

# Species, Breed: Beetle, Borer

Type: Not applicable.

Class: Insect

Align: Basic instinct creature.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 12 + 1-D10

Number encountered: 3-D12

An additional 3-D12 will be in the nest, which will be deep below the surface of the ground within the myriad of tunnels these creatures bore out unceasingly.

Experience points: 20 x level

## Characteristics

Awareness: 20

Charisma: Not applicable.

Constitution: 25

Coordination: 25

Dexterity: 30

Intelligence: 1

Mental-strength: 20

Strength: 60

Wisdom: 1

## Movement:

Flying: Can't

Grounded: 6

Swimming: Can't

Luck: None.

Oxygen-points: 60

Blood-points: 75

## Attack descriptions

Mandibles: 2

Damage: 1-D20 x2 + 8 See: "Special offenses"

Range: 1 space (5')

Attack Type: Sharp

Defense: 25

Offense: 30

Damage-Points: Roll 2-D20 +5 x level.

## Treasure: %Roll needed to have money and treasure:

Copper: 60+ to have 1-D100

Bronze: 65+ to have 1-D100

Silver: 70+ to have 1-D100 in the form of raw silver.

Electrum: 75+ to have 1-D100

White-gold: 80+ to have 1-D100 in the form of raw white-gold.

Yellow-gold: 85+ to have 3-D20 in the form of raw yellow-gold.

Black-gold: 90+ to have 2-D20 in the form of raw black-gold.

Treasure item(s):            These creatures will have treasure, but only treasure items crafted of steel and metal-like materials (which the Borer Beetles drag to the lair and instinctively stockpile.

Common: 70+ to have 1

UnCommon: 80+ to have 1

Rare: 90+ to have 1

Legendary: 00+ to have 1

Note:

All treasure will be in the main nest deep underground.

20% chance of having 1-2 random Gems.

# Description:

Annihilation Strike?: No.

Description: This creature appears to be a huge black-shelled beetle with powerful mandibles that protrude out about an normal person's arm-length.

Eye color: Purple.

Eye shape: Large and round.

Shell color: Black.

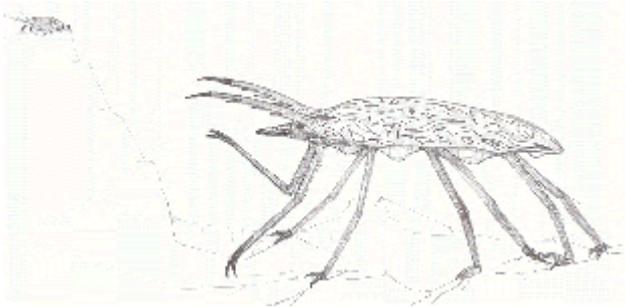
Shell texture: Solid like hardwood.

Height: 3'-0"

Length: 4'-0"

Posture: 8 legged.

Weight: 300 lbs.



**Dislikes:** Bright light.

**Disposition:** These massive herbivores are always on the dig, tunneling and boring through soil and stone without stop. Like ants, they excavate tunnels in an organized manner and build large chambers to live in. Any intruders are pretty much ignored, yet if these creatures smell blood, or are harassed, they will attack.

**Fears:** Fire.

**Habitat:** Cliffs and Mountains.

**Immunities:** Dust-like debris thrown in the eyes does not effect this creature.

**Life-span:** 200 years.

**Likes:** Minerals and metals.

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

**Note:** None.

Special Abilities: None.

**Special Defenses:** As earthen-steel plate armor special abilities.

**Special Offenses: Bore:** If this creature does maximum damage, it will have a 50% chance of causing an extra 1-D20 x2 + 8 additional damage.

**Susceptibilities:** Bright light will drop this creature's defense and offense by 10

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