

Species, Breed: Lizard, Sand

Type: Not applicable.

Class: Monster (Reptile).

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 3-D10 +6

Experience points: 25 x level.

Characteristics:

Awareness: 20

Charisma: Not applicable.

Constitution: 25

Coordination: 35

Dexterity: 35

Intelligence: 1

Mental-strength: 20

Strength: 35

Wisdom: 1

Movement:

Flying: Can't

Grounded: 20

Swimming: 7

Luck: 0

Oxygen-points: 60

Blood-points: 75

Attack descriptions:

Bite: 1

Damage: 1-D12 x4

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D12 x3

Range: 1 space (5')

Attack type: Sharp.

Defense: 35 See: "Special Offenses".

Offense: 35 See: "Special Offenses".

Damage-Points: Roll 2-D12 +3 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 65+ to have 1-D10 x7

Bronze: 70+ to have 1-D10 x6

Silver: 75+ to have 1-D10 x5

Electrum: 80+ to have 1-D10 x4

White-gold: 85+ to have 1-D10 x3

Yellow-gold: 90+ to have 1-D10 x2

Black-gold: 95+ to have 1-D10

Treasure item(s):

Common: 80+ to have 1-D4

UnCommon: 85+ to have 1-D4

Rare: 90+ to have 1-D4

Legendary: None.

Note:

Any Treasure found will be found within this creatures lair on fallen creatures.

Description:

Annihilation Strike?: No.

Description: This creature appears to be a very large lizard.

Eye color: Auburn.

Eye shape: Medium-sized and oval.

Height: 2'-0"

Length: 8'-0"

Skin color: Brown.

Skin texture: Scaly.

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

Weight: 200 lbs.

Dislikes: Cold. Unlike the Green Lizard, the Sand Lizard will become infuriated if wounded, always attacking to the death when an attacker draws blood. See: "Special Offenses".

Disposition: The Sand Lizard roams the desolate sands and dunes of the desert region, always on the hunt for food. There will be a 90% chance (roll 11+), if encountered during the heat of the day, the Sand Lizard will be found sheltering within some form of shade (out of the direct rays of the blazing sun).

Fears: The sound of thunder has a 75% chance to frighten and drive this creature away.

Habitat: Deserts (all).

Immunities: Particle attacks which blind (i.e., sandstorm, tornado, salt in the eyes, etc.).

Life-span: 100 years.

Likes: Basking in the shade, and feeding on small animals and rodents.

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

Note: Females will lay 2-D4 eggs per year during the month of August. Eggs will take 30 days to hatch. Eggs and hatchlings are worth 3 black-gold each.

Explorers will tame these creatures and take them on expeditions with the hopes of remaining safe, or safer, should a severer storm or nature occurrence occur.

Special Abilities: Nature Sense: This creature can sense a severe weather chance, or nature occurrence 1-D4 hours before it occurs if it successfully makes an avoidance-roll vs. "Awareness".

If the Sand Lizard senses an earthquake, or something severe, it will instinctively attempt to gain the safest position possible, so as to escape harm. This creature's natural senses will guide it to the safest place 90% of the time.

Special Offenses: Frenzy: When wounded, this creature will break into a silent rage, intent on battle. This frenzy will last for 24 hours, even if healed, and it will die attempting to take down any creature, other than its kind. When Frenzy occurs, this creature will gain the following adjustments:

Feel no pain.

+20 to all Offense rolls.

-20 to all Defense rolls.

Susceptibilities: Cold attacks will cause x2 damage.

Weapon susceptibility: R-0 (non-magical) weapon to harm.