

# Species, Breed: Lizard, Cliff

Type: Not applicable.

Class: Monster (Reptile).

Align: Basic instinct creature.

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

Level: 10 + 1-D20

Number encountered: 1

Experience points: 30 x level

## Characteristics

Awareness: 50

Charisma: Not applicable.

Constitution: 60

Coordination: 60

Dexterity: 40

Intelligence: 2

Mental-strength: 35

Strength: 70

Wisdom: 2

## Movement:

Flying: Can't. See: "Special abilities"

Grounded: 16

Swimming: 8 These creatures are excellent swimmers.

Luck: None.

Oxygen-points: 105

Blood-points: 180

## Attack descriptions

Bites: 2

Damage: 1-D10 x5 +10

Range: 1 space (5')

Attack Type: Sharp.

Defense: 60

Offense: 40

Damage-Points: Roll 3-D20 +10 x level.

**Treasure: %Roll needed to have money and treasure:**

**Copper:** 70+ to have 1-D20 x3

**Bronze:** 70+ to have 1-D20 x2

**Silver:** 70+ to have 1-D12 x2

**Electrum:** 70+ to have 1-D10 x2

**White-gold:** 70+ to have 1-D8 x2

**Yellow-gold:** 70+ to have 1-D6 x2

**Black-gold:** 70+ to have 1-D4 x2

**Treasure item(s):**

**Common:** None.

**UnCommon:** None.

**Rare:** 40+ to have 1-D4

**Legendary:** 90+ to have 1

# Description:

**Annihilation Strike?:** No.

**Description:** This looks like a very muscular lizard, huge in size.

**Eye color:** Silver.

**Eye shape:** Large and slanted.

**Height:** 4'-0"

**Length:** 16'-0"

**Skin color:** Gray with a yellow underbelly.

**Skin texture:** Scaly.

**Posture:** Quadruped.

**Weight:** 700 lbs.

**Dislikes:** Cold and Fire.

**Disposition:** This creature loves to bask in the sun, hanging on the side of a cliff far above the ground. As it basks, it is always on the lookout for a good meal (especially giant insects).

**Fears:** Fire.

**Habitat:** Cliffs.

**Immunities:** None.

**Life-span:** 80 years.

**Likes:** Giant insects (a delicacy).

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

**Note:** None.

**Special Abilities:** **Glide:** This creature can glide for long distances, similar to the flying squirrel. It can climb as easily up vertical surfaces as it can walk along the ground, and once high above the ground, it can leap from deadly heights and glide for 1-D20 x5 +20 spaces per leap. In this fashion, it can glide and attack without having to roll initiative with the creature it makes contact with.

**Special Defenses:** None.

**Special Offenses:** None.

**Susceptibilities:** None.

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