

Encounter type: **Lizardman, Common**

Encountered: 1-D6 per 2 players.

Attacks per turn: 3

Attack types / Damage per successful attack: Claw: 1-D4, Claw: 1-D4, Bite: 1-D6

D20 roll needed to have Gold / # of gold coins found: 19+ / 1

D20 roll needed to have Silver / # of silver coins: 18+ / 1-D4

D20 roll needed to have **Treasure** / # of treasure items found: 19+ / 1 Check for each to have treasure.

Defense: 7

Experience: 3

Life-points: 9

Offense: 0

Region: Grass Wilderland.

Special: None.