

NAME Cosmic Beetle RACE Insect SIZE 1 HEIGHT 4'0" WEIGHT 100lbs HL 4 EL 0

CON	<u>8</u>	AGI	<u>6</u>	INT	<u>6</u>	STR	<u>5</u>	WILL	<u>1</u>	CHA	<u>2</u>
Hit Points	<u>120</u> / <u>120</u>	Initiative	<u>12</u>	C. Mastery	<u>12</u>	Armor	<u>10</u>	SP Armor	<u>2</u>	Song Effect	<u>4</u>
Vitality	<u>240</u> / <u>240</u>	Speed	<u>12</u>	H. Mastery	<u>12</u>	MAD	<u>10</u>	M. Mastery	<u>2</u>	M. Speed	<u>4</u>
		RAD	<u>12</u>	SP Mastery	<u>12</u>					M. Damage	<u>4</u>

## ATTACK # 1

**Description:** Bite

Type: N. Melee Weapon Range: 1 Accuracy: 3/4/5/6DMG: 35 Crit DMG: 45 | SP-DMG: \_\_\_\_\_ Crit SP-DMG: \_\_\_\_\_

Other: \_\_\_\_\_

## ATTACK # 2

**Description:** Star Bolt

Type: S.N. Ranged Weapon Range: 7 Accuracy: 4/5/6DMG: \_\_\_\_ Crit DMG: \_\_\_\_ | SP-DMG: 37 Crit SP-DMG: 49

Other: \_\_\_\_\_

## ABILITIES

**Name:** Cosmic Terrors **Description:** Target creature within 10 spaces tests WILL 12 **DPD:** 5 SP-DMG & 5 SP-DMG

Name: **Galaxy Beam** Description: **Target creature within 10 spaces tests AGI 12** DPD: **5 SP-DMG & 5 SP-DMG**

<b>Name:</b> <b>Glitter Splash</b>	<b>Description:</b> <b>All adjacent targets test CON 13</b>	<b>DPD:</b> <b>Blind</b>	<b>&amp; Stun</b>
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<b>Name:</b> Nauseating Aurora	<b>Description:</b> Target within 5 spaces tests CON 13	<b>DPD:</b> Poison & Poison
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<b>Name:</b> Tendrils of Time	<b>Description:</b> Target within 10 spaces tests STR 12	<b>DPD:</b> Slow	<b>&amp; Slow</b>
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## IMMUNITIES, VULNERABILITIES, & TRAITS

**Immunities:** Blind, Slow

**Vulnerabilities:** \_\_\_\_\_

**Traits:** Overpowered, Planar Cleansing, Resilience, True Sight, Unsummon

## EQUIPMENT, ITEMS, GOLD, &amp; LOOT (If any)

**1D6 A.U. (Cosmic Dust)**

Size = How many spaces the creature takes up | HL = Hero Level | EL = Epic Level | SP = Spell | DMG = Damage | HP = Hit Points | RAD = Ranged Attack DMG | MAD = Melee Attack DMG | H. = Healing | C. = Craft | M. = Minion | SE = Song Effect | DPD = Dealt Per Difference | N. = Natural | S.N. = Supernatural

## LORE

Cosmic creatures are those that have been kissed by starlight, imbuing them with supernatural enhancements. In the Abyssal world, the cosmic radiation from the stars had a similar effect to being sunburned by the Sun's UV rays. However, with select exposure to certain types of starlight, interesting transformations can take place.

Cosmic Beetles have adopted a mostly physical, but slightly spectral body. These beetles have also grown much larger in size, and are capable of battling other large creatures and insects. Most Cosmic Beetles are peaceful, but some are territorial. The biggest problem with them is that their cosmic abilities are dangerously strong, so most people stray far away from them.

Cosmic Beetles are 80% physical, and 20% spectral (*ghost-like*). For a quick second they can become 100% spectral, allowing them to phase through less than 1ft thick barriers, walls, or anything that might try to Slow or restrain them. Their cosmic energy protects them from most elements, especially abilities that might try to Blind them. They can also detect the cosmic energy (*found in all creatures*) from nearby hostiles.

## APPEARANCE

Cosmic Beetles appear to be sizeable insects. They're big and strong enough for a person to mount, although no one's successfully ridden on one. They're black, with a slight purplish-black glow to them. Furthermore, their shells are transparent and give off the illusion that these beetles are filled with tiny galaxies. (*Staring at their shells is similar to staring into space.*) A few people have said they have even seen them flying, although this might be an illusion from the cosmic auroras that they give off.

As for weapons, cosmic beetles attack with their large mandibles and bite their opponents as a melee weapon. They can spit small, purplish bolts of yellow-purple magic that look like shooting stars, for their ranged weapon. Their Cosmic Terrors ability causes their opponents to see cosmic illusions that shred their mind apart if they cannot resist them. A Galaxy Beam resembles a sparkling beam of stern energy, while Glitter Splash resembles a sparkling discharge of colorful gas. With their Nauseating Aurora ability, they can cause a creature to become surrounded by an intense, sickening glow that inflicts cosmic poison.

## COMBAT BEHAVIOR

Cosmic Beetles are casters that prefer to use abilities more than anything.

Because they have True Sight, Stealth Heroes won't be able to hide from them. They are able to use cosmic magic to banish minions with their Unsummon trait, and clear combat terrain with their Planar Cleansing trait.