

Species, Breed: Lizard, Dune

Type: Not applicable.

Class: Monster (Reptile).

Align: Basic instinct creature.

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

Level: 1-D30 +1

Number encountered: 1-D4

Experience points: 40 x level.

Characteristics:

Awareness: 25

Charisma: Not applicable.

Constitution: 30

Coordination: 35

Dexterity: 35

Intelligence: 5

Mental-strength: 45

Strength: 80

Wisdom: 5

Movement:

Flying: Can't

Grounded: 18

Swimming: 9 Excellent swimmers.

Luck: 0

Oxygen-points: 135

Blood-points: 90

Attack descriptions:

Bites: 2

Damage: 1-D12 x6 +12

Range: 2 spaces (10')

Attack Type: Sharp.

Defense: 35

Offense: 35

Damage-Points: Roll 2-D12 +12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 40+ to have 5-D20

Bronze: 45+ to have 4-D20

Silver: 50+ to have 3-D20

Electrum: 55+ to have 3-D12

White-gold: 60+ to have 3-D10

Yellow-gold: 65+ to have 3-D8

Black-gold: 70+ to have 3-D6

Treasure item(s):

Common: 40+ to have 1-D4

UnCommon: 50+ to have 1-D4

Rare: 70+ to have 1

Legendary: 90+ to have 1

Note:

Any Treasure found will be found on fallen creatures within the lizards nest.

Description:

Annihilation Strike?: Yes.

Description: This creature appears to be a giant, muscular, lizard.

Eye color: Yellow.

Eye shape: Large and slanted.

Hair color: White. The arm-length hair on this creature sets like a mane about its neck, falling down about its neck, coning to a point at its chest between its upper front legs.

Height: 7'-0"

Length: 21'-0"

Skin color: White.

Skin texture: Scaly

Posture: Quadruped (an animal with four feet).

Weight: 1,800 lbs.

Dislikes: Fire.

Disposition: These creatures will move the soil and rock from a large area upon the earth, creating a bowl-shaped nest in the earth. This will be their home and domicile for life.

There will be a 35% chance of finding 2-D6 eggs in the lair of this creature during the summer months. Check for each female to have eggs. The females will never leave the nest while there are unhatched eggs and young Dune Lizards that cannot fend for themselves.

These creatures do not kill for sport, and are easily befriended with food (especially if it is venison (deer meat).

They make excellent steeds if trained by a Trainer. They can be trained by other than a Trainer, but total trust and patience must be given to it.

Fears: Unknown.

Habitat: Desert (Savanna).

Immunities: Pain (See: "Special offenses").

Life-span: 120 years.

Likes: Meat . . . especially deer meat (which they cannot get in the habitat they exist in).

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

Note: The cured and tanned hide of this creature can fetch around 2,880 white-gold (if the skin is in prime condition). An adult skin can create approximately 6 full sets of scale-hide leather armor (humanoid armor).

If master tanned, this scale-hide leather will retain ½ its magic-resistance. For every level it is master tanned, above 1, it will retain an added 2% to its current magic-resistance.

Special Abilities: Night-vision: As the Psychic spell, after being subjected to darkness for more than 1 turn (5 seconds).

Tracking: This creature has a 60% chance to pick up and follow a track, following it at ½ its normal rate of movement. The scent of a track can be followed for 1-D6 hours. At the end of 1-D6 hours, another successful "Tracking" check must be successful in order to continue following the trail in the correct direction in the same manner and time frame.

Special Defenses: Resistances: Magic: 20%

Shimmering Mane: During a conflict, the mane will frill out, giving a 2 in 6 chances to evade a successful strike against it from the front and front-side. For every successful strike against this creature, roll 1-D6; if a 1-2 is rolled, the attack will strike the mane harmlessly.

Special Offenses: None.

Susceptibilities: None.

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