

# Species, Breed: Beetle, Piercer

Type: Not applicable.

Class: Insect

Align: Basic instinct creature.

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

Level: 15 + 1-D10

Number encountered: 3-D4 +3

Experience points: 30 x level

## Characteristics

Awareness: 22

Charisma: Not applicable.

Constitution: 27

Coordination: 27

Dexterity: 32

Intelligence: 2

Mental-strength: 22

Strength: 40

Wisdom: 2

## Movement:

Flying: Can't

Grounded: 7

Swimming: Can't

Luck: None.

Oxygen-points: 66

Blood-points: 81

## Attack descriptions

Mandibles: 1

Damage: 1-D10 x3 + 4 See: "Special offenses"

Range: 1 space (5')

Attack Type: Sharp

and:

Lance Piercing: 2

Damage: 1-D10 x6 + 4 See: "Special offenses"

Range: 2 spaces (10')

Attack Type: Sharp

Defense: 27

Offense: 32

Damage-Points: Roll 2-D20 +6 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 58+ to have 1-D4 x9

Bronze: 63+ to have 1-D4 x8

Silver: 68+ to have 1-D4 x7

Electrum: 73+ to have 1-D4 x6

White-gold: 78+ to have 1-D4 x5

Yellow-gold: 83+ to have 1-D4 x4

Black-gold: 88+ to have 1-D4 x3

Treasure item(s):

Common: None.

UnCommon: 70+ to have 1-D4

Rare: 80+ to have 1-2

Legendary: 90+ to have 1

# Description:

**Annihilation Strike?:**No.

**Description:** This creature appears to be a huge red-shelled beetle with two extra, long, legs that end in the form of flat, serrated, lances.

**Eye color:** Orange.

**Eye shape:** Large and round.

**Shell color:** Blood-red.

**Shell texture:** Solid like hardwood.

**Height:** 4'-0"

**Length:** 6'-0"

**Posture:** 8 legged.

**Weight:** 500 lbs.

**Dislikes:** Unknown.

**Disposition:** These massive carnivorous beetles are always on the hunt, roaming constantly until they find a victim. Once they take a victim down, they will drag it back to the nest to devour.

**Fears:** Fire.

**Habitat:** Cliffs.

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

**Life-span:** 50 years.

**Likes:** Hunting. These creatures are voracious hunters, seemingly never satisfied.

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

**Note:** None.

**Special Abilities:** None.

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

**Special Offenses:** None.

**Susceptibilities:** None.

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