

Scarabs

MONSTER:

SCARABS

- BY CLIVE OLDFIELD

SCARAB

Archetype: Robot
Style: 0

Motivation: Programming
Health: 3

Primary Attributes

Body: 2 Charisma: 0
Dexterity: 2 Intelligence: 1
Strength: 2 Willpower: 3

Secondary Attributes

Size: -2 Initiative: 3
Move: 4 Defense: 6*
Perception: 4 Stun: 2

*+2 Armoured

Skills	Base	Level	Rating	Average
Athletics	2	2	4	(2)
Climbing			5	(2+)
Brawl	2	2	4	(2)
Stealth	2	2	4	(2)

Talents

None

Resources

None

Flaw

Robotic

Weapons	Rating	Size	Attack	Average
Bite	2L	+2	8L	(4)L



Scarabs were crafted long ago by the Atlanteans. Some still remain, even on the surface world. They are large metallic beetle-shaped robots used by Atlanteans as mindless guardians. They are often programmed to defend a certain area, standing entirely inanimate until some point is transgressed, when they attack unrelentingly. In the ruins of ancient Egypt some scarabs have stood guard for countless centuries waiting patiently for their domain to be breached. When it is, they will strike, oblivious that the civilisation that crafted them has been gone for millennia.

Scarabs are about two feet long, and coloured dark and iridescent. They attack by using their bite, while deflecting blows with their sturdy armoured casings. Though easy to deal with on their own, they are often used by the dozen, bringing swarming death to any hapless treasure seeker that comes their way.

Scarabs

GOLD SCARAB

Archetype: Robot
Style: 0

Motivation: Programming
Health: 5

Primary Attributes

Body: 3 Charisma: 0
Dexterity: 3 Intelligence: 1
Strength: 3 Willpower: 4

Secondary Attributes

Size: -2 Initiative: 4
Move: 6 Defense: 10*
Perception: 5 Stun: 3

*+4 Heavily Armoured

Skills	Base	Level	Rating	Average
Athletics	3	3	6	(3)
Climbing			7	(3+)
Brawl	3	3	6	(3)
Stealth	3	3	6	(3)
Firearms	3	3	6	(3)

Talents

None

Resources

None

Flaw

Robotic

Weapons	Rating	Size	Attack	Average
Bite	3L	+2	11L	(5+)L
Laser	4L		10L	(5)L



Gold Scarabs have a definite golden sheen about them, giving them their name. They are larger and heavier than a normal Scarab and can fire lasers from their ruby eyes, making them formidable foes indeed. They are often used to protect treasure troves, being largely indistinguishable from the riches they defend.

Scarabs

BLACK SCARAB

Archetype: Robot Motivation: Programming
Style: 0 Health: 3

Primary Attributes

Body: 2 Charisma: 0
Dexterity: 4 Intelligence: 1
Strength: 2 Willpower: 4

Secondary Attributes

Size: -3 Initiative: 5
Move: 6 Defense: 6
Perception: 5 Stun: 2

Skills	Base	Level	Rating	Average
Athletics	2	4	6	(3)
Climbing			7	(3+)
Brawl	2	4	6	(3)
Stealth	4	4	8	(4)

Talents

Venomous

Resources

None

Flaw

Robotic

Weapons	Rating	Size	Attack	Average
Bite	3L*	+3	12L	(6)L

* Venomous 4, Damage 4L



A Black Scarab looks similar to a normal Scarab but smaller, about the size of ones palm. Usually inanimate, and appearing as jewellery, they can be activated by someone who knows the correct Atlantean power word. They will then carry out the plan that was in the mind of the activator. This is usually an assassination aided by its poisoned bite.

The Scarab is usually left to crawl silently towards its often sleeping victim, creeping through cracks or under doorways. Its first attack will be poisonous (thereafter the poison has run out) and usually deadly.

Those with telepathic powers can attempt to interrogate a captured Black Scarab, to find out the nature and identity of its activator. They are required to beat the activator's Willpower score, with a Willpower roll of their own.