

ELEMENTAL INSECTS

Elemental insects are giant insects that have become overloaded with arcane and primal energy. This was first done by an alchemist (Zain al-Din) many centuries ago, but the descendants of that original experiment have thrived and multiplied. Unfortunately, the uncontrolled energy inside these creatures makes them aggressive, unstable, and even insane.

Rock beetles and thunder beetles are almost always found together working as a team, with the thunder beetles stunning targets and the rock beetles killing them.

Razor mantises are completely insane, extremely intelligent, and never work together. They occasionally organize legions of monstrous insects and elemental insects in assaults on whatever target their madness draws them to.

There is one supposedly sane razor mantis ("The Ancient One") who lives as a hermit in the undercity. He is rumored to be hundreds of years old, perhaps more. Monks have been known to seek him out, as he is rumored to know ancient fighting techniques that he will teach to those he considers worthy.

ROCK BEETLE (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D6	D4	D8	D12	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D16	2	2	12

ATTACKS AND ABILITIES

BITE: D8

POISON IMMUNITY, STUN IMMUNITY, CHARGE, SYLVAN

THUNDER BEETLE (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D12	D6	D4	D8	D12	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D12	2	2	12

ATTACKS AND ABILITIES

SHOCKWAVE: D10 vs. FOR, AE1, Stun Only

POISON IMMUNITY, STUN IMMUNITY, SYLVAN

LIGHTNING SCORPION (3RD RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D10	D6	D10	D10	D8
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D10	3	3	10

ATTACKS AND ABILITIES

PINCERS: D8, Minor

STINGER: D10

LIGHTNING STING: D10, R1, Cooldown, 1 MP

LIGHTNING IMMUNITY, SYLVAN

PINCERS

Pincer attacks are a minor action, but each pincer can only attack once. If both hit, the target is also grabbed, halving the target's defense. Scorpions generally attempt to grab with both pincers first, then hit their held target with their stinger on the next turn.

LIGHTNING STING (MAJOR)

This attack hits a single target with a bolt of lightning (cannot be dodged or parried). If successful, additional targets in the same region can be attacked until a target is missed. A given target can only be hit once.

FIRE WASP (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D16	D6	D10	D8	D12
MOVE	ATT	DEF	AP	MP	HP
FLY	D8	D6	5	3	10

ATTACKS AND ABILITIES

STINGER: D12 vs. FOR, Burning, R1

FIRE IMMUNITY, EVASION, SYLVAN

ICE WASP (4TH RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D16	D6	D10	D8	D12
MOVE	ATT	DEF	AP	MP	HP
FLY	D8	D6	5	3	10

ATTACKS AND ABILITIES

STINGER: D12 vs. FOR, Freezing, R1

FROST IMMUNITY, EVASION, SYLVAN

RAZOR MANTIS (5TH RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D20	D10	D10	D10	D16
MOVE	ATT	DEF	AP	MP	HP
RUN	D16	D10	4	5	15

ATTACKS AND ABILITIES

RAZOR CLAWS: D16, Minor Action to Attack or Parry (both melee and ranged attacks can be parried)

AMBUSH, RAZOR STORM (COOLDOWN, 2 MP), COUNTERSTRIKE, EVASION, SYLVAN

RAZOR STORM

When a razor mantis activates this ability (as a free action), they can attack all targets in their region (the attack becomes a selective AE1 attack) each time they use their razor claws, until either they move or have used all their actions.

COUNTERSTRIKE

If a razor mantis successfully parries a melee attack with a double success, it can make a free melee attack in response, using its razor claws.