

# MONSTROUS INSECTS

Huge insects are still a bit smaller than humans. Giant insects are generally a bit larger than humans. They are fairly aggressive, but will not automatically attack humans who do not come too close.

Monstrous insects are intelligent and can speak sylvan.

Monstrous insects can be found almost anywhere, but are extremely abundant in warmer areas. They are rarely found alone, with large groups of a dozen or more not being uncommon.

Monstrous insects cannot be tamed.

## HUGE BEETLE (1<sup>ST</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D4	D3	D4	D10	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D6	D10	2	0	5

### ATTACKS AND ABILITIES

**BITE:** D6

POISON RESISTANCE, SYLVAN

## GIANT BEETLE (2<sup>ND</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D4	D4	D6	D12	D4
MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D12	2	1	9

### ATTACKS AND ABILITIES

**BITE:** D8

POISON RESISTANCE, CHARGE, IMMOVABLE, SYLVAN

## HUGE SCORPION (1<sup>ST</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D6	D6	D4	D6	D8	D6
MOVE	ATT	DEF	AP	MP	HP
RUN	D6	D6	2	0	4

### ATTACKS AND ABILITIES

**PINCERS:** D6, Minor

**STINGER:** D8, Poisoned, Cooldown

POISON RESISTANCE, SYLVAN

## GIANT SCORPION (3<sup>RD</sup> RANK)

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

### ATTACKS AND ABILITIES

**PINCERS:** D8, Minor

**STINGER:** D10, Poisoned (Virulent), Cooldown

POISON IMMUNITY, SYLVAN

### PINCERS

Pincer attacks are a minor action, but each pincer can only attack once. If both hit, the target is also grabbed, disadvantaging their defense.

### PINCERS + STINGERS

Scorpions generally attempt to grab with both pincers first, then hit their held target with their stinger on the next turn.

## HUGE WASP (1<sup>ST</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D6	D10	D4	D6	D6	D8
MOVE	ATT	DEF	AP	MP	HP
FLY	D8	D3	3	0	3

### ATTACKS AND ABILITIES

**STINGER:** D8, Poisoned

POISON RESISTANCE, SYLVAN

## GIANT WASP (3<sup>RD</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D12	D6	D8	D8	D10
MOVE	ATT	DEF	AP	MP	HP
FLY	D10	D4	4	3	8

### ATTACKS AND ABILITIES

**STINGER:** D10, Poisoned (Virulent)

POISON IMMUNITY, SYLVAN

## HUGE MANTIS (2<sup>ND</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D6	D12	D6	D6	D8	D10
MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D6	4	1	6

### ATTACKS AND ABILITIES

**CLAWS:** D10, Minor Action to Attack or Parry

AMBUSH, SYLVAN

## GIANT MANTIS (4<sup>TH</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D16	D8	D8	D10	D12
MOVE	ATT	DEF	AP	MP	HP
RUN	D12	D8	5	4	12

### ATTACKS AND ABILITIES

**CLAWS:** D12, Minor Action to Attack or Parry

AMBUSH, SYLVAN