

Megalania

Varanus priscui



Image Credit.: http://www.theage.com.au/ffximage/2005/11/19/20ngoanna_wideweb__470x332,2.jpg

Also Known As

Eshmarn Dragon, Giant Goanna

Description

These thickset lizards grow up to 7 metres long with their heavy tails making up approximately half that length and can weigh nearly 2 tonnes. Predominately light grey in colour, they generally have a series of dark grey/brown stripes running across their necks, back and limbs.

The large, dark coloured head is supported by powerful neck muscles, which in conjunction with a mouth full of serrated, knife-like teeth allow Megalania to bite great bloody chunks of flesh from its prey. Those creatures which survive the bite and attempt to flee face the further threat of venom and disease from the lizard's saliva.

Ecology

Megalania inhabit hot dry grasslands and savannah where they lurk near billabongs and other popular watering places. These ambush predators hide in very long grass or scrub and attack by lunging out at creatures passing close by.

A full grown Megalania is capable of killing the largest Diprotodon but they more

frequently eat smaller creatures and carrion. They have been known to dig up and consume recently buried bodies.

Though they can run fast these lizards tire very quickly, and won't chase uninjured prey very far. Their hearing is poor, and while they have colour vision their sight is poor at distances over 300m.

Megalania have a poor normal sense of smell, but like many other lizards, they can taste scents with their tongues. They usually swing their heads from side to side, tasting the air, and are able to detect dead or badly injured creatures up to ten km away and will follow injured prey long distances.

Large creatures are held down with the front paws and eaten in chunks, while smaller ones (including humans) are often swallowed whole. This process can take several minutes and they often speed up the process by ramming the food against a tree or rock to help push it down their throat.

Very young Megalania are good climbers, but older ones are too heavy, though they will stand on their hind legs, using their tails as support to catch prey that is out of reach.

Megalania dig shallow caves with their powerful claws, sheltering in them overnight to conserve body heat. This allows them to warm up faster in the morning and become active earlier.

Statistics

Characteristics	Average	Attributes
STR	5D6+20	37-38
CON	2D6+9	16
SIZ	5D6 +20	37-38
INT	3	3
POW	3D6	10-11
DEX	3D6	10-11
		Move: 3
		HP: 27
		Fat: 53-54
		MP: 10-11
		Dex SR: 3
		Dodge: 0

Location	Melee	Missile	Points
Tail	01-02	01	8/9 (.33)
Rh Leg	03-04	02-03	8/9 (.33)
Lh Leg	05-06	04-05	8/9 (.33)
Hind Q	07-09	06-09	8/11 (.40)
Fore Q	10-13	10-14	8/11 (.40)
Rf leg	14-15	15-16	8/9 (.33)
Lf leg	16-17	17-18	8/9 (.33)
Head	18-29	19-20	8/9 (.33)

Weapon	SR	A%	Damage
Bite	6	50+11	1D10+5D6 + venom + disease
Claw	6	40+11	1D6+3D6
Tail	3	60+11	3D6

Notes: Usual tactic is to rush out from hiding and bite. If the creature is still struggling after the initial attack, the Megalania will continue to bite and also strike with a front claw. The tail is often used to knock down prey so it is easier to attack, or to defend against rear attackers. The claw attack has a reduced Damage Bonus of half the creature's normal Damage Bonus in D6s (round up) as does the tail strike except the tail does no additional damage.

The bite of a Megalania is venomous. The venom is not injected but is part of the saliva. It causes swelling, intense pain (reduce all skill and resistance rolls by 2D6 X 5% to a minimum of 5% for two hours) and reduced blood clotting (the victim will lose an extra 1 General Hit Point every round until the wound is healed or appropriately bandaged).

Megalania's mouths contain bacteria that can cause gangrene. Any living creature bitten by one must make an exposure roll. Gangrene eats away at the body's tissues, affecting HP. Each HP lost from the infected location is also lost from General HP. If the affected location rots and falls off, and the creature is still alive, the rot progresses to a random adjacent location.

Skills

Hide 80-26, Scent Prey 60+4

Armour

8 point hide.

Variations

The valley known as Goanna's Nest is inhabited by a sub-type of Megalania. These are larger (+3 to STR and SIZ) and have green skin with pale coloured spots.



Image Credit::

http://en.wikipedia.org/wiki/Image:Megalania_BW.jpg

References

http://en.wikipedia.org/wiki/Megalania_Prisca

<http://www.theage.com.au/news/national/goannas-no-lounge-lizards/2005/11/19/1132017026262.html>