



Small natural beast (reptile)	Level 3 Lurker
Initiative +5	
Senses Perception +3; low-light vision	
HP 38	
AC 16; Fortitude 14, Reflex 15, Will 14	
Speed 4; fly 8 (hover)	

Mountain Pseudodragon

Small natural beast (reptile)	Lurker
⊕ Bite (std; at-will)	
+8 vs. AC; 1d10+3 damage.	
⊕ Sting (std; rchg ☐☐☐☐☐) ♦ Poison	
+8 vs. AC; 1d10+3 damage, and ongoing 5 poison damage (save ends)	
⊕ Swooping Strike (std; at-will)	
The mountain pseudodragon flies up to 8 squares, making a melee basic attack at one point within the movement. The target is not granted an opportunity attack when the mountain pseudodragon moves away.	
↔ Poison Cloud (imm reac; when the pseudodragon is reduced to 0 hp) ♦ Poison	
The mountain pseudodragon's body emits a poisonous cloud. Close burst 1; +4 vs. Reflex; 5 poison damage and ongoing 5 poison damage (save ends).	
Invisibility (std; rchg when the mountain pseudodragon takes damage) ♦ Illusion	
The mountain pseudodragon becomes invisible and remains so until it moves.	

Lore: Pseudodragons are among the cleverest and most playful drakes, so they're highly valued as pets. They are fierce predators in the wild, but they generally don't attack humanoids unless provoked.





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