

Encounter type: **Animated, Rock Monster**

Encountered: 1

Attacks per turn: 2

Attack types / Damage per successful attack: 2 Punches: 1-D12 x5 +5 See: "Special".

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D12 +3

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x4 +4

D20 roll needed to have **Treasure** / # of treasure items found: 14+ / 1-D6 +1

Defense: 14

Experience: 300

Life-points: 900

Offense: 0

Region: Volcanic Wilderland.

Special: Quake: On a maximum strike, the Rock Monster will cause a violent quake to strike the area, causing all to lose their next turn unless a 16+ is rolled.

Also, all foes of the Rock Monster will automatically incur the following with no chance of avoiding:

Defense: -2

Offense: -2

Duration of Defense/Offense penalty: Entire battle.