

Species, Breed: Scarab, Krylik, Forest

Type: Not applicable.

Class: Insect (Monster).

Align: Basic instinct creature.

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

Level: 6 + 1-D12

Number encountered: 1-D20 +7 x6

Experience points: 12 x level.

Characteristics:

Awareness: 15

Charisma: Not applicable.

Constitution: 25

Coordination: 25

Dexterity: 25

Intelligence: 4

Mental-strength: 18

Strength: 27

Wisdom: 4

Movement:

Flying: Can't.

Grounded: 12

Swimming: Can't

Luck: None.

Oxygen-points: 81

Blood-points: 75

Attack descriptions:

Bite: 1

Damage: 1-D12 x2

Range: 1 space (5')

Attack type: Sharp.

and:

Pike-Claws: 2

Damage: 1-D12 x3

Range: 1 space (5')

Attack type: Sharp.

Defense: 25

Offense: 25

Damage-Points: Roll 2-D12 +1 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 40+ to have 1-D12 x15

Bronze: 45+ to have 1-D12 x13

Silver: 50+ to have 1-D12 x11

Electrum: 55+ to have 1-D12 x9

White-gold: 60+ to have 1-D12 x7

Yellow-gold: 65+ to have 1-D12 x5

Black-gold: 70+ to have 1-D12 x2

Treasure item(s):

Common: 35+ to have 1-D8

UnCommon: 45+ to have 1-D6

Rare: 90+ to have 1

Legendary: None.

Note:

Check for treasure one time only (not for each creature encountered).

Any Treasure found will be found within the scarab's nest on fallen creatures. These creatures will always drag a defeated creature back to its nest to feed upon.

Description:

Annihilation Strike?: No.

Description: This creature appears as a giant beetle-like creature with two larger forearms which are used in mantis-like fashion for skewering, or lancing, prey.

Eye color: Light-green.

Eye shape: Small-sized and round. Like some spiders with many eyes, this creature has 25 eyes, giving it the ability of "Observation". See: "Special Abilities".

Height: 3'-0"

Length: 4'-0"

Shell color: Green.

Shell texture: As the shell of a crab.

Posture: Insect.

Weight: 100 lbs.

Dislikes: Fire

Disposition: Aggressive. This creature is a voracious pack hunter, taking down quarry rapidly in a surround fashion. The Forest Krylik communicates with clicking sounds, which resemble the normal creaking of trees in a wind. Like the wolf, these insects communicate with each other constantly to better their chances of a successful hunt.

Fears: Fire.

Habitat: Forest (Dense). This creature is very rarely found in other regions.

Immunities: Charms and mind-altering spells.

Life-span: 300 years.

Likes: Wolf meat.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: None.

Special Abilities: Observation: This ability is used when two or more "Sentinels" stand watch over the hive, keeping a vigilant lookout for potential danger, or a potential food source to present itself.

For every Krylik above one keeping watch, awareness will increase 5 points. There will be 3-D6 on watch at any given time.

Special Defenses: Night-Vision: As the Psychic's spell.

Special Offenses: None.

Susceptibilities: Fire causes x2 damage.

Weapon susceptibility: Rank-0 (or better) weapon to harm.