

Species, Breed: Lizard, Fire

Type: Not applicable.

Class: Fiend (Reptile).

Align: Basic instinct creature.

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

Level: 2 + 1-D30

Number encountered: 1-D10

Experience points: 110 x level.

Characteristics:

Awareness: 27

Charisma: Not applicable.

Constitution: 60

Coordination: 35

Dexterity: 35

Intelligence: 3

Mental-strength: 28

Strength: 80

Wisdom: 3

Movement:

Flying: Can't

Grounded: 18

Swimming: 6 (hates water)

Luck: 0

Oxygen-points: 69

Blood-points: 48

Attack descriptions:

Bite: 1

Damage: 1-D12 x10

Range: 2 spaces (10')

Attack type: Sharp / Burn: 1-D4 saliva burn damage per 2 levels advanced (in the area bitten) for 1 turn (5 seconds) only. Example: A level 22 Fire Lizard bit would also burn for 11 x 1-D4 damage on the same turn only. See: "Special Offenses".

and:

Claws: 2

Damage: 1-D12 x5

Range: 2 spaces (10')

Attack type: Sharp.

Defense: 35 / 65 if 32nd level.

Offense: 35 / 65 if 32nd level.

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

Treasure: %Roll needed to have money and treasure:

Copper: 25+ to have 1-D20 x14

Bronze: 30+ to have 1-D20 x12

Silver: 35+ to have 1-D20 x10

Electrum: 40+ to have 1-D20 x8

White-gold: 45+ to have 1-D20 x6

Yellow-gold: 50+ to have 1-D20 x4

Black-gold: 55+ to have 1-D20 x2

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 35+ to have 1-D4

Legendary: 70+ to have 1

Note:

Check for each creature to have treasure. Like the dragon, these creatures hoard bones, treasure, etc.

Any Treasure found will be found within the lizards nest on fallen creatures.

Description:

Annihilation Strike?: No.

Description: This creature appears as a massive, blood-red lizard. Some mistake this creature for a dragon.

Eye color: Pink.

Eye shape: Large-sized and slanted.

Height: 6'-0"

Length: 30'-0"

Skin color: Red.

Skin texture: Scaly.

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

Weight: 2,400 lbs.

Dislikes: Cold and water. This creature can swim, but highly dislikes it.

Disposition: The Fire Lizard hunts in packs, always prowling and taking down quarry, even when not hungry. If this creature takes down its quarry, yet is not hungry, it will drag it back to its lair to save for a later meal.

Fears: Cold.

Habitat: Volcanic Region.

Immunities: Fire.

Life-span: 125 years.

Likes: Basking in the sun, giant insects (food in general).

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

Note: A Fire Lizard egg is valued at 3,000 white-gold. A newly hatched Fire Lizard is valued at 2,000 white-gold.

Armor Crafting: Prerequisite trade-skill(s) to craft this item: Blacksmith and Leather Worker.

If crafted, one can create 3 Fire Lizard Scale-Leather Armors which will retain a 25% Fire-Resistance.

Crafted Fire Lizard Armor will be considered as Troll-Hide Leather Armor for stats and adjustments, with the added 25% fire-resistance and a Damage-Reduction of 3 vs Lightning and Physical damages taken.

For each level Fire Lizard Leather Armor is master crafted, its Fire-Resistance will increase by +3, yet not to exceed the maximum of 40%.

For each level Fire Lizard Leather Armor is master crafted, its Damage-Reduction vs. Electricity and Physical damages will increase by +1, yet not to exceed 6.

Special Abilities: **Climbing:** This creature can move at $\frac{1}{2}$ normal movement along rough vertical and ceiling-type surfaces.

Special Defenses: Damage-Reduction: 6 vs. Electricity and Physical damage.

Special Offenses: Fire-Bite: When the Fire Lizard bites its victim, burn damage will occur, causing 1-D4 burning damage per 2 levels advanced (in the area bitten). This is not flame, but the saliva that is excreted from the Fire Lizard's mouth, which burns as hot as fire. This saliva loses its heat slowly, as do the coals of a normal sized camp fire, cooling to a harmless temperature after 1 turn (5 seconds). This saliva does not ignite combustible materials.

Susceptibilities: Cold will cause x2 damage on this creature.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.