

BEETLE

Source: *Basic D&D* (oil beetle); 1e *Monster Manual II* (slicer beetle); 2e *Oriental Adventures Monstrous Compendium* (jishin mushi); homebrew (minotaur beetle).

There are many types of monstrous beetles in the world. Some are limited to small areas of specific islands or continents, while others, with minor variation, have spread far across the world.

Oil Beetle

Level 1 Controller

Small natural beast (insect)

XP 100

HP 32; **Bloodied** 16

Initiative +1

AC 15; **Fortitude** 13; **Reflex** 13; **Will** 13

Perception +1

Speed 6, climb 4

Darkvision

STANDARD ACTIONS

(mbasic) Mandibles * At Will

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 1d6+3 damage.

(close) Oil Spray (acid, zone) * Recharges when first bloodied

Attack: Close blast 3 (each creature in blast); +3 vs. Reflex.

Hit: 1d6+3 acid damage and the target falls prone.

Effect: The area of the blast becomes a zone of oily ground until the end of the encounter. Any creature other than an oil beetle must make an Acrobatics check (DC 10) each time it enters or begins to walk, run or shift within the zone of fall prone, ending its movement. If a fire attack targets a creature within the zone, the zone ignites and deals 5 fire damage to each creature within the zone. In this case, the zone ends at the end of the turn in which the fire attack was made.

Str 13 **Dex** 12 **Wis** 13

Con 16 **Int** 1 **Cha** 5

Alignment unaligned

Languages -

Bodokod

Level 2 Soldier

Large natural beast (insect)

XP 125

Bodokod are dull and plodding beetles used by dwarves and other underground races as beasts of burden. Attempts to use a bodokod as a mount inevitably fail, as the beast merely gets confused and walks in circles. However, bodokod make excellent pack animals, being able to travel for days without stopping as long as they are given food and water on the move. Typically, a group using bodokod to carry their supplies in areas that are either well-patrolled or largely uninhabited will range ahead of their bodokod by up to several hours, letting the beetles catch up during rest breaks. Obviously, in areas plagued by bandits, this becomes a less tenable option.

HP 39; **Bloodied** 19

Initiative +1

AC 18; **Fortitude** 18; **Reflex** 10; **Will** 12

Perception +0

Speed 4

Darkvision

TRAITS

Inexorable Plod

If a bodokod uses both its standard and move actions to walk, it gains immunity to the slowed and immobilized conditions until it attacks or the end of its next turn.

STANDARD ACTIONS

(mbasic) Slow Bite * At Will

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 2d4+4 damage.

Effect: The bodokod is immobilized until the end of its next turn.

Skills Endurance +8

Str 18 **Dex** 7 **Wis** 8

Con 15 Int 1 Cha 4
Alignment unaligned

Languages -

Slicer Beetle

Level 7 Brute

Medium natural beast (insect)

XP 300

HP 93; Bloodied 46

Initiative +6

AC 19; Fortitude 21; Reflex 19; Will 17

Perception +4

Speed 5

Low-light vision

STANDARD ACTIONS

(mbasic) Slicing Mandibles * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 2d8+10 damage (2d8+26 on a critical hit). If it scores a critical hit, the slicer beetle gets a bonus of +2d6 to critical severity. If this attack reduces a creature to 0 or fewer hit points, it also severs a random limb and the creature takes ongoing 10 damage (save ends).

TRIGGERED ACTIONS

Too Stupid to Stop * Encounter

Trigger: The slicer beetle is subject to an effect that a save can end.

Effect (Free Action): The slicer beetle makes a saving throw to end the triggering effect.

Str 20 Dex 16 Wis 13
Con 13 Int 1 Cha 4

Alignment unaligned

Languages -

Minotaur Beetle

Level 10 Skirmisher

Medium natural beast (insect)

XP 500

HP 103; Bloodied 51

Initiative +11

AC 24; Fortitude 24; Reflex 22; Will 20

Perception +5

Speed 6

Low-light vision

STANDARD ACTIONS

(mbasic) Gore * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d8+5 damage.

Minotaur Charge * At Will

Effect: The minotaur beetle charges. If it hits, it deals an extra 1d8 damage, pushes the target 1 square and the target falls prone.

TRIGGERED ACTIONS

(melee) Belligerent Backup * At Will 1/round

Trigger: A creature makes an opportunity attack against the minotaur beetle that is triggered by the beetle moving.

Attack (Free Action): Melee 1 (the triggering creature); +13 vs. AC.

Hit: 1d8+2 damage.

Str 22 Dex 18 Wis 10
Con 15 Int 1 Cha 5

Alignment unaligned

Languages -

Jishin Mushi

Level 10 Controller

Medium natural beast (insect)

XP 500

HP 109; Bloodied 54

Initiative +7

AC 24; Fortitude 22; Reflex 23; Will 21

Perception +7

Speed 5

Low-light vision

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d6+6 damage, or 4d6+6 against a prone target.

(close) Trembling Ground * At Will

Attack: Close blast 3 (each creature in blast); +11 vs. Reflex.

Hit: 2d6+6 damage and the target falls prone.

TRIGGERED ACTIONS

(close) Disorienting Vibrations * Recharges when the jishin mushi takes damage

Trigger: An enemy adjacent to the jishin mushi stands up.

Attack (Immediate Reaction): Close blast 2 (each standing creature in the blast, which must include the triggering creature); +11 vs. Reflex.

Hit: The target falls prone and cannot stand up (save ends).

Str 15 **Dex** 15 **Wis** 14

Con 21 **Int** 3 **Cha** 10

Alignment unaligned

Languages -