



## SOUR TUSK LIZARD

700 XP TOTAL

*Medium beast, unaligned*

**Armor Class** 17 (natural armor)

**Hit Point** 68 (8d8+32)

**Speed** 45 ft.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	13 (+1)	19 (+4)	2 (-4)	14 (+2)	2 (-4)

**Skills** Athletics +5, Perception +6, Survival +6

**Senses** darkvision 120 ft., passive Perception 16

**Damage Immunities** poison

**Condition Immunities** poisoned, stunned

**Languages** —

**Challenge** 3 (700 xp)

**Feign Death.** When a sour tusk lizard is reduced to 0 hit points, it immediately feigns death and stabilizes. Any inspection that is not magical in nature will identify the sour tusk lizard as dead. The sour tusk lizard also exudes a foul stench that deters creatures from eating it. Any creature within 20 feet of the sour tusk lizard when it does must make a DC 11 Constitution saving throw or be poisoned for 1 minute. A creature poisoned in this way can make a saving throw at the end of each of its turns to remove the poisoned condition, and makes this saving throw with advantage as long as they are not within 20 feet of the sour tusk lizard. The lizard's foul stench lasts for 1 hour, after which the lizard gains the benefits of a short rest.

**Odor Communication.** Sour tusk lizards communicate by odor, and can transmit odors to other pack members up to a mile away. This gives them advantage on scent-based Wisdom (Perception) checks, and the ability to coordinate with other pack members to warn of danger, communicate the location of food, and arrange the pack to move at a moment's notice.

### ACTIONS

**Multiattack.** The sour tusk lizard makes two attacks with its tusks.

**Tusks.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) slashing damage.

### TACTICS

**Before Combat** The sour tusk lizard is actually averse to combat, but is territorial. It will attempt to flee unless it is encountered or

followed to its territory. At that point, it will exude a specialized odor that will call its pack from as far away as a mile. A typical tusker pack consists of 3d8 capable adults, and 3d4 hatchlings.

**During Combat** A sour tusk lizard will confront and attack any creature it can with its powerful tusks. It does not tend to charge, instead attempting to outmaneuver and surround opponents when possible. If faced with only ranged attackers, it will attempt to find cover. Sour tusk lizards have been known to arrange distractions so other members can find and attack ranged attackers.

**Morale** A sour tusk lizard will always flee combat when outside of its territory. If it is encountered in its territory, it will fight to the death to defend any hatchlings, or abandon the territory if there are no hatchlings.

Sour tusk lizards are hearty beasts that have adapted to live in the harsh environs of Vathak. They can live just about anywhere, and are considered a pest by most peoples. Thankfully, they tend to avoid the cities, and aren't typically interested in livestock. However, an active pack can sometimes deforest a region, and can eat several acres of organic material over the course of a year. On the bright side, they can be a deterrent to the more dangerous aberrations that stalk the wilderness, as they tend to clash with them regularly over territory.

The sour tusk lizard can subsist on anything, and tends to eat things other animals wouldn't eat, such as spoor, poisonous plants, tree bark, and even ash. As such, the creature is hearty and can live in any area. However, this has given the creature its name, as it has almost no nutritional value, and their overall eating habits lead to them having a sour odor that lingers for minutes after they have left an area. This sour odor can sometimes mark a sour tusk territory, and wise trackers and rangers know to steer clear of them.

**Sour Tusk Lizard Poison (Injury).** Sour Tusk Lizards can be harvested for a mild poison that mimics the effects of nausea. A creature afflicted with this poison must make a DC 13 Constitution saving throw. On a failure, the creature is poisoned for 1 minute. On a success, the creature is poisoned until the end of its next turn. One dose of sour tusk lizard poison costs 50 gp.

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