

MITE SCARABS of the STONE FOREST



FREQUENCY: Very Rare
NO. APPEARING: 20-200 in Stone Forest, 10-40 elsewhere
ARMOR CLASS: 5
MOVE: 15"
HIT DICE: 1+1
% IN LAIR: 60%
TREASURE TYPE: Individuals K, Lair C
NO. OF ATTACKS: 3
DAMAGE/ATTACKS: 1-4/1-4/2-5
SPECIAL ATTACKS: Surprise on 1-4
SPECIAL DEFENSES: Hide in shadows 80%
MAGIC RESISTANCE: Nil
INTELLIGENCE: Low
ALIGNMENT: Neutral
SIZE: M
PSIONIC ABILITY: Nil
LEVEL/XP.VALUE: 36 + 2/hp



Mite scarabs are spindly insect-like humanoids who dwell in great numbers in the darkest parts of the Stone Forest on the planet Quasar. They are predatory and very opportunistic in nature, and once prey is detected large numbers of mite scarabs will quickly converge on the area. They seem to communicate with echoing clicking noises, but can remain silent long enough to facilitate ambushes which are enhanced by their ability to hide in shadows (80% chance) and increased chance of surprising prey (surprise on a 1-4). There is a 50% chance that a suddenly revealed bright light will drive them away for a time, but thereafter they will return with no chance of light driving them off. Mite scarabs attack with two claws and a bite.

Mite scarabs have a greenish-blue carapace and large lambent yellow eyes.

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