



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

## Mountain Pseudodragon

Small natural beast      Lurker  
(reptile)

⊕ **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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