SLICER BEETLE

Large Vermin
Hit Dice: 6d8+18 (45 hp)
Initiative: +0
Speed: 20 ft
AC: 17 (-1 size, +8 natural)
Attacks: Bite +9 melee
Damage: Bite 2d8+9
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Vorpal bite
Special Qualities: Vermin
Saves: Fort +8, Ref +2, Will +2
Abilities: Str 23, Dex 10, Con 17, Int —, Wis 10, Cha 9
Skills: Listen +7, Spot +5
Climate/Terrain: Temperate and warm forest and underground
Organization: Solitary or cluster (2-5)
Challenge Rating: 4
Treasure: No coins; no goods; standard items
Alignment: Always neutral
Advancement: 7-9 HD (Large); 10-18 HD (Huge)

The slicer beetle appears as a 10-foot long beetle with a triangular head and two long, razor-sharp mandibles. Its body is black in color.

COMBAT
The slicer beetle attacks with its razor sharp mandibles. A critical attack by the slicer beetle has a chance of severing a foe’s arm or leg.

Vorpal Bite (Ex): If a slicer beetle succeeds at a critical hit, it severs one of its opponent’s extremities (Roll 1d4: 1 right leg, 2 left leg, 3 right arm, 4 left arm).

Creatures immune to critical hits are immune to the vorpal effect of the slicer beetle’s bite.

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

The Slicer Beetle first appeared in the 1e MM II (Gary Gygax, 1983).