

# Species, Breed: Cat, Lizard

Type: Not applicable.

Class: Monster (Reptile).

Align: Basic instinct creature.

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

Level: 8 + 1-D30

Number encountered: 1-D6 +4

Experience points: 80 x level.

## Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 50

Coordination: 50

Dexterity: 50

Intelligence: 4

Mental-strength: 45

Strength: 60

Wisdom: 4

## Movement:

Flying: Can't

Grounded: 18

Swimming: 9

Luck: None.

Oxygen-points: 135

Blood-points: 150

The following roll will determine the type of attack this creature will attempt per turn:

% Roll: Type of attack:

01-70: Bite / Claws

71-00: Steel-Scream. See: "Special Offenses". While it screams, it may still attack with its claws (just not with the mouth).

Attack descriptions

Bite: 1

Damage: 1-D12 x7

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D12 x5

Range: 1 space (5')

Attack type: Sharp. If both front claws successfully strike, roll for "Rake"

Rake: 4

Damage: 1-D12 x5

Range: 1 space (5')

Attack type: Sharp.

Defense: 50 / 80 if 32<sup>nd</sup> + level

Offense: 50 / 80 if 32<sup>nd</sup> + level

Damage-Points: Roll 3-D20 +8 x level.

Treasure: %Roll needed to have money and treasure:

**Copper:** 20+ to have 2-D100 x the number of Lizard Cats encountered.

**Bronze:** 30+ to have 1-D100 x the number of Lizard Cats encountered.

**Silver:** 40+ to have 4-D20 x the number of Lizard Cats encountered.

**Electrum:** 50+ to have 3-D20 x the number of Lizard Cats encountered.

**White-gold:** 60+ to have 1-D20 x the number of Lizard Cats encountered.

**Yellow-gold:** 70+ to have 1-D12 x the number of Lizard Cats encountered.

**Black-gold:** 80+ to have 1-D10 x the number of Lizard Cats encountered.

**Treasure item(s):**

**Common:** 60+ to have 1-D8

**UnCommon:** 65+ to have 1-D6

**Rare:** 70+ to have 1-D4

**Legendary:** 96+ to have 1-D4

**Note:**

Any Treasure found will be found within the lair of the pride on fallen victims.

Check for treasure one time only (not for each creature encountered).

# Description:

**Annihilation Strike?:** Yes.

**Description:** This creature appears to be a cross of a very large Komodo Dragon and Saber-toothed cat.

**Eye color:** Light-gray.

**Eye shape:** Medium-sized and slanted.

**Fur color:** Gray.

**Fur texture:** This and course.

**Height:** 4'-0"

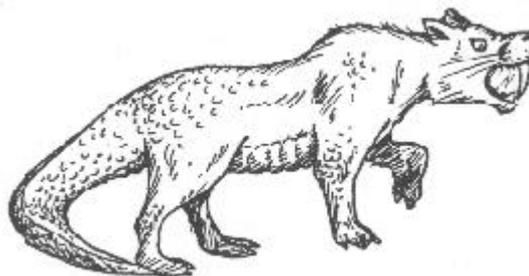
**Length:** 10'-0"

**Skin color:** Gray.

**Skin texture:** Like that of a giant lizard.

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

**Weight:** 600 lbs.



**Dislikes:** Mankind.

**Disposition:** Lizard Cats are solitary creatures, living their lives in a pride (as the lion does). This cat is a spiteful creature, attacking its prey even though it may not be hungry.

**Fears:** Unknown.

**Habitat:** Desert (Savanna). This creature has been known to venture into other regions.

**Immunities:** Fear.

**Life-span:** 180 Years

**Likes:** Food.

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

**Note:** The Lizard Cat's hide is valued at about 100 white-gold depending on how well its cured. Shamans and Mystics will pay 300 white-gold for the full bone-set of a Lizard Cat (it is crushed up and used in their spell-casting as a component to repel magical attacks from the unseen).

**Special abilities: Climbing:** +25 added to climbing checks.

**Night-vision:** As the Psychic's spell.

**Prowess Stability:** Anytime this creature needs to make a successful avoidance-roll vs. "Coordination" or "Dexterity" it will have two chances to succeed.

**Tracking:** 21+ roll needed to successfully pick up, and keep a track, for 2-D6 hours.

Special Defenses: Resistances: Fire: 50%

**Special Offenses: Steel-Scream:** This ability will be used immediately when a confrontation occurs. When the Lizard Cat emits this terrible cry, all casters within range will lose the ability to cast magic as well as items that are carried. A successful avoidance-roll vs. "magic" will negate this effect (items on a person will be rolled for as a whole, and will have the same chance as the holder).

**Range effect of Steel-Scream:** Awareness = the number of spaces that a creature can be effected. **Example:** If a creature has a 15 Awareness, it can only be effected up to a 15 space (75') distance. If a creature has a 30 Awareness, it can be effected up to a 30 space (150') distance.

**Susceptibilities:** None.

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