

BEETLE, BORING

Large Beast

Hit Dice: 5d10+10 (37 hp)

Initiative: +0

Speed: 20 ft

AC: 17 (-1 size, +8 natural)

Attacks: Bite +6 melee

Damage: Bite 2d8+6

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Hive mind

Special Qualities: Darkvision 60 ft

Saves: Fort +6, Ref +4, Will +1

Abilities: Str 18, Dex 10, Con 15, Int 1, Wis 10, Cha 9

Skills: Listen +7, Spot +6

Climate/Terrain: Temperate and warm land and underground

Organization: Cluster (2-5), swarm (6-11), or hive (12-19 plus 2-8 shriekers)

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

Advancement: 6-9 HD (Large); 10-15 HD (Huge)

Boring beetles feed on molds, slimes, and fungi that they grow in their lairs. These are grown from decaying vegetable and animal matter collected by the beetles. One particular fungus of note that sometimes grows in the beetle's lair is the shrieker. Not only is it used for food, but the boring beetles also use them for alarms. Once sounded, the beetles are quick to deal with invaders, either devouring them on the spot or dragging them back to the lair where their body is used to grow new molds and fungi.

COMBAT

Boring beetles bite with their powerful mandibles.

Hive Mind (Ex): All boring beetles within 1 mile of each other are in constant communication. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, then none of them are. No boring beetle in a group is considered flanked unless all of them are.

Skills: Boring Beetles receive a +4 racial bonus to Listen and Spot checks.