

LIZARD

Source: 1e *Monster Manual* (giant lizard); 3e *Monster Manual* (shocker lizard); Pokemon (yellow shocker lizard).

Monstrous lizards come in many sizes and types. Distinct from drakes because they lack the close kinship the latter share with dragons, lizards tend to be simple-minded creatures that become far more dangerous and less predictable when they get hungry.

Limited Domesticability: Some types of giant lizards are used as mounts, beasts of burden or work animals by a variety of intelligent beings, but once a giant lizard's feeding cycle is interrupted, it becomes irritable and unreliable, and if it gets hungry enough, a giant lizard becomes dangerous to humanoids around it.

Crossbreeds Appear: Giant lizards seem to have an easy time breeding with other reptiles, so there are many examples of freak crossbreeds between giant lizard types or even between giant lizards and other reptilian monsters, such as drakes, basilisks and behemoths.

Giant Lizard

Level 1 Soldier

Medium natural beast (reptile)

XP 100

HP 31; **Bloodied** 15

Initiative +2

AC 17; **Fortitude** 14; **Reflex** 12; **Will** 13

Perception +0

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d10+3 damage (1d10+13 on a critical hit) and make a secondary attack.

Secondary Attack: +4 vs. Reflex.

Hit: The target is grabbed (escape ends, DC 14).

(melee) Clamp Down * At Will

Attack: Melee 1 (one creature grabbed by the giant lizard); +4 vs. Fortitude.

Hit: 2d6+5 damage.

Str 17 **Dex** 10 **Wis** 11

Con 15 **Int** 2 **Cha** 5

Alignment unaligned

Languages -

Young Giant Lizard

Level 1 Minion Soldier

Small natural beast (reptile)

XP 25

HP 1; a missed attack never damages a minion

Initiative +x

AC 17; **Fortitude** 14; **Reflex** 12; **Will** 13

Perception +0

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 4 damage (6 on a critical hit) and make a secondary attack.

Secondary Attack: +4 vs. Reflex.

Hit: The young giant lizard enters the target's space and attaches itself to the target. While the lizard is attached, the target is slowed and takes 3 damage at the start of its turn. The young giant lizard remains attached until the target makes an Acrobatics or Athletics check, DC 10, at which point the target slides the young giant lizard up to 2 squares.

Str 12 **Dex** 14 **Wis** 11

Con 13 **Int** 2 **Cha** 5

Alignment unaligned

Languages -

Shocker Lizard

Level 3 Artillery

Small fey magical beast (reptile)

XP 150

HP 37; **Bloodied** 18

Initiative +3

AC 15; **Fortitude** 14; **Reflex** 16; **Will** 15

Perception +2

Speed 7, climb 4, swim 4

Resist 10 lightning

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 2d4+2 damage.

(ranged) Lightning Stroke (lightning) * At Will

Attack: Ranged 10 (one creature); +8 vs. Reflex.

Hit: 2d6+4 lightning damage and the target is dazed until the end of its next turn.

TRIGGERED ACTIONS

(close) Static Dance (lightning) * Encounter

Trigger: The shocker lizard is hit by a melee attack.

Attack (Free Action): Close burst 1 (the attacking creature); +6 vs. Reflex.

Hit: 2d6+4 lightning damage and the shocker lizard slides the target 1 square.

Str 10 **Dex** 15 **Wis** 12

Con 13 **Int** 2 **Cha** 6

Alignment unaligned

Languages -

Shocker Lizard Swarm

Level 9 Controller

Medium fey magical beast (reptile, swarm)

XP 400

HP 96; **Bloodied** 48

Initiative +6

AC 23; **Fortitude** 19; **Reflex** 23; **Will** 21

Perception +5

Speed 7, climb 4, swim 4

Resist 10 lightning; half damage from melee and ranged attacks; **Vulnerable** 10 close and area attacks

TRAITS

Cloak of Electricity (lightning) * Aura 3

Any creature that enters or ends its turn in the aura takes 10 lightning damage.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is small enough for a single Tiny creature.

STANDARD ACTIONS

(mbasic) Swarm of Electric Bites (lightning) * At Will

Attack: Melee 1 (one, two or three creatures); +12 vs. Reflex.

Hit: 2d6 lightning damage.

(ranged) Cooperative Bolts (lightning) * Encounter

Attack: Ranged 10 (one, two or three creatures); +11 vs. Reflex.

Hit: 2d6+3 lightning damage, and the target is stunned (save ends).

Str 14 **Dex** 15 **Wis** 12

Con 16 **Int** 2 **Cha** 6

Alignment unaligned

Languages -

Yellow Shocker Lizard

Level 12 Artillery

Medium fey magical beast (reptile)

XP 700

HP 97; **Bloodied** 48

Initiative +12

AC 24; **Fortitude** 23; **Reflex** 26; **Will** 23

Perception +9

Speed 7, climb 4, swim 4

Resist 10 lightning

STANDARD ACTIONS

(mbasic) Bite (lightning) * **At Will**

Attack: Melee 1 (one creature); +17 vs. AC.

Hit: 2d4 damage plus 2d10 lightning damage.

(ranged) Lightning Stroke (lightning) * **At Will**

Attack: Ranged 10 (one creature); +17 vs. Reflex.

Hit: 3d10+4 lightning damage and the target is dazed until the end of its next turn.

(area) Shock Pulse (lightning) * **Encounter**

Attack: Close burst 3 (each creature in the burst); +15 vs. Reflex.

Hit: 2d8+5 lightning damage, the target is dazed (save ends) and the yellow shocker lizard slides the target up to 2 squares.

Str 15 **Dex** 23 **Wis** 16

Con 19 **Int** 5 **Cha** 13

Alignment unaligned

Languages -