FIRE LIZARD

Huge Magical Beast
Hit Dice: 10d10+50 (105 hp)
Initiative: +0
Speed: 30 ft
AC: 17 (-2 size, +9 natural)
Attacks: 2 claws +16 melee, bite +11 melee
Damage: Claw 2d4+8, bite 2d6+4
Face/Reach: 10 ft by 30 ft/10 ft
Special Attacks: Breath weapon
Special Qualities: Fire immunity, darkvision 60 ft, low-light vision
Saves: Fort +12, Ref +7, Will +3
Abilities: Str 26, Dex 10, Con 21, Int 2, Wis 11, Cha 10
Skills: Listen +5, Spot +5
Feats: Cleave, Power Attack

Climate/Terrain: Any warm land underground
Organization: Solitary or pair
Challenge Rating: 9
Treasure: Standard
Alignment: Usually neutral
Advancement: 11-12 HD (Huge); 14-30 HD (Gargantuan)

The fire lizard resembles a 30-foot long, wingless red dragon. Some call them “false dragons” though no proof linking their existence to the wyrms has ever been found.

A fire lizard is about 30 feet long and weighs about 3,500 pounds. Its scales are gray with mottled red and brown areas on its back. Its underbelly is crimson. Its eyes are black with yellow pupils.

Fire lizards do not associate with or keep company with dragons.

COMBAT
A fire lizard prefers to attack using its claws and bite. If faced with a large number of opponents, it will use its breath weapon.

Breath Weapon (Su): Cone of fire, 20 feet, once every 1d4 rounds; damage 2d6, Reflex half DC 20.

Fire Immunity (Ex): Fire lizards are immune to all fire-based effects.

The Fire Lizard first appeared in the 1e MM (Gary Gygax, 1977).