


# Lizardmen

written by CresthavenRPG Guru | November 20, 2014

 Rare | Medium | Neutral | Humanoid

These water-dwelling creatures look like men with lizard heads and tails. They live in tribes. They will try to capture humans and demi-humans and take the victims back to the tribal lair as the main course of a feast.

Armor Class	Hit Points	Move
15	32 (8 Hit Dice)	walk 60 ft swim 120 ft

**Appearing** 2d8

**Habitat** Fresh Water, Jungle, Salt Water, Swamp, Underground

**Negotiation** no

**Morale DC** 6

**Challenge** 3.2 (960 XP per monster)

## Ability Scores

**STR DEX CON INT WIS CHA**

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## Combat

Has 2 attacks. Hit Bonus +2. Damage Claws (x2) 1d2 +2, 1d6 short sword damage

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## Treasure

**Individual:** 2d12 sp

**Lair:** 1d8×1,000 cp (10%), 1d12×1,000 sp (15%), 1d6×1,000 gp (50%), 1d10 gems (30%), 1d6 jewelry (25%), 2 magic items or 1 potion (15%)