ROCK REPTILE

Medium-Size Beast

Hit Dice: 5d10+20 (45 hp)

Initiative: +2 (Dex)

Speed: 20 ft

AC: 17 (+2 Dex, +5 natural)

Attacks: Bite +7 melee

Damage: Bite 1d4+6

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Ambush

Saves: Fort +8, Ref +6, Will +1

Abilities: Str 18, Dex 14, Con 18, Int 2, Wis 10, Cha 6

Skills: Hide +8, Listen +2, Move Silently +4, Spot +2

Climate/Terrain: Any mountains, hills, plains, desert, and underground

Organization: Solitary or pair

Challenge Rating: 3

Treasure: 25% coins; 25% goods; no items

Alignment: Always neutral

Advancement: 6-10 HD (Medium-size); 11-15 HD (Large)

The rock reptile is a weird lizard with a lumpy, warty hide that resembles rock. This allows the creature to blend seamlessly with its surroundings and attack by surprise. The lizard usually only comes out at night when its hiding works the best, but it might be encountered in daylight if it is sufficiently hungry.

COMBAT

Rock reptiles hide until prey approaches, then spring out with its initial rush and attack.

Ambush (Ex): A rock reptile darts out of its hiding place with blinding speed. On the first round after it emerges, it gains a +4 conditional bonus to its attack roll.

Skills: Rock reptiles receive a +4 racial bonus to Hide and Move Silently checks. *In rocky or mountainous areas, the Hide bonus improves to +8.