**DARTER**

Small Magical Beast

**Hit Dice:** 1d10+1 (6 hp)

**Initiative:** +1 (Dex)

**Speed:** 10 ft

**AC:** 13 (+1 size, +1 Dex, +1 natural)

**Attacks:** Fang +3 ranged; or bite +1 melee

**Damage:** Fang 1d3-1 and paralysis; or bite 1d6-1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Paralysis

**Special Qualities:** Darkvision 60 ft, low-light vision

**Saves:** Fort +3, Ref +3, Will +1

**Abilities:** Str 9, Dex 12, Con 13, Int 1, Wis 12, Cha 2

**Skills:** Listen +4, Spot +4

**Feats:** Alertness

**Climate/Terrain:** Temperate or warm marsh

**Organization:** Pair, pack (3-8), or band (9-20)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2-3 HD (Small)

A darter is a small swamp-dwelling lizard with a long tubular snout. It resembles a small 4-foot long lizard with scaly emerald or jade skin and tail. Its eyes are black. It has three small claws on each of its four feet.

When threatened or alarmed, a darter will stand erect on its hind legs.

**COMBAT**

Numerous slender fangs grow in a horizontal direction in the darter’s snout. These fangs are the darter’s primary mode of defense and attack.

A darter attacks by firing one of its fangs at an opponent. These fangs have a maximum range of 10 feet. Each fang is coated with a poison that causes paralysis in any living creature hit. A darter can fire 6 such fangs per day.

Once a creature is paralyzed, the darter moves in close, slashes the opponent’s skin and drains blood (listed as bite damage in the statistics block). The darter is satiated after one such drink and will not need to feed for one day.

**Paralysis (Ex):** A creature hit by a darter’s ranged attack must succeed at a Fortitude save (DC 11) or be paralyzed for 2d4 rounds. Darters are immune to their own paralysis effect and that of other darters.

The Darter first appeared in the FF MC Appendix (TSR, 1992).