

Species, Breed: Lizard, Frost

Type: Not applicable.

Class: Fiend (Reptile).

Align: Basic instinct creature.

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

Level: 2 + 1-D30

Number encountered: 1-D6

Experience points: 115 x level.

Characteristics:

Awareness: 24

Charisma: Not applicable.

Constitution: 70

Coordination: 35

Dexterity: 35

Intelligence: 4

Mental-strength: 34

Strength: 100

Wisdom: 4

Movement:

Flying: Can't

Grounded: 18

Swimming: 6

Luck: 0

Oxygen-points: 112

Blood-points: 210

Attack descriptions:

Bite: 1

Damage: 1-D12 x11

Range: 2 spaces (10')

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

and:

Claws: 2

Damage: 1-D12 x6

Range: 2 spaces (10')

Attack type: Sharp.

Defense: 35 / 65 if 32nd level.

Offense: 35 / 65 if 32nd level.

Damage-Points: Roll 7-D12 +16 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 20+ to have 1-D20 x15

Bronze: 25+ to have 1-D20 x13

Silver: 30+ to have 1-D20 x11

Electrum: 35+ to have 1-D20 x9

White-gold: 40+ to have 1-D20 x7

Yellow-gold: 45+ to have 1-D20 x5

Black-gold: 50+ to have 1-D20 x3

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 30+ to have 1-D6

Legendary: 65+ to have 1-D4

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, ice-blue lizard. Some mistake this creature for a dragon.

Eye color: White.

Eye shape: Large-sized and slanted.

Height: 6'-0"

Length: 30'-0"

Skin color: Sea-blue. Light-blue on the underbelly.

Skin texture: Scaly.

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

Weight: 2,400 lbs.

Dislikes: Fire and warm climates.

Disposition: The Frost Lizard hunts in packs, as does the Fire Lizard, 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: Fire.

Habitat: All cold regions.

Immunities: Cold.

Life-span: 250 years.

Likes: Unknown.

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

Note: A Frost Lizard egg is valued at 4,000 white-gold. A newly hatched Frost Lizard is valued at 3,000 white-gold.

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

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

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

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

For each level Frost Lizard Leather Armor is master crafted, its Damage-Reduction vs. Ice/Cold Strikes 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. Ice/Cold Strikes and Physical damage.

Special Offenses: Frost-Bite: When the Frost Lizard bites its victim, chill damage will occur, causing 1-D4 chilling damage per 2 levels advanced (in the area bitten). This is an extremely cold saliva that is excreted from the Frost Lizard's mouth. This saliva loses its chill, warming to the surface temperature of that which it comes in contact with after 1 turn (5 seconds). This saliva does not freeze solid, for there is a chemical within within this creature's mouth, naturally keeping it in a liquid state.

Susceptibilities: Fire will cause x2 damage on this creature.

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