

# BABBLER

	<b>Large Beast</b>
<b>Hit Dice:</b>	5d10+5 (32 hp)
<b>Initiative:</b>	+1 (Dex)
<b>Speed:</b>	40 ft (20 ft when standing erect)
<b>AC:</b>	14 (-1 size, +1 Dex, +5 natural)
<b>Attacks:</b>	2 claws +6 melee, bite +1 melee
<b>Damage:</b>	Claw 1d6+4, bite 1d8+2
<b>Face/Reach:</b>	5 ft by 10 ft/5 ft
<b>Special Attacks:</b>	Sneak attack
<b>Saves:</b>	Fort +5, Ref +5, Will +3
<b>Abilities:</b>	Str 18, Dex 13, Con 12, Int 10, Wis 14, Cha 11
<b>Skills:</b>	Balance +5, Hide +1, Jump +8, Listen +6, Spot +6, Swim +8
<b>Climate/Terrain:</b>	Any marsh
<b>Organization:</b>	Solitary or pack (2-4)
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Always chaotic evil
<b>Advancement:</b>	6-10 HD (Large); 11-15 HD (Huge)

Conjecture among sages state that a babbler is a mutated form of a lizard man, brought on by some wizardly experiment gone awry.

A babbler appears as an 8-foot tall reptile, similar in appearance to a small gorgosaurus. Its body is yellow in color, with a gray underbelly. Mottled gray patches form weird, archaic designs and patterns on its body. The babbler spends most of its time on its belly, slithering through the swamps in search of prey. When hunting or attacking it stands erect using its strong, tough tail to maintain balance.

Babblers speak their own language and understand a smattering of Common.

## COMBAT

Babblers stand on their hind legs during combat and slash with their front claws and bite with their long, sharp teeth.

**Sneak Attack (Ex):** A babbler deals +2d6 points of damage anytime it flanks an opponent or when the opponent is denied its Dexterity bonus to AC.

The Babbler first appeared in the 1e FF (1981).