Bronze: 11+ to have 1-D100 x 9

Silver: 11+ to have 1-D100 x 8

Electrum: 11+ to have 1-D100 x 7

White-gold: 21+ to have 1-D100 x 6

Yellow-gold: 26+ to have 1-D100 x 5

Black-gold: 31+ to have 1-D100 x 4

Treasure item(s):

Common: None

UnCommon: None.

Rare: 10+ to have 1-D10 x 3

Legendary: 10+ to have 1-D8 x 3

Note:

The Mystic Lizardman will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

20% chance of having 1-D4 Oracles

95% chance of having 1-D4 Relics

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 (an animal with two feet)

Weight: 90 lbs.

Dislikes: Cold.

Disposition: The Mystic is the mastery of the paths of Healer and Shaman, being tested in all things and challenging the very elements that be. This creature delves in the manipulation of evolution, and in challenging the elements and taming them. They love the challenge of death and seek out the mysteries that be in the attempt to unlock and bring them under their control and dominion.

Fears: None.

Habitat: Jungle

Immunities: None.

Life-span: 520 years.

Likes: Things of the unnatural world.

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

Note: None.

Special Abilities: Modification-points: Each will have 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 will be used to learn all Mystic Abilities and Spells. This creature will know all prerequisites to being a Healer and Shaman (as a Mystic would).

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

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: -1

Offense: -10

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