

Rock Reptile

(from the Monster Manual 2)

FREQUENCY: Rare

NO. APPEARING: 1-2

ARMOR CLASS: 3

MOVE: 6"

HIT DICE: 5+1 hp/1 foot of length

% IN LAIR: 30%

TREASURE TYPE: See below

NO. OF ATTACKS: 1

DAMAGE/ATTACKS: 1-4 +1 point/foot of length

SPECIAL ATTACK: Surprises on 1-3

SPECIAL DEFENSES: Chameleon powers

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

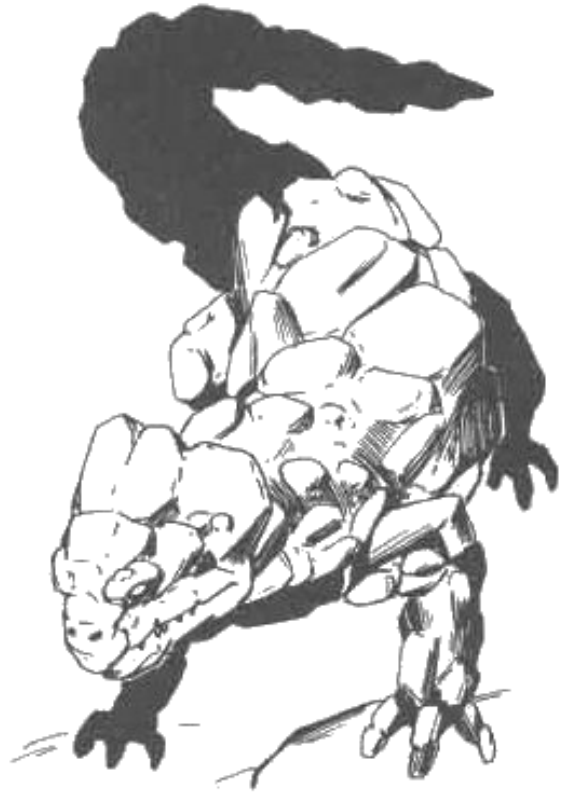
SIZE: M-L (5-12' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: M: V/400+7/hp;

L: VI/600+9/hp



This weird lizard has a lumpy, warty hide and chameleon-like powers. It can thus lie in wait in rocky areas, appearing to be nothing more than a pile of rubble or rocks. The rock reptile favors darkness but will occasionally venture out in daylight if it is sufficiently hungry. Its initial rush is at twice normal speed, thus surprising prey on a 3 in 6 basis. As it drags some prey to its lair, there might be bits of treasure therein; 25% each for types J, K, L, and M, and also types Q, S x ¼, and T x ½. If 2 of the monsters are encountered, they have double metal and gems only.