

LIZARD MAN

(BL: Cheshire)

Type: Standard Creature

Q/M Ratio 2:1

Armour: 1 point natural armour.

Attacks: A flail or morning star (which represents a tail) and any other non-throwing melee weapon. May use a medium shield.

Abilities:

- 1) Tail acts as a Red weapon.
- 2) Immune to Poison.

Garb: Green tunic, preferably with cloth scales.

Description:

Lizard Men are dangerous, tribal people who are quite primitive, and few in number. They can be found in any climate, but prefer a more marsh-like environment. They are savage in mind, but crude in technology, which may be the only thing saving the more “civilized” races.

Lives: 4

Levels:

- 1st No additional abilities.
- 2nd Poison non-tail weapon, as per Assassin ability, 1/game.
- 3rd Additional point of natural armor (total 2).
- 4th Can use javelins (up to 5 t. in length).
- 5th Additional point of natural armor (total 3);
Poison weapon becomes 1/life.
- 6th Can wear up to 3 points additional armor.