

FIENDISH SHOCKER LIZARD**CR 2****XP 600**

NE Small magical beast (extraplanar)

Init +6; **Senses** darkvision 60 ft., electricity sense, low-light vision; Perception +8

DEFENSE**AC** 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)**hp** 19 (3d10+3)**Fort** +4, **Ref** +5, **Will** +2**Immune** electricity; **Resist** cold 5, fire 5; **SR** 7

OFFENSE**Speed** 40 ft., climb 20 ft., swim 20 ft.**Melee** bite +4 (1d4)**Special Attacks** shock, smite good 1/day

STATISTICS**Str** 10, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 6**Base Atk** +3; **CMB** +2; **CMD** 14 (18 vs. trip)**Feats** Improved Initiative, Skill Focus (Stealth)**Skills** Climb +8, Perception +8, Stealth +17, Swim +8; **Racial****Modifiers** +2 Perception, +4 Stealth