

DEATH WATCH BEETLE

Medium-Size Vermin

Hit Dice: 9d8+18 (59 hp)

Initiative: +0

Speed: 30 ft

AC: 17 (+7 natural)

Attacks: Bite +10 melee

Damage: Bite 1d8+6

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

Special Attacks: Death rattle

Special Qualities: Vermin

Saves: Fort +8, Ref +3, Will +3

Abilities: Str 19, Dex 10, Con 15, Int —, Wis 10, Cha 9

Skills: Hide +0*, Listen +5, Spot +5

Climate/Terrain: Temperate and warm forest and underground

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 10-13 HD (Medium-size); 14-27 HD (Large)

A death watch beetle appears as a 5-foot long beetle with a dark green carapace. It is known to use a mixture of saliva and earth to stick rubbish (leaves, twigs, for instance) to itself in order to attack by surprise.

COMBAT

The death watch beetle begins combat using its death rattle ability. Any creatures that survive will be bitten bite the beetle's mandibles.

Death Rattle (Ex): The death watch beetle can, by vibrating its carapace rapidly, produce a clicking noise that sets up sonic vibrations in all creatures within a 30-foot spread. An affected creature must succeed at a Fortitude save (DC 16) or die. Even if the save is successful, a creature takes 4d6 points of sonic damage.

The death watch beetle can use this ability once every two hours.

Vermin: Immune to mind-influencing effects. Death watch beetles have darkvision with a range of 60 feet.

Skills: *A death watch beetle receives a +8 racial bonus on Hide checks when using its surroundings to camouflage its appearance.

The Death Watch beetle first appeared in the 1e MM II (Gary Gygax, 1983).