

## LUMBERING GRAZER

### Lumbering Grazer Level 4 Controller Huge Natural Beast (great beast)

**Initiative:** +1                      **Perception** +5  
**HP** 56; **Bloodied** 28  
**AC** 18; **Fortitude** 16; **Reflex** 15; **Will** 16  
**Speed** 7    **Resist** 5 melee, 5 ranged

#### Traits

##### Great Beast

The Grazer ignores difficult, blocking, and hazardous terrain less than 2 squares high, and less than 2 squares wide.

##### Massive

Forced movement against the grazer has -3 effect, to a minimum of 1. The Lumbering Grazer provokes an opportunity attack from anyone it makes a melee attack against. If this attack hits, it takes no damage, but the attacker can push it 1 square.

#### Standard Actions

##### ⬇ Lumbering Slam ⬆ At-Will

*Attack:* Melee Basic 3 (one creature) +9 vs AC  
*Hit:* 1d10+5 damage, and the target slides 1 and is knocked prone.  
*Effect:* Every creature adjacent to the Lumbering Grazer is pushed 1.

##### ⬇ Graze ⬆ At-Will

*Attack:* Melee 3 (one prone creature) +7 vs Fortitude  
*Hit:* 1d10+10 damage, and the target is grabbed and cannot stand from prone until they escape the grab. The Grazer can only have one creature grabbed at a time.

##### ⬅ Turn Tail ⬆ Recharge ☹☹

*Attack:* Close Blast 3 (all non-prone creatures in blast) +7 vs Reflex  
*Hit:* 1d8+4 damage, and the target is pushed 3 and knocked prone.  
*Miss:* The target must either drop prone, or shift 2 squares out of the blast.  
*Effect:* After the attack, the behemoth shifts 3 away from the blast zone.

**Skills** Athletics+10, Endurance +10, Nature +10  
**Str** 17 (+5);      **Dex** 9 (+1);      **Wis** 17 (+5)  
**Con** 17 (+5);      **Int** 5 (-1);      **Cha** 15 (+4)

**Alignment** Unaligned    **Languages** -

## LORE

History DC 12: All the information in the introduction.

History DC 17: Info on the great beasts and the mega-ecology they inhabit.

The lumbering grazer is a massive, towering creature that strides the primordial forests of a deep and distant wilderness. It has a saurian cast to it's features, although there is a shaggy set of molting scales on it's massive neck that could almost pass for a mane. It's eyes are dark and soft, and it's massive mouth is no less terrifying for the flat, grinding teeth within. While they mostly dine on plants- that is to say, trees- they are omnivores, although normally their meat-eating is restricted to carcasses.

That said, even in their remote habitat, they occasionally come across a large group of small, noisy creatures, who are slow enough not to dash away like the beasts of the forests. The lumbering grazer is only too happy to stomp into the midst of such creatures, and take to them like a cow might take to a cabbage patch. It can send it's foes flying with a heave of it's flanks or a sweep of it's tail, and creatures caught on the ground before it can find taken into the great beast's mouth, along with a chunk of the earth beneath them

## TACTICS

The lumbering grazer is a huge creature, but not that resilient- it lacks many of the defenses of a more predatory creature. Still, it should not be underestimated, and local creatures who take advantage of it's presence (see below) and more than capable of capitalizing on it's might. Key to the tactics in a grazer encounter is to maximize damage to prone enemies. Skirmishers who benefit from CA make ideal 'allies', as do brutes to absorb the punishment that the somewhat bovine grazer is not suited to. Artillery is not useful due to all the prone attacks, and soldiers will find it hard to keep up with their marks with all the sliding and pushing that's going on..

## ENCOUNTERS

Creatures native to the region know the grazer and how it moves, so they are rarely troubled by it even if standing right next to it- it's not a particularly aggressive creature after all, just hungry, and tribes of goblins and other creatures daub themselves in strong smelling substances to ward off the great beasts. For this reason, a battle between a group of adventurers and local creatures is likely to go poorly for the outlanders if a lumbering grazer happens on the festivities. They said, they are likewise a dumb animal in other respects, and the heroes could drive it off once bloodied, if they manage to startle it sufficiently.

For use with the 4th Edition



Requires the use of the D&D Player's Handbook,® Monster Manual,® and Dungeon Master's Guide® Player's Handbook® 2, Monster Manual® 2, Adventurer's Vault™ core rulebooks, available from Wizards of the Coast, LLC

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.