Beetle, Fire

written by A J | November 20, 2014

This house-sized beetle is a dull brown color brightened by two glowing green-yellow spots on its carapace.

Armor Class Hit Points Move

4 walk 120 ft (1 Hit Dice) burrow 40 ft

Appearing 1d8

Habitat

Negotiation no

Morale DC 8

Challenge 0.3 (90 XP per monster)

Ability Scores

STR DEX CON INT WIS CHA

1 0 1 -3 -2 -3

Combat

Has 1 attack. Hit Bonus +1. Damage 2d4 damage damage

Special Attacks

Burst. Once per day the fire beetle can secrete a ball of explosive acid. Range: 50 feet, Damage 2d6 to 10′ radius.

Treasure

Individual: None

Lair: None