

Species, Breed: Lizardman, Shaman

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-D4+1 One will be the High Shaman (add +20 to the highest level Shaman Lizardman present).

Experience points: 100 x level.

Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 50

Coordination: 45

Dexterity: 45

Intelligence: 40

Mental-strength: 70

Strength: 40

Wisdom: 40

Movement:

Flying: Can't

Grounded: 12

Swimming: 4

Luck: 100

Oxygen-points: 180

Blood-points: 105

Attack descriptions

Bites: 2

Damage: 1-D12 x5 +2

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws:

Damage: 1-D12 x4 +2

Range: 1 space (5')

Attack Type: Sharp.

Defense: 45 / 75 if 32nd + level / 105 is 62nd+ level.

Offense: 45 / 75 if 32nd + level / 105 is 62nd+ level.

Damage-Points: Roll 2-D20 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 41+ to have 1-D100 x 5

Bronze: 41+ to have 1-D100 x 4

Silver: 41+ to have 1-D100

Electrum: 41+ to have 1-D100

White-gold: 51+ to have 2-D20

Yellow-gold: 56+ to have 1-D20

Black-gold: 61+ to have 3-D6

Treasure item(s):

Common: None

UnCommon: 41+ to have 1-D20

Rare: 51+ to have 1-D10

Legendary: 71+ to have 1

Note:

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

40% chance of having 1-D4 Oracles

75% 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 Shaman is an apprentice Mystic, being an advanced Healer in the metaphysical arts. This creature delves highly into concoctions and the mysteries that be. They love the unknown, and seek knowledge above all else . . . knowledge that will further the power of their studies.

Fears: Mystics.

Habitat: Jungle

Immunities: None.

Life-span: 260 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 a 100% chance of having modification-points as follows: 2-D6 +1 per 2 levels advanced (exactly as a player character rolls for modification-points each level).

These points can be used to learn any spell or ability from the Adventurer Abilities. These spells and abilities can be purchased without having to buy the Seeker prerequisites (meaning they can learn spells directly from the Adventurer charts).

G.M.: You may also choose to pick the spells and abilities quickly without rolling up modification-points (it is up to you).

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: -20

Movement: -5

Offense: -20

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