

LIZARD

Lizards are terrestrial and aquatic predatory reptiles; they include lizards, newts, salamanders, alligators, crocodiles and similar creatures.

- Nipping lizards include lizards, geckos, newts and salamanders. These small creatures are well-adapted predators, feeding mostly on tiny insects.
- Tearing lizards include iguanas and gila monsters. With their larger size, they are able to feed not only on insects, but on larger prey such as rodents and small birds.
- Munching lizards include alligators, caimans and monitor lizards. Their size and speed make them a threat to large animals.
- Chomping lizards include crocodiles. These serpentine predators can grow massive.
- Muckgulp lizards are variants that are mudflat dwellers that can burrow swiftly and pull prey into mud.

LIZARD TRAITS
Class: beast
Origin: Midgard
Sapience: amoral-agent Lifeweaves: <i>laxful-detached, lashful-detached, lashful-wicked, laxful-wicked, laxful-hearted</i>
Vessel: corporeal (zoetic-organic) Tier/Shape Range: Dawning 1/8×1/4×1/8 to Quelling 2×7×1
Role: warrior Creature Knowledge: • <i>General:</i> <i>herd</i> or <i>nighlore</i> (sta) DR 12 • <i>Specific:</i> <i>herd</i> or <i>nighlore</i> (imp) DR 18
Roottrait Points: 3+[2×(tier-1)] Attack Roottraits: • <i>Physical Strikes/Harm:</i> Lth/Brw • <i>Magical Strikes/Harm:</i> –
Augmentations/Lifeskills: Nml +3, Ftl +2; hasten +3; physical strikes +3, physical harm +1; <i>deepfare</i> +1 (train: sta); <i>dive</i> +4 (train +1); <i>landfare</i> +1 (train: imp); <i>look</i> +4 (train: imp); <i>lurk</i> +2 (train: imp); <i>seafare</i> +1 (train: imp); <i>search</i> +2 (train: sta); <i>toil</i> +1 (train: imp); <i>tumble</i> +2 (train: imp; <i>avail</i> :1)
Carcass Harvest: • <i>Food:</i> [(1d2)×cubes] meals; <i>cook</i> (sta) DR 10 • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 15 • <i>Bones, Fangs, Claws, Horns, Spines:</i> [(1d4)×cubes] coppers; <i>hew</i> (sta) DR 9 • <i>Hides, Pelts:</i> [(2d6)×cubes] coppers; <i>taw</i> (sta) DR 14
Lair Treasure: • <i>Mundane:</i> incidental • <i>Magical:</i> incidental

NIPPING LIZARD
Tier: Dawning Lifeweave: <i>lashful-detached</i> Languages: Beast
Shape: 1/8×1/4×1/8 Size Modifier: +8 Mass Modifier: ±0 Speed: walk 9; swim 6; burrow 1
Roottraits: Brw 0; Lth 2; Smt 0; Wis 1; Glt 0 Hasten: 4 Defenses: Nml 26; Ftl 15; Mfl 11 Grit: 1+1d4 [4] Pneuma: 2
Harm Yields: <u>susceptible</u> <i>whelm, flare, frost, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 1; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail</i> :2) <i>imbalanced, prostrated</i>
Lifeskills: <i>dive</i> +6 (imp); <i>toil</i> +2 (imp); <i>search</i> +2 (sta); <i>tumble</i> +5 (imp; <i>avail</i> :1); <i>look</i> +6 (imp); <i>seafare</i> +2 (imp); <i>lurk</i> +5 (imp); <i>deepfare</i> +2 (sta); <i>landfare</i> +3 (imp)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +5; <i>wreck (stab)</i> harm 1d2+1 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d2)
Monster and Mortal Powers: <i>clingclimb, grappling – standard, inferior defense</i> (Mfl)
Ascension-Point Value: 5

MUCKGULP LIZARD TEMPLATE
Movement Alterations: walk +1, swim +2, burrow +2
Harm Yields Alterations: resistant <i>wreck</i> +2, <i>whelm</i> +1, <i>rasp</i> +4
Condition Adaptations Alterations: none
Lifeskills Alterations: <i>look</i> +0 (train upgrade: adv)
Attacks and Powers Alterations: <i>bite</i> strikes – base variable harm +2 d-steps, plus <i>trip</i> and <i>drag</i> options; <i>gulpdown</i> (1d4) and <i>speedburst</i> (+3) powers
Ascension-Point-Value Alterations: +9

ALPENGARD | MONSTER STATISTICS

TEARING LIZARD
Tier: Beginning Liferview: <i>laxful-detached</i> Languages: Beast
Shape: 1/4×1/2×1/4 Size Modifier: +5 Mass Modifier: ±0 Speed: walk 12; swim 2; burrow 1
Roottraits: Brw 1; Lth 2; Smt 0; Wis 0; Glt 2 Hasten: 3 Defenses: Nml 24; Ftl 17; Mfl 12 Grit: 5+2d4 [10] Pneuma: 6
Harm Yields: <u>susceptible</u> <i>whelm, flare, frost, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 2; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +1 (sta); <i>dive</i> +7 (imp); <i>landfare</i> +2 (imp); <i>look</i> +6 (imp); <i>lurk</i> +4 (imp); <i>seafare</i> +4 (imp); <i>search</i> +2 (sta); <i>toil</i> +4 (imp); <i>tumble</i> +5 (imp; <i>avail:1</i>)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +5; <i>wreck (rend-stab)</i> harm 1d2+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) Option [adjuvant; 1 pneuma]: <i>poison (lesser)</i>
Monster and Mortal Powers: <i>clingclimb; grappling – standard; inferior defense</i> (Mfl)
Ascension-Point Value: 6

CHOMPING LIZARD
Tier: Helming Liferview: <i>lashful-wicked</i> Languages: Beast
Shape: 1×4×1 Size Modifier: -1 Mass Modifier: +2 Speed: walk 7; swim 11; burrow 1
Roottraits: Brw 6; Lth 3; Smt 0; Wis 2; Glt 2 Hasten: 5 Defenses: Nml 24; Ftl 30; Mfl 14 Grit: 44+6d4 [59] Pneuma: 14
Harm Yields: <u>susceptible</u> <i>whelm, flare, frost, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 8; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +6 (sta); <i>dive</i> +12 (imp); <i>landfare</i> +7 (imp); <i>look</i> +8 (imp); <i>lurk</i> +7 (imp); <i>seafare</i> +7 (imp); <i>search</i> +3 (sta); <i>toil</i> +9 (imp); <i>tumble</i> +6 (imp; <i>avail:1</i>)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +6; <i>wreck (beat-rend-stab)</i> harm 1d6+2d4+9 Option [adjuvant; 1 pneuma]: <i>squash</i> (2d4) or <i>slash</i> (2d4) or <i>gore</i> (2d4)
Monster and Mortal Powers: <i>clingclimb; grappling – standard; inferior defense</i> (Mfl)
Ascension-Point Value: 19

MUNCHING LIZARD
Tier: Honing Liferview: <i>laxful-detached</i> Languages: Beast
Shape: 1×2×1 Size Modifier: ±0 Mass Modifier: +1 Speed: walk 18; swim 12; burrow 1
Roottraits: Brw 4; Lth 4; Smt 0; Wis 2; Glt 1 Hasten: 5 Defenses: Nml 26; Ftl 25; Mfl 13 Grit: 30+5d4 [43] Pneuma: 11
Harm Yields: <u>susceptible</u> <i>whelm, flare, frost, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 5; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +5 (sta); <i>dive</i> +11 (imp); <i>landfare</i> +6 (imp); <i>look</i> +7 (imp); <i>lurk</i> +8 (imp); <i>seafare</i> +5 (imp); <i>search</i> +3 (sta); <i>toil</i> +6 (imp); <i>tumble</i> +7 (imp; <i>avail:1</i>)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +7; <i>wreck (rend-stab)</i> harm 1d10+6 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6)
Monster and Mortal Powers: <i>clingclimb; grappling – standard; inferior defense</i> (Mfl)
Ascension-Point Value: 14