

Species, Breed: Lizardman, Krag`Kin

Type: Not applicable.

Class: Reptile (Monster)

Align: Evil.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +1

Number encountered: 5-D6

The number encountered will be outside a Lizardman dwelling place. If within the boundaries of their homeland, the number encountered will be 1-D100 x2 + 20. To see if a Lizardman dwelling has been discovered roll a 98+

Experience points: 18 x level.

Characteristics

Awareness: 20

Charisma: Not applicable.

Constitution: 20

Coordination: 30

Dexterity: 30

Intelligence: 4

Mental-strength: 20

Strength: 40

Wisdom: 4

Movement:

Flying: Can't

Grounded: 10

Swimming: 3

Luck: 0

Oxygen-points: 60

Blood-points: 60

Attack descriptions

Bite: 1

Damage: 1-D20 x2 +4

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D20 +4

Range: 1 space (5')

Attack Type: Sharp.

and:

Tail: 1

Damage: 1-D20 x2 +4

Range: 2 spaces (10')

Attack Type: Blunt.

Defense: 30

Offense: 30

Damage-Points: Roll 1-D12 +4 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 86+ to have 1-D20

Bronze: 88+ to have 1-D20

Silver: 90+ to have 1-D20

Electrum: 92+ to have 1-D20

White-gold: 94+ to have 1-D20

Yellow-gold: 96+ to have 1-D20

Black-gold: 98+ to have 1-D20

Treasure item(s):

Common: 91+ to have 1

UnCommon: 91+ to have 1

Rare: 91+ to have 1

Legendary: 91+ to have 1

Description:

Annihilation Strike?: No.

Description: This creature appears to be a cross between a humanoid and a lizard.

Eye color: Black.

Eye shape: Medium-sized and sharply slanted.

Height: 5'-0"

Length: 15'-0"

Skin color: Auburn.

Skin texture: Scaly.

Posture: Biped.

Weight: 130 lbs.

Dislikes: Spiders. This creature breaks into a rage when it sees any type of spider, attacking relentlessly until the spider is destroyed, or it perishes.

Disposition: This creature is probably one of the more dangerous and reckless of the species of Lizardman. They are barbaric and vicious, challenging anything that moves.

Fears: None.

Habitat: Desert (Highland).

Immunities: Fear and Pain.

Life-span: 80 years.

Likes: Victory in battle. When these creatures win a battle, all of them will begin howling and hissing vehemently, making no small racket.

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

Note: None.

Special Abilities: Spell-Rage: If this creature makes a successful avoidance-roll vs. "Magic" its defense and offense will double for the entire conflict, unless it does not engage in physical combat for 10 turns (50 seconds).

Special Defenses: Damage-Reduction: 2 vs. physical damages.

Special Offenses: None.

Susceptibilities: None.

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