

Species, Breed: Beetle, Midian

Type: Not applicable.

Class: Enchanted (Insect).

Align: Basic instinct creature

Gender: 01-50: Female, 51-00: Male.

Level: 1-D4

Number encountered: 1-D4

Experience points: 200 x level.

Characteristics:

Awareness: 10

Charisma: Not applicable.

Constitution: 5

Coordination: Flying: 30, Grounded: 5

Dexterity: 35

Intelligence: 1

Mental-strength: 10

Strength: 1

Wisdom: 1

Movement:

Flying: 16

Grounded: 1

Swimming: Can't

Luck: None

Oxygen-points: 30

Blood-points: 15

Attack descriptions:

Midian touch: 1

Damage: See: Special Offences

Range: Touch.

Attack type: Alteration.

Special: One single Midian Beetle can consume an average-sized man, who have been altered to yellow-gold, in 6 days.

Defense: Flying: 30, Grounded: 5

Offense: 35

Damage-Points: Roll 1-D4 x level.

Treasure: %Roll needed to have money and treasure:

None.

See: "Special Abilities".

Description:

Annihilation Strike?: No.

Description: This scarab appears to be an oval-shaped, very flat, beetle, golden in color.

Eye color: Gold.

Eye shape: Tiny-sized and oval.

Height: 0' - ½"

Length: 0' - 4"

Shell color: Gold.

Shell texture: Smooth and hard.

Posture: Insect.

Weight: 5 = 1 lb.

Dislikes: Cold, and fire.

Disposition: This terrifying insect dwells within the Enchanted Forest, living its life without the thought for what it does. If the inhabitants of a region know of its existence, a dispatch will usually be sent to find and destroy these insects, for even though what they touch can be transformed to yellow-gold, the devastation these insects cause can be extensive.

Fears: Fire.

Habitat: Enchanted Forest.

Immunities: The Ability, Enchantment, Power, or Spell which causes any form of physical alteration.
Fall and Petrification.

Life-span: 90 days.

Likes: This insect feeds upon yellow-gold, which is the main source of nourishment for this insect's diet.

Needs: See: "Likes" (above).

Note: None.

Special Abilities: Silent Flight: The Midian Beetle flies with no sound therefore it is more difficult to spot as it approaches. To be aware of this creature's approach, a successful "Awareness Check" must be rolled (Awareness = the % chance for success).

Special Defenses: See: "Immunities"

Special Offenses: Midian Kiss: If the Midian beetle touches any item, it will be in danger of being transformed to solid yellow-gold.

See the following types of items for details on resisting the effect of this attack:

Enchanted Armors and Weapons: If this creature touches an Enchanted Weapon, or Enchanted Armor, the Rank or Class of the item, x2, will be the % chance it will have to avoid being turned to yellow-gold.

Magical Armors and Weapons: If this creature touches a Magic Weapon, or Magic Armor, the Rank or Class of the item will be the % chance it will have to avoid being turned to yellow-gold.

Living creature: If this creature touches a living creature, a successful avoidance-roll vs. "Enchantment" must be rolled in order to avoid being turned to yellow-gold. Enchanted creatures will have two chances to resist this effect.

Non-magical items: If this creature touches a non-magical item of any kind, the non-magical item touched will have a 1% chance to avoid being turned to yellow-gold.

Undead: If this creature touches an undead, the undead will have a 10% chance per level to avoid being turned to yellow-gold.

Susceptibilities: Cold will ground this creature, negating its ability to fly for 1-D6 +1 turns.

Weapon susceptibility: Rank-1 (magical) weapon to harm.