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| **Name** | **Type** | **Size** | **XP Rating** |
| Green Gecko | Beast | Medium | 1 (35 XP) |

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| **Strength** | 5 (+0) |  | **Armor Class** | 7 | | **Action Points** | 7 |
| **Perception** | 8 (+3) |  | **Avg. Hit Points** | 10 | | **Hit Dice** | 2d8 + 2 |
| **Endurance** | 6 (+1) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 7 (+2) |  | **Damage Immunities** | | Poison | | |
| **Luck** | 5 (+0) |  | **Condition Immunities** | |  | | |

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| **Special Traits** | **Special Actions** |
| **Swift.** The gecko moves 20 feet when it uses the Move action. | **Poison Glob (3 AP).** The gecko makes a ranged attack (40/80 ft.) that deals 2d6 poison damage on a hit. A creature hit by this attack must succeed a DC 8 Endurance saving throw or be *poisoned* for 1 minute.  The *poisoned* target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. |

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| **Description** |
| Green geckos can attack from a distance, where they can spit far-reaching but slow-moving globs of poisonous saliva. Once in contact with an enemy, they will attack like other types of geckos, biting and clawing. Green geckos are almost always found in packs ranging from two to eight, and are found near waterways, lakes, and inside sewers. |