



RIDING LIZARD

Riding lizards are bulky reptiles at home under the blazing desert sun. They are quadrupedal, carnivorous creatures with thick, leathery skin in hues of browns, greys, greens, and blues.

These hardy desert lizards may be slower than the horses they rarely get along with, but their strength and durability make them the preferred beast of burden in the harsh Muhar desert. They are mild-tempered and gentle creatures when domesticated, and their poisonous bite makes them fierce defenders of their riders. There has been some success in training war mounts and creating a terrifying cavalry force within the royal military.

Desert Mules. Riding lizards carry goods just as often as riders due to their massive strength. Many caravans are filled with lizards pulling carts larger than themselves packed high with cargo.

Regrowth. While it takes time, a riding lizard can slowly regenerate from any damage it takes, including regrowing lost limbs.

RIDING LIZARD

Large beast, unaligned

Armor Class 12
Hit Points 17 (2d10+6)
Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	4 (-3)	10 (+0)	6 (-2)

Damage Resistances fire
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus:** +2

Regeneration. The lizard regains 1 hit points at the start of its turn if it has at least 1 hit point.

Beast of Burden. The lizard is considered to be a Huge animal for the purpose of determining its carrying capacity.

Sure-Footed. The lizard has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 2 (1d4) poison damage.