

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.