

Species, Breed: Verilites

Type: Not applicable.

Class: Insect (scarab).

Align: Basic instinct creature.

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

Level: 0

Number encountered: 1-D100 +25 x3

Experience points: 1

Characteristics:

Awareness: 15

Charisma: Not applicable.

Constitution: 5

Coordination: 5

Dexterity: 5

Intelligence: 1

Mental-strength: 5

Strength: 1

Wisdom: 1

Movement:

Flying: Can't

Grounded: 1

Swimming: Can't

Luck: 0

Oxygen-points: 15

Blood-points: 15

Attack descriptions:

1 Bite: 1 / 0 space (same space attack only) / Sharp attack

Defense: 5

Offense: 5

Damage-Points: Roll 1-D6 each.

Treasure: %Roll needed to have money and treasure:

None

Description:

Annihilation Strike?: No.

Description: This scarab appears to be an oval-shaped beetle with a very pointed nose (used for worming and eating its way into mattresses and pillows.

Eye color: Dark-purple.

Eye shape: Tiny and slanted.

Height: 0'- ½"

Length: 0'-2"

Shell color: Light-gray-brown mix.

Shell texture: Smooth and hard.

Posture: Insect.

Weight: 20 = 1 lb.

Dislikes: Cold.

Disposition: Though Verilites do not especially like vegetables and fruits, they will eat it if that is all to be had.

They are carnivorous, eating flesh if at all possible (bones and all).

They will boar into places that have any form of consistent scent of the living upon or within it. Inns are a common target, but they are encountered out in the wild (though this is very rare).

The gestation period for the Verilite is 3 weeks. The female Verilite will find a cool, shaded place to lay 1-D10 eggs. The eggs will hatch in 3 days after laying them.

Fears: Unknown.

Habitat: Grasslands, Forest (Common). This creature is mostly found in civilized areas and is found in other regions as well.

Immunities: None.

Life-span: 90 days.

Likes: Unknown.

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

Note: None.

Special Abilities: To be aware of Verilites moving in a chair, bed or just under the top layer of leaves, pine needles, etc., one must successfully make an avoidance-roll vs. "Awareness" at $\frac{1}{2}$ the normal chance.

Special Offenses: None.

Susceptibilities: None.

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