

Bug Larva

Tiny sized Aberration

HP:

Hit Dice: ½ d8 (4hp)

Initiative: +4 (Dex)

Speed: 20 ft;

AC: 18; (+2 size, +4 Dex, +2 Natural)

Attacks: Mandible Bite -4 *melee*;

Damage: Mandible Bite 1d4-4

Face/Reach: 2 ½ ft. by 2 ½ ft./0 ft.

Special Attacks: -

Special Qualities: Immunities, Blind sight

Saves: *Fort* +0, *Ref* +4, *Will* +2;

Abilities: *Str* 2 (-4), *Dex* 18 (+4), *Con* 10 (+0), *Int* -- (--), *Wis* 10 (+0), *Cha* 9 (-1);

Skills: -

Feats: -



Climate/Terrain: Any land (usually Subterranean)

Organization: Solitary, Cluster (2-5), Swarm (5-20), Troop (20-40)

Challenge Rating: ½

Treasure: None

Alignment: Always Neutral

Advancement: -

This two foot long wriggling grub has a yellow-white pasty colouration starting at its head and moving towards its end turns a reddish colour. Looking something like a four-legged maggot with two small macerating mandibles under a pair of undeveloped sightless eyes the Bug Larva.

All bugs initially start off as an egg, laid by the queen then over a period of two weeks they hatch into these larval grubs whose sole purpose for being is to feed, devouring everything in their path for another six weeks. In this way they are served by Worker and occasionally sentry bugs that bring them a constant stream of food. At the end of this further six week period the Larval Grubs go into a chrysalis form excreting saliva that hardens into a tough yet flexible crust that they then metamorphose into the bug form, which will be their final form. This metamorphosis takes a further two to four week period varying on the final bug form to be assumed. In the chrysalis form, Bug Larva have a shell with a hardness of 15 and are immune to critical hits but cannot move and have a Dex of 0. (It should be noted no larva would turn into a queen unless a bug hive has grown to such a size that warrants it splitting into a separate hive).

In times when the hive is threatened the bug Larva are moved to safer locations by the Chariot bugs that drag the larva away.

The Bug Larva is incapable of communication at this point in their development.

Combat:

The Bug Larva are voracious creatures always hungry and will try to eat anything except other bugs that their mouths come into contact with.

Blind Sight (Ex): Invisibility and Darkness are irrelevant to the Bug Larva, though it still can't discern ethereal beings. They do not need to make spot or listen checks to notice creatures within 60 feet.

Immunities (Ex): The Bug Larva is immune to all Radiation, Poison, Cold and all Gaze effects.

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Chariot Bug

Small sized Aberration

HP:

Hit Dice: 2d8 (8hp)

Initiative: +3 (Dex)

Speed: 40 ft, Burrow 10ft;

AC: 20; (+1 size, +3 Dex, +6 Natural)

Attacks: Mandible Bite -1 **melee**;

Damage: Mandible Bite 1d6-2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: -

Special Qualities: Immunities, Tremor sense

Saves: Fort +0, Ref +3, Will +5;

Abilities: Str 7 (-2), Dex 16 (+3), Con 11 (+0), Int 6 (-2), Wis 14 (+2), Cha 12 (+1);

Skills: Listen +7, Spot +7, Hide +9, Move Silently +9, Wilderness lore +4;

Feats: Alertness;



Climate/Terrain: Any land (usually Subterranean)

Organization: Solitary, Cluster (2-5), Swarm (5-20), Troop (20-40)

Challenge Rating: ½

Treasure: None

Alignment: Always Neutral

Advancement: 3-4 HD (Medium)

This meter long vaguely diamond shaped bug also occasionally known as the “Sentry bug” scuttles low to the floor on six short legs, it’s tough bio exoskeleton covering is often grey to black in colouring with orange through to red highlights and mottling. The Chariot bug has a small mouth with short sharp mandibles to either side of it, which it uses to macerate anything it comes into contact with.

Chariot Bug due to their size are the perfect size to pass unnoticed and as such are used by a Bug Hive as sentries keeping a constant vigil on all entrances and exits and important chambers throughout the Bug Hive. Oddly enough however the Chariot Bugs are totally blind, but due to their very sensitive antennae they can detect microscopic disturbances in the air and vibrations in the ground making it almost impossible to pass them without notice. Chariot bugs are also used to move the bug larva and carry food back and forth throughout a bug hive.

The Chariot Bug communicates via Movements of its antennae and buzzing sounds as well as by thermal emission.

Combat:

The Chariot bug is cowardly by nature, not really designed for combat, lacking the size and brute strength that its larger cousins have. If forced to attack it is usually because they are cornered or because a foe is disabled or prone.

Tremor Sense (Ex): Invisibility and Darkness are irrelevant to the Chariot Bug from disturbances in the air and vibrations in the ground it can detect anything within 120 feet radius of it without the need for any Spot or Listen rolls.

Immunities (Ex): The Chariot Bug is immune to all Radiation, Poison, Cold and all Gaze effects.

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Worker Bug

Medium sized Aberration

HP:



Hit Dice: 2d8+6 (15hp)

Initiative: +1 (Dex)

Speed: 40 ft, Burrow 30ft;

AC: 17; (+0 size, +1 Dex, +6 Natural)

Attacks: 2 Digging Claws +4, 2 Crushing Mandibles +2 **melee**

Damage: Digging Claws 1d4+4, Crushing Mandibles 1d3+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: -

Special Qualities: Immunities, Tremor sense, Secretion

Saves: **Fort** +3, **Ref** +1, **Will** +3;

Abilities: **Str** 16 (+3), **Dex** 12 (+1), **Con** 16 (+3), **Int** 6 (-2), **Wis** 10 (+0), **Cha** 8 (-1);

Skills: Knowledge (Construction) +4, Intuit Direction +3, Listen +3

Feats: Multiattack, Endurance

Climate/Terrain: Any land (usually Subterranean)

Organization: Solitary, Cluster (2-5), Swarm (5-20), Troop (20-40)

Challenge Rating: 1

Treasure: None

Alignment: Always Neutral

Advancement: 3-4HD (large)

This eight feet long, wide bug, has a dull metallic grey carapace, which can vary from green to yellow and brown for highlights. The Worker bugs large wide squat body is quite well armoured and sits atop four powerful legs, which can hold the worker in place. At the front of its body to the side of its head are two upraised legs that end in super sharp pointed feet, designed for tunnelling away at anything up to and including hard rock. Below its mouth are four almost blunt club like mandibles that can be used for shovelling food into its maw but also for moving dirt and rock tunnelled through back behind it, through its legs and also when necessary to crush rocks and debris into smaller pieces by driving them down on them like pile drivers.

The Worker bugs spend their days tunnelling and constructing around the bug hive, expanding it, repairing it, building walls, closing off entrances and so on, they can tunnel for miles and help allow for the huge growth in size that some hives manage to attain due to the amount of space they have to expand into. Worker bugs also scavenge any food they come across while collecting parts and pieces for their builds and return it to the Bug Larva via the Chariot bugs.

The Worker Bug communicates via a deep croaky groan and a series of deep clicks. And as with all Bugs it has Darkvision 60 feet.

Combat:

The Worker Bugs are not fighters by nature and will almost always retreat to allow the warrior bugs to do any fighting, however if cornered or they are prevented from doing their work in some fashion they can strike out with their very powerful digging claws and crush a foe with repeated hits from their crushing mandibles.

Blind Sight (Ex): Invisibility and Darkness are irrelevant to the Bug Larva, though it still can't discern ethereal beings. They do not need to make spot or listen checks to notice creatures within 60 feet.

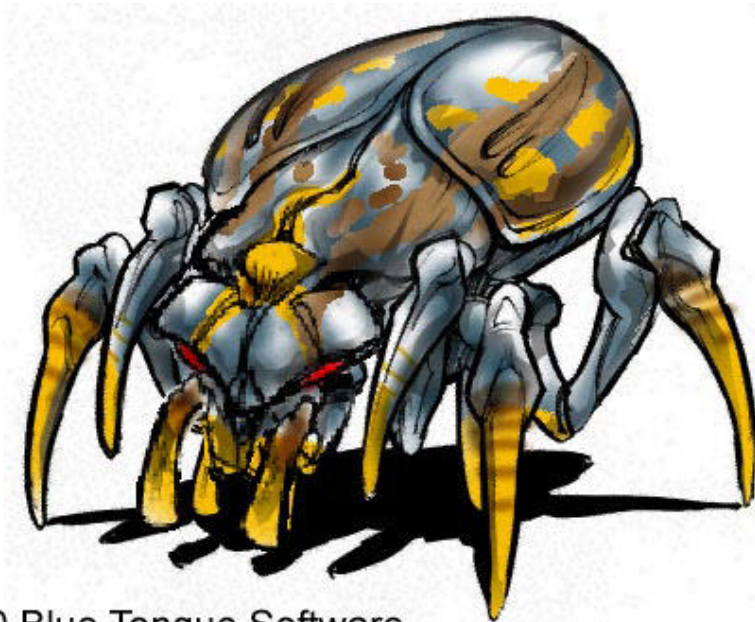
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Secretion (Ex): The Worker bugs can secrete a thick viscous fluid that they use to build vessels, supports, walls and so forth with, as well as to line the Queen chamber and most of the passages in the central hive area. They can wall off a 10 foot cubed section of space in 1d4 rounds. The build hardens in a further 1d4 rounds at which point it is Each 10 foot section is Hardness 15, and 3600 hit points, however this secretions takes three turns to harden so in the first turn is Hardness 5, 1200 hit points, in the second turn Hardness 10, and 2400 hit points, and then in the third and final turn the full stated amount. Workers can also secrete bile, which will dissolve their hardened secretions causing them to lose 1d3 hardness per round until they reach zero and collapse entirely.

Immunities (Ex): The Worker Bug is immune to all Radiation, Poison, and Cold effects.



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Bug Spitter

Large sized Aberration

HP:

Hit Dice: 4d8+12 (30hp)

Initiative: +2 (Dex)

Speed: 60 ft;

AC: 17; (-1 size, +2 Dex, +6 Natural)

Attacks: 2 Thrusting Claws +7 **melee**

Damage: Thrusting Claws 1d6+6

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Neuro Toxin Gas

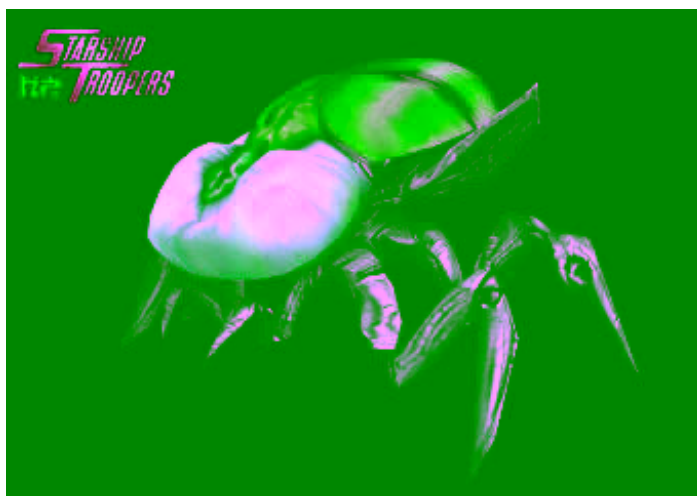
Special Qualities: Immunities

Saves: **Fort** +4, **Ref** +6, **Will** +4;

Abilities: **Str** 18 (+4), **Dex** 14 (+2), **Con** 16 (+3), **Int** 3 (-4), **Wis** 11 (+0), **Cha** 8 (-1);

Skills: Listen +3, Spot +3;

Feats: Lightning Reflexes;



Climate/Terrain: Any land (usually Subterranean)

Organization: Solitary, Cluster (2-5), Swarm (5-20), Troop (20-40)

Challenge Rating: 3

Treasure: None

Alignment: Always Neutral

Advancement: 5-10 HD (Huge)

These large red and black scarab like bugs, move on four very long flexible legs, their large body mass is armoured and their heads are all but obscured by a large sac, which they fill with the neuro toxin gas they produce internally and are able to expel in a cloud via a long hollow tubular nose. The Bug Spitter is quite fleet, being lighter than many of the more commonplace bug types.

The Bug Spitters are most often deployed into areas of the hive that have fallen to enemy forces, or into enemy compounds, where they release their Neuro Toxin into the air to incapacitate foes, placing them in a cataleptic state meaning it's victims are alive when the bugs tear them to pieces, but are unable to react.

The Bug Spitter Bug communicates with a honking and rumbling sound, and as with all Bugs it has Darkvision 60 feet.

Combat:

The Bug Spitter bug is a bug shock trooper, not particularly hardy but charges into the midst of the enemies as directed and releases its toxin; they then fall back to friendly territory. Anyone who gets too close gets impaled on its forward legs.

Improved Grab (Ex): To use this ability, the Bug Spitter bug must hit with its Thrusting claws attack. If it gets a hold, it deals automatic bite damage; each round the claws is maintained. If the Bug Spitter bug is damaged after grabbing its prey, it tends to drop the foe and release its toxin into the air.

Neuro Toxin Gas (Ex): The Bug Spitter can expel a cloud of Neuro toxin that fills a 30 foot cubed area that affects all living beings within it must make a Fortitude save (DC15) or suffer the effects, Initial Damage: Cataleptic state for 1d6 minutes, Secondary Damage: Catalepsy 1d6 hours. A Bug Spitter may only produce such a cloud once every 4 rounds.

Immunities (Ex): The Bug Spitter Bug is immune to all Radiation, Poison, and Cold effects.

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Hopper Bug

Large sized Aberration

HP:

Hit Dice: 4d8+12 (30hp)

Initiative: +4 (Dex)

Speed: 40 ft, Fly 100ft (good);

AC: 19; (-1 size, +4 Dex, +6 Natural)

Attacks: Bite +7, 2 Scything Claws +5, Stinger +5 *melee*;

Damage: Bite 2d6+4, Scything Claws 1d6+2, Stinger 1d8+2

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Improved Grab, Augmented Critical

Special Qualities: Immunities

Saves: Fort +4, Ref +5, Will +5;

Abilities: Str 18 (+4), Dex 18 (+4), Con 16 (+3), Int 3 (-4), Wis 13 (+1), Cha 11 (+0);

Skills: Intuit Direction +4, Spot +4;

Feats: Multiattack, Flyby Attack;



Climate/Terrain: Any

Organization: Solitary, Cluster (2-5), Swarm (5-20), Troop (20-40)

Challenge Rating: 3

Treasure: None

Alignment: Always Neutral

Advancement: 5-6 HD (Large)

These large beasts are almost like large chitinous wasps, with a sharp piercing stinger like blade that bends forward under its abdomen. It lands on four long legs, and has two forward legs that end in razor sharp scythe like blades capable of cutting steel with ease. The Hopper bugs has four amazingly beautiful dragonfly like wings, their bodies are iridescent green and black in colour making the overall creature appear very beautiful yet hiding its deadly nature.

They are used by the Bug Hives to scout and also to provide airborne support against enemies, they swoop down on their foes from above. The Hoppers communicate via clicks of their legs and by the buzz and Heat generated by their wings. As with all bugs they have Darkvision 60 feet.

Combat:

The Hopper bug is a creature in constant motion, it leaps and swoops down onto it's prey scything them in two as it passes or impaling them on its stinger and flying away with them to devour at its leisure.

Improved Grab (Ex): To use this ability, the Hopper bug must hit with its Stinger attack. If it gets a hold, it deals automatic Stinger damage, each round the Impalement is maintained. If the Hopper bug is damaged after impaling its prey, it retreats to the sky often dropping the target on the ascent.

Augmented Critical (Ex): The Hopper bugs scything claws are extraordinarily sharp and as such with these it can cause a critical on an 18-20/x3.

Immunities (Ex): The Hopper Bug is immune to all Radiation, Poison, and Cold effects.

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Warrior Bug

Large sized Aberration

HP:

Hit Dice: 6d8+27 (54hp)

Initiative: +2 (Dex)

Speed: 60 ft, Burrow 20ft;

AC: 18; (-1 size, +2 Dex, +7 Natural)

Attacks: Bite +9, 2 Piercing Claws +7
melee;

Damage: Bite 2d6+5, Piercing
Claws 1d6+2

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Improved Grab, Rage, and Ferocity

Special Qualities: Immunities

Saves: Fort +6, Ref +4, Will +5;

Abilities: Str 20 (+5), Dex 14 (+2), Con 18 (+4), Int 3 (-4), Wis 10 (+0), Cha 8 (-1);

Skills: Listen +3, Spot +3;

Feats: Multiattack, Toughness;



Climate/Terrain: Any land (usually Subterranean)

Organization: Solitary, Cluster (2-5), Swarm (5-20), Troop (20-40)

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral

Advancement: 7-10 HD (Large)

These large Arachnid like beasts charge about on four powerful widely spaced legs, which carry the mass of the beast easily at high speeds. Its central body mass is yellow and black in colouration and striped and mottled more often than not. A massive beak like maw made of toughened cartilage takes up the front of its body, which it uses to grab and crush its foes under massive biting strength, easily able to cleave an armoured man in two. The two front legs of the Warrior bug do not touch the ground like the other four and are instead used purely as weapons ending in long sharp barbed blades, which the Warrior thrusts and stabs into its foe.

The Warriors are rarely found alone and are used to defend the Bug Hive, swarming out of the entrances or up out of the ground to defend it. The creatures are often snapping, growling and hissing at each other. All the time they are working themselves into a furious frenzy.

The Warrior Bug communicates with roars and screeches and posturing, and as with all Bugs it has Darkvision 60 feet.

Combat:

The Warrior bug is a creature of pure destruction, bred for war to defend the Hive, it is fast moving able to chase down most prey and almost always attempts to bite its prey first often snapping them in two, all the while it thrusts and stabs with its two piercing claws impaling and shredding its foe in a furious frenzy

Improved Grab (Ex): To use this ability, the Warrior bug must hit with its Bite attack. If it gets a hold, it deals automatic bite damage, each round the bite is maintained. If the Warrior bug is damaged after grabbing its prey, it retreats backward towards its companions where they all grab and tear at the creature pulling it to pieces.

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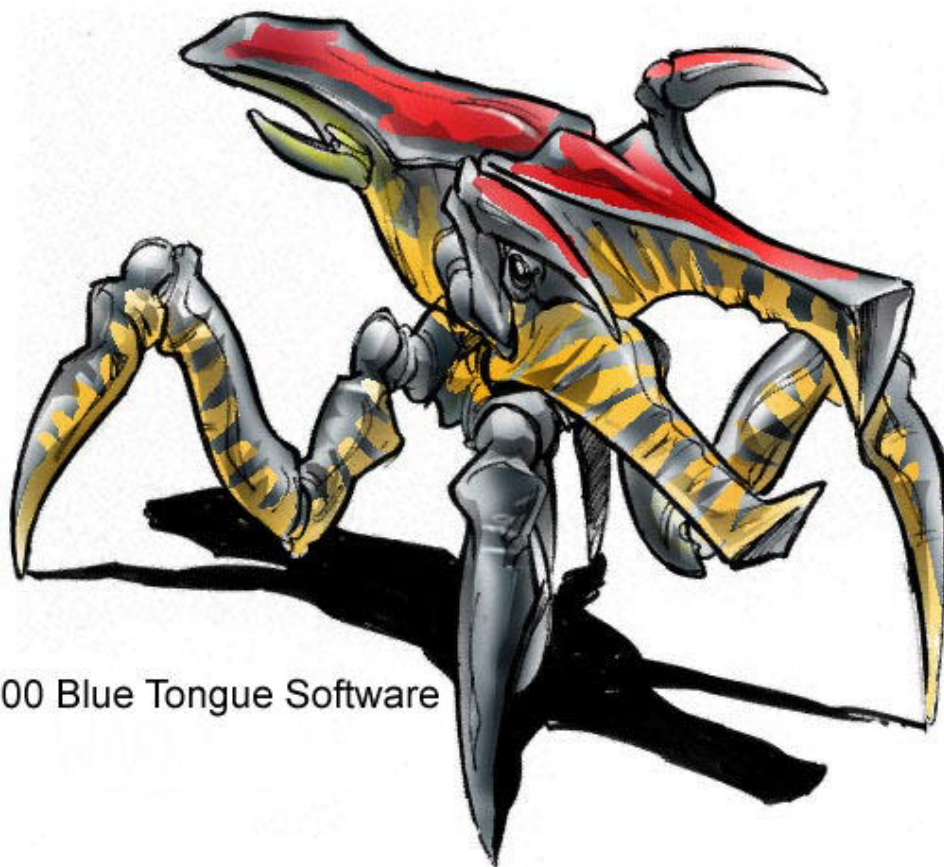
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Rage (Ex): The Warrior Bug that takes damage in combat flies into a berserk rage the following round, stabbing and biting madly until either it or its opponent is dead. An enraged Warrior bug gains +4 Strength, +4 Constitution, and -2 AC. The Bug cannot end the rage voluntarily, and it lasts for the whole of the encounter.

Ferocity (Ex): The Warrior Bug is such a tenacious combatant that it continues to fight without penalty even while disabled or dying (see page 129 in the *Players Handbook*).

Immunities (Ex): The Warrior Bug is immune to all Radiation, Poison, and Cold effects.



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Chameleon Bug

Large sized Aberration

HP:

Hit Dice: 6d8+18 (45hp)

Initiative: +5 (Dex)

Speed: 60 ft, Climb 30ft

AC: 20; (-1 size, +5 Dex, +6 Natural)

Attacks: Bite +8/+3, 2 Piercing Claws
+11/+6, **melee**;

Damage: Bite 2d6+2, Scything Claws
1d6+4,

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Improved Grab, Augmented Critical, Sneak Attack +2d6, Pounce

Special Qualities: Immunities, Chameleon

Saves: Fort +5, Ref +7, Will +7;

Abilities: Str 18 (+4), Dex 20 (+5), Con 16 (+3), Int 7 (-2), Wis 14 (+2), Cha 12 (+1);

Skills: Climb +8, Hide +7*, Intuit Direction +4, Listen +5, Jump +14, Move Silently +8, Search +2;
Spot +5,

Feats: Multiattack, Weapon Finesse (claws);



Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always Neutral

Advancement: 7-8 HD (Large)

These large beasts are like Big beautiful green, yellow and red Preying Mantises, they move on six legs, which they can use to charge down a foe, or climb with relative ease, these powerful legs also allow them to pounce on their enemies in huge leaps. They have an almost triangular shaped head that can turn nearly all the way around and has round eyes on each side that can focus independently on different things, making it very tough to surprise a Chameleon bug.

They are used by the Bug Hives to kidnap or assassinate important enemies, strike from ambush and hunt down stragglers. The Chameleons communicate via clicks of their legs and by the buzz and Heat generated by their wings. As with all bugs they have Darkvision 60 feet.

Combat:

The Chameleon bug is a creature of stealth and cunning, it strikes from concealment, pouncing on a foe and ripping them to shreds with its claws.

Improved Grab (Ex): To use this ability, the Chameleon bug must hit with its Bite attack. If it gets a hold, it deals automatic Bite damage, each round the bite is maintained. If the Chameleon bug is damaged after biting its prey, it retreats to the shadows waiting for another ambush.

Augmented Critical (Ex): The Chameleon bugs piercing claws are extraordinarily sharp and as such with these it can cause a critical on an 18-20/x3.

Sneak Attack (Ex): If the Chameleon bug catches its foe unawares (basically whenever flanked or denied Dex bonus to AC) it can make a sneak attack adding +2d6 to each piercing claw attack.

Pounce (Ex): If the Chameleon bug leaps upon a foe in the first round of combat it can make a full attack even if it has already taken a move action.

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Chameleon (Ex): The Chameleon bug has the ability to blend with its surroundings giving it a +8 racial bonus to Hide checks so long as stationary.

Immunities (Ex): The Chameleon Bug is immune to all Radiation, Poison, and Cold effects.

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Brain Bug

Huge sized Aberration

HP:



Hit Dice: 7d8+42 (73hp)

Initiative: +1 (Dex)

Speed: 40 ft

AC: 15; (-2 size, +1 Dex, +6 Natural)

Attacks: Proboscis +10 **melee**;

Damage: Proboscis 2d6+7

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Mind Drain, Hive Mind, and Dominate Person

Special Qualities: Immunities, SR 25

Saves: **Fort** +8, **Ref** +3, **Will** +11;

Abilities: **Str** 20 (+5), **Dex** 12 (+1), **Con** 22 (+6), **Int** 18 (+4), **Wis** 16 (+3), **Cha** 14 (+2);

Skills: Listen +7, Spot +7, Intimidate +10, Knowledge (Geography) +17, Knowledge (Biology) +14;

Feats: Dodge, Expertise, Iron Will, Skill Focus (Knowledge)

Climate/Terrain: Any (Usually subterranean)

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Usually Neutral

Advancement: By Character Class

These huge blubbery bugs move on many small insect legs hidden under its mass, seeming almost to ooze across the ground. It's face has eight large glossy black eyes that hint at the beasts intelligence, and in the centre of its face is a large slime encrusted sphincter like mouth from which a long telescoping hollow tube-like proboscis can extend. To the sides of this mouth are small atrophied mandibles. Brain Bugs are a fleshy brown Caucasian colouration.

They are the cores of any Bug Hive, they are hidden away protected by many bugs in a central cavern usually, only leaving to interrogate prisoners or explore some ruin and almost always with an entourage of Chariot and Warrior bugs. Without a Brain bug a Bug Hive lacks direction and coordination and often turns on itself. The Brain Bugs communicate via its Hive Mind ability. As with all bugs they have Darkvision 60 feet.

Combat:

The Brain Bug does not attack if it can be helped remaining instead far from any battles, but if in a position where it must fight it impales foes with its proboscis, though typically retreats instead if the option is available.

Mind Drain (Ex): To use this ability the Brain Bug must first strike with its Proboscis, if it succeeds it can inflict proboscis damage each round as it sucks the targets brain matter up through it into itself. The overall effect of this is that the Brain bugs Mind Drain attack causes 1d6 permanent Intelligence damage until the targets Intelligence reaches zero at which point they are dead. During this draining effect the target must make a Will save (DC21) or tell the Brain Bug one answer to any question it asks about anything the target knows, this reflects the knowledge the Brain Bug extracts from the brain matter devoured.

Hive Mind (Ex): All Bugs within 50 miles of their Brain Bug are in constant communication. If one in a group is not flat footed, none of them are. No bug in a group is considered flanked unless all of them are.

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Dominate Person (Su): The Brain Bug can after one round of Mind Draining a Target instead secrete an enzyme from itself into the targets head, which links them to the Hive Mind, effectively allowing the brain bug to control them. It works as the Spell cast by a 12th level sorcerer (save DC 21), although the subject may be of any type (so long as it is live) and may be up to large size. A single brain bug can dominate no more than a single target at any one time.

Immunities (Ex): The Brain Bug is immune to all Radiation, Poison, Cold and Mind Influencing effects.

GM's Note: Regarding the Hive Mind ability and its effects upon all nearby bugs, a GM should take this effect into consideration when determining an encounters ECL where a Brain Bug is present.

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Royal Warrior Bug

Large sized Aberration

HP:



Hit Dice: 9d8+48 (88hp)

Initiative: +3 (Dex)

Speed: 60 ft, Burrow 20ft;

AC: 19; (-1 size, +3 Dex, +7 Natural)

Attacks: Bite +12/+7, 2 Piercing Claws
+10/+5 **melee**;

Damage: Bite 2d6+6, Piercing
Claws 1d6+3

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Improved Grab, Rage, and Ferocity

Special Qualities: Immunities

Saves: **Fort** +8, **Ref** +6, **Will** +6;

Abilities: **Str** 22 (+6), **Dex** 16 (+3), **Con** 20 (+5), **Int** 7 (-2), **Wis** 10 (+0), **Cha** 10 (+0);

Skills: Listen +9, Spot +9, Intuit Direction +6;

Feats: Multiattack, Toughness;

Climate/Terrain: Any land (usually Subterranean)

Organization: Solitary, Cluster (2-5), Swarm (5-20), Troop (20-40)

Challenge Rating: 7

Treasure: None

Alignment: Always Neutral

Advancement: 10-12 HD (Huge)

This large Arachnid like beasts appear as normal Warrior bugs, but are slightly larger, they charge about on four powerful widely spaced legs, which carry the mass of the beast easily at high speeds. Its central body mass is brightly coloured, yellow and black and striped and mottled more often than not. A massive beak like maw made of toughened cartilage takes up the front of its body, which it uses to grab and crush its foes under massive biting strength, easily able to cleave an armoured man in two. The two front legs of the Warrior bug do not touch the ground like the other four and are instead used purely as weapons ending in long sharp barbed blades, which the Royal Warrior thrusts and stabs into its foe.

The Royal Warriors are the officers of the Warrior bugs, there is always one Royal Warrior found for every ten normal Warrior bugs. The Royal Warrior is more intelligent and cunning than the normal Warriors and can bring order to the frenzied mass, screeching directions that the brain bugs provide them at the swarms of Warriors they control.

The Royal Warrior Bug communicates with roars and screeches and posturing, and as with all Bugs it has Darkvision 60 feet.

Combat:

The Warrior bug is a creature of pure destruction, bred for war to defend the Hive, it is fast moving able to chase down most prey and almost always attempts to bite its prey first often snapping them in two, all the while it thrusts and stabs with its two piercing claws impaling and shredding its foe in a furious frenzy

Improved Grab (Ex): To use this ability, the Warrior bug must hit with its Bite attack. If it gets a hold, it deals automatic bite damage, each round the bite is maintained. If the Warrior bug is damaged after

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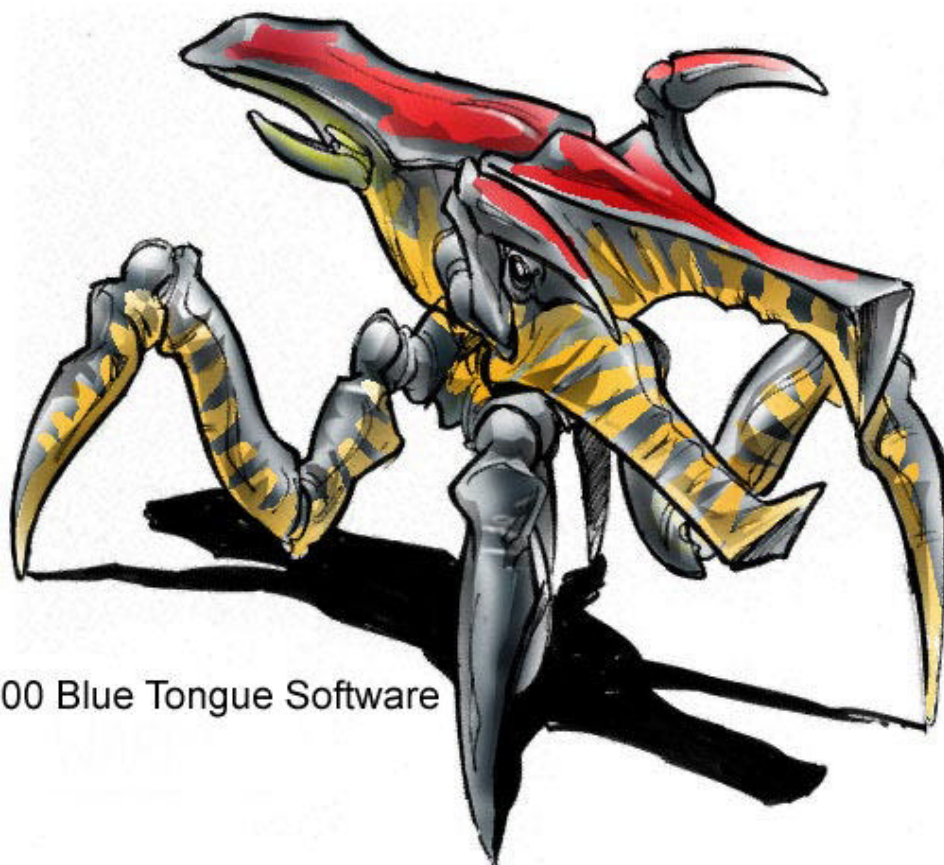
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Grabbing its prey, it retreats backward towards its companions where they all grab and tear at the creature pulling it to pieces.

Rage (Ex): The Warrior Bug that takes damage in combat flies into a berserk rage the following round, stabbing and biting madly until either it or its opponent is dead. An enraged Warrior bug gains +4 Strength, +4 Constitution, and -2 AC. The Bug cannot end the rage voluntarily and it lasts for the duration of the encounter.

Ferocity (Ex): The Warrior Bug is such a tenacious combatant that it continues to fight without penalty even while disabled or dying (see page 129 in the *Players Handbook*).

Immunities (Ex): The Warrior Bug is immune to all Radiation, Poison, and Cold effects.



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Cherry Bomber

Huge sized Aberration

HP:



Hit Dice: 10d8+50 (95hp)

Initiative: +2 (Dex)

Speed: 50 ft, Burrow 10ft;

AC: 18; (-2 size, +2 Dex, +8 Natural)

Attacks: Bite +14/+9 **melee**;

Damage: Bite 2d8+10

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Improved Grab, Bile bomb Spitting, Trample

Special Qualities: Immunities

Saves: Fort +8, Ref +5, Will +8;

Abilities: Str 24 (+7), Dex 14 (+2), Con 20 (+5), Int 3 (-4), Wis 12 (+1), Cha 10 (+0);

Skills: Listen +3, Spot +3, Jump +4

Feats: Run

Climate/Terrain: Any

Organization: Solitary, Cluster (2-5), Swarm (5-20), Troop (20-40)

Challenge Rating: 6

Treasure: None

Alignment: Always Neutral

Advancement: 11-16 HD (Huge)

These huge fast moving bugs scuttle about on four long widely spaced legs and appear like great shiny grey-black tick-like bugs of some sort with tough exoskeletons covering their bodies, they have a red mark on the armoured plate that covers their heads. They also have a long macerating mouth. The Bug gets its name the "Cherry Bomber" from the fact it can rapidly spit balls of explosive red bile at its foes, which explode in quick succession like Cherry bombs. This ability is fearsome and often kills bug and foe alike that get in its line of fire.

They are used by the Bug Hives as Assault beasts storming over enemy defences and devastating the opposition. The Cherry Bombers communicate via hisses and clicks. As with all bugs they have Darkvision 60 feet.

Combat:

The Cherry Bomber is a fast moving, agile bug, capable of running and jumping at it's foes, when in position it sprays the area with a rapid succession of explosive bile balls or "Cherry Bombs" as they are known. If an enemy is too close they bit at them with the long blunt mouths crushing them before tossing them to the warriors to tear to pieces.

Improved Grab (Ex): To use this ability, the Cherry Bomber bug must hit with its Bite attack. If it gets a hold, it deals automatic Bite damage, each round the bite is maintained. If the Cherry Bomber bug is damaged after biting its prey, it tends to drop them under foot in order to free up its mouth for spitting.

Bile Bomb Spitting (Ex): The Cherry Bomber bug can spew forth a rapid succession of explosive red bile called "cherry Bombs" at foes upto100ft away. The attack covers six 10ft cubed area, which can be close together or broken up as the Gm prefers, but all bombs must be within 10ft of the last. They explode in these areas doing 6d6 Damage (1/2 concussive, 1/2 acid) the target(s) are allowed a Reflex save (DC23) for half damage.

Trample (Ex): The Cherry Bomber bug may trample over medium size or smaller targets for 2d10+7 damage, the target is allowed a Reflex save (DC23) for half damage.

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Immunities (Ex): The Cherry Bomber Bug is immune to all Radiation, Poison, and Cold effects.

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Tanker Bug

Huge sized Aberration

HP:



Hit Dice: 10d8+50 (95hp)

Initiative: +1 (Dex)

Speed: 40 ft, Burrow 20ft;

AC: 18; (-2 size, +1 Dex, +9 Natural)

Attacks: Mandible Bite +15/+10 **melee**;

Damage: Mandible Bite 2d8+12

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Improved Grab, Bio Corrosive Spray, Trample

Special Qualities: Immunities

Saves: **Fort** +8, **Ref** +4, **Will** +8;

Abilities: **Str** 26 (+8), **Dex** 12 (+1), **Con** 20 (+5), **Int** 3 (-4), **Wis** 12 (+1), **Cha** 10 (+0);

Skills: Listen +4, Spot +4;

Feats: Power Attack;

Climate/Terrain: Any

Organization: Solitary, Cluster (2-5), Swarm (5-20), Troop (20-40)

Challenge Rating: 6

Treasure: None

Alignment: Always Neutral

Advancement: 11-16 HD (Huge)

These huge lumbering beasts walk on size huge three toed legs and appear like vast shiny black beetles of some sort with a dense exoskeleton covering and green eyes, they have two small antenna raising from above their foreheads, which give off an electrical charge when they are about to use their bio corrosive bile as it is this charge that ignites the bile when spewed forth. They also have a huge macerating mouth with wicked mandibles.

They are used by the Bug Hives as Assault beasts storming over enemy defences and incinerating the opposition. The Tankers communicate via groans and rumbles. As with all bugs they have Darkvision 60 feet.

Combat:

The Tanker bug is a vast lumbering behemoth, much feared by the enemies of the bugs for it's devastating bio corrosive bile that it spits at its foes, by design it is flammable and ignites not only dissolving it's targets but burning them alive also.

Improved Grab (Ex): To use this ability, the Tanker bug must hit with its Bite attack. If it gets a hold, it deals automatic Bite damage, each round the bite is maintained. If the Tanker bug is damaged after biting its prey, it tends to drop them under foot in order to free up its mouth for spitting.

Bio Corrosive Spray (Ex): The Tanker bug can spew forth a 150ft long 20ft wide at it's end cone of Bio corrosive bile, which melts all it comes into contact with, also by means of the antennae on it's head it can ignite this flammable bile. The bile itself does 8d8 damage (half of which is Acid, the other Fire) this damage strikes all in its path and the damage persists halving each round (4d8 on the 2nd, 2d8 on the 3rd, 1and finally 1d8 on the 4th). If the Tanker concentrates on just a single foe then the initial damage is 12d8, and reduces in intensity by half every round on targets struck. In either case the target(s) are allowed a Reflex save (DC23) for half damage, also any target who saves avoids taking damage in successive rounds.

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Trample (Ex): The Tanker bug may trample over medium size or smaller targets for 2d10+8 damage, the target is allowed a Reflex save (DC23) for half damage.

Immunities (Ex): The Tanker Bug is immune to all Radiation, Poison, and Cold effects.

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Consort Bug

Huge sized Aberration

HP:

Hit Dice: 16d8+80 (152hp)

Initiative: +1 (Dex)

Speed: 40 ft;

AC: 19; (-2 size, +1 Dex, +10 Natural)

Attacks: Mandible Bite +20/+15/+10

melee;

Damage: Mandible Bite 2d8+12

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Improved Grab, Radiation Emission, and Trample;

Special Qualities: Immunities

Saves: Fort +10, Ref +6, Will +11;

Abilities: Str 26 (+8), Dex 13 (+1), Con 20 (+5), Int 6 (-2), Wis 13 (+1), Cha 12 (+1);

Skills: Listen +5, Spot +5, Search +5;

Feats: Cleave;



Climate/Terrain: Any

Organization: Solitary, Cluster (2-5)

Challenge Rating: 8

Treasure: None

Alignment: Always Neutral

Advancement: 17-32 HD (Gargantuan)

These huge vicious bugs are like wingless hornets, with green upon green abdomens that glow like fire, and armoured upper bodies and beetle like heads that have a huge macerating mouth with wicked mandibles beside it. They scurry around on four legs and hiss and posture constantly. There are almost always anywhere from one to five consort bugs guarding a queen within the hives royal chamber.

They are used typically to guard the Queen, and are rarely found outside the royal chamber. The Consorts communicate via buzzing and clicks. As with all bugs they have Darkvision 60 feet.

Combat:

The Consort bug is a huge bug with wickedly savage mandible bite attacks, which it uses to grab and crush prey, all the while bathing the area in intense radiation. They fight voraciously to protect the Queen.

Improved Grab (Ex): To use this ability, the Consort bug must hit with its Bite attack. If it gets a hold, it deals automatic Bite damage, each round the bite is maintained. If the Consort bug is damaged after biting its prey, it tends to drop them under foot in order to free up its mouth for spitting.

Radiation Emission (Ex): The Consort Bug can emit radiation from it's abdomen in a 50 foot area, any exposed must make a Fortitude save (DC23) failure means the victim has taken five doses of Radiation and receives 5d6 damage from burns and also 50% chance of contracting *Radiation Sickness* (see GttG page 120 for effects). Each round all within range must make further Fortitude saves or receive additional doses. This ability is requires a Standard action to use.

Trample (Ex): The Consort bug may trample over medium size or smaller targets for 2d10+12 damage, the target is allowed a Reflex save (DC23) for half damage.

Immunities (Ex): The Consort Bug is immune to all Radiation, Poison, and Cold effects.

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Rhino Bug

Huge sized Aberration

HP:

Hit Dice: 16d8+112 (184hp)

Initiative: -1 (Dex)

Speed: 20 ft, Burrow 10ft;

AC: 21; (-2 size, -1 Dex, +14 Natural)

Attacks: Crushing Pincers +23/+18/+13
melee;

Damage: Crushing Pincer 2d8+17

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Improved Grab, Trample

Special Qualities: Immunities Roar

Saves: Fort +12, Ref +4, Will +9;

Abilities: Str 32 (+11), Dex 8 (-1), Con 24 (+7), Int 3 (-4), Wis 8 (-1), Cha 8 (-1);

Skills: Listen +3, Spot +3

Feats: Improved Bull Rush, Power Attack;



Climate/Terrain: Any

Organization: Solitary, Cluster (2-5), Swarm (5-20), Troop (20-40)

Challenge Rating: 10

Treasure: None

Alignment: Always Neutral

Advancement: 17-21 HD (Gargantuan)

These huge heavily armoured bugs, look like massive four legged ants of a bull brown or khaki coloured carapace. Their huge armoured heads are kind of flat but to the sides of them near their small black glossy eyes are two huge crushing pincers, that can cut through armour and flesh like paper feeding it into their huge macerating mouth, which has smaller mandibles to help.

These massive beasts are the siege weapons of the bug hives, designed for charging down enemy vehicles and fortifications. The Rhinos communicates via a massive hollow roar. As with all bugs they have Darkvision 60 feet.

Combat:

The Rhino Bugs are dimwitted beasts, and tend to charge down their targets mowing them down with their heads, cutting them in two with their pincers or trampling them underfoot.

Improved Grab (Ex): To use this ability, the Rhino bug must hit with its Pincer attack. If it gets a hold, it deals automatic Pincer damage, each round the grab is maintained. If the Rhino bug is damaged after pincering its prey it rarely drops the victim and instead barrels over the attacker charging them down.

Trample (Ex): The Rhino bug may trample over medium size or smaller targets for 2d10+17 damage, the target is allowed a Reflex save (DC25) for half damage.

Roar (Ex): The Rhino Bug can unleash an almighty roar, that requires all within 60 feet to make a Fortitude save (DC25) or be shaken for 1d6 rounds.

Immunities (Ex): The Rhino Bug is immune to all Radiation, Poison, and Cold effects.

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Plasma Bug

Colossal sized Aberration

HP:



Hit Dice: 32d8+288 (432hp)

Initiative: +0 (Dex)

Speed: 40 ft;

AC: 11; (-8 size, +0 Dex, +9 Natural)

Attacks: Mandible Bite +31/+26/+21

melee; Plasma Spray+15 ranged;

Damage: Mandible Bite 4d8+24

Face/Reach: 40 ft. by 80 ft./15 ft.

Special Attacks: Improved Grab, Swallow Whole, Trample, and Plasma Spray

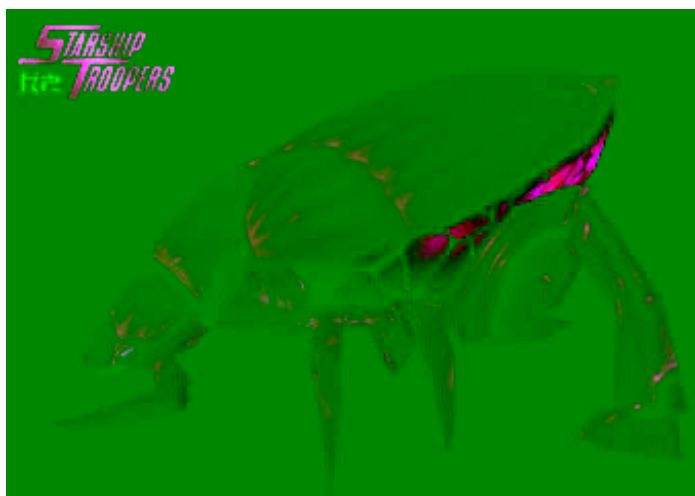
Special Qualities: Immunities

Saves: Fort +18, Ref +6, Will +13;

Abilities: Str 42 (+16), Dex 10 (+0), Con 28 (+9), Int 3 (-4), Wis 12 (+1), Cha 9 (-1);

Skills: Intuit Direction +4, Spot +4;

Feats: Great Fortitude



Climate/Terrain: Any

Organization: Solitary, Cluster (2-5), Swarm (5-20)

Challenge Rating: 13

Treasure: None

Alignment: Always Neutral

Advancement: -

These colossal beasts walk on six large three toed legs that crush everything in their path, the bugs themselves have a shiny black carapace all except for their abdomens, which are transparent, and when ready to attack can be seen to fill with glowing translucent blue plasma which it then expels at velocity leaving a dripping trail behind as it arcs into the air. These creatures are very slow witted and slow to react and will quite often stand there firing plasma as often as they can while enemies cut them down with weapon fire.

The Plasma communicates via a clicking sound. As with all bugs they have Darkvision 60 feet.

Combat:

The Plasma Bugs are the Artillery bugs of the Hive and serve to fire their plasma blasts into the midst of enemy forces or into low orbit to attack enemy vessels. They are very slow and do not fight enemies up close very well.

Improved Grab (Ex): To use this ability, the Plasma bug must hit with its Bite attack. If it gets a hold, it deals automatic Bite damage, each round the bite is maintained. If the Plasma bug is damaged after biting its prey, it tends to retreat with the foe in its mouth back amongst its smaller cousins.

Swallow Whole (Ex): The Plasma bug can try to swallow a grabbed prey of Huge size or smaller by making a successful grapple check. A Swallowed creature takes 4d8+16 points of Crushing damage and 16 points of acid damage per round from the Plasma Bugs gizzard. A swallowed creature can also cut its way out using any natural or light weapon to deal 25 points of damage to the gizzard (AC20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The Plasma Bugs gizzard can hold two huge size, 4 large size, 8 medium size, 16 small size, 32 tiny size, 64 diminutive, or 128 Fine or smaller opponents.

Plasma Spray (Ex): The Plasma blasts generated by the Plasma Bugs abdomen can only be fired once every 2d4 rounds and can be fired almost any range but are not hugely accurate, hence the

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Plasma Bug must make a ranged attack to hit, if successful the plasma strikes on target causing 20d8 fire damage to all within a 100 foot radius spread, with a Reflex save (DC32) allowed by targets for $\frac{1}{2}$ damage. If the Plasma Bug misses roll for scatter as with Grenade-like weapons (see *Players Handbook* page 138). It should be noted that this can be used to fire into the orbit of the planet the Plasma Bug is on, but in any circumstance this attack has a minimum range of 500 feet and any use at targets it cannot see incurs a penalty to the attack roll of a cumulative -1 per 500 feet.

Trample (Ex): The Plasma bug may trample over huge size or smaller targets for 4d10+16 damage, the target is allowed a Reflex save (DC32) for half damage.

Immunities (Ex): The Plasma Bug is immune to all Radiation, Poison, and Cold effects.

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Queen Bug

Colossal sized Aberration

HP:

Hit Dice: 35d8+350 (507hp)

Initiative: +5 (Dex, Imp Initiative)

Speed: 40 ft, Fly 100 ft (average), Burrow 10ft;

AC: 12; (-8 size, +1 Dex, +9 Natural)

Attacks: Mandible Bite +31/+26/+21
melee;

Damage: Mandible Bite 4d8+24

Face/Reach: 40 ft. by 40 ft./15 ft.

Special Attacks: Sting, Swallow Whole, Trample, and Improved Grab;

Special Qualities: Immunities, Hive Mind, Spawn, and Telepathy;

Saves: Fort +16, Ref +7, Will +15;

Abilities: Str 42 (+16), Dex 12 (+1), Con 30 (+10), Int 18 (+4), Wis 16 (+3), Cha 16 (+3);

Skills: Intuit Direction +8, Listen +12, Spot +12, Diplomacy +8, Intimidate +8, Search +12;

Feats: Improved Initiative, Power attack, Cleave, Great Cleave, Improved Critical



Climate/Terrain: Any land (usually Subterranean)

Organization: Solitary

Challenge Rating: 20

Treasure: Standard

Alignment: Always Neutral

Advancement: by Character Class

This vast wasp like bug has many dense dull metallic grey plates on it's upper body, and a colourful yellow-black abdomen, it moves on four great legs and had two transparent wings that come from its shoulders. The queen bug has to large many faceted eyes, and a pair of mandibles that feed its ever hungry mouth. The Queen bug has a single antenna like extension rising from its forehead.

If the Brains Bugs are the centre point of a Bug Hives daily activity, then the queen is almost certainly the centre point of ALL the hives activity; she is the mother and founder of the Bug hive. She seeks out a hive burrows in forms an egg sac and gives birth to a bug colony, which as it grows eventually leads to her giving birth to another queen who then sets off to do the same. Contrary to popular belief Bug Queens do not need a male to produce young, being an asexual creature. Queens are extremely protective of their brood and their hives.

The Queen Bug communicates via Telepathy, though often makes a buzzing or screeching sound also. And as with all Bugs it has Darkvision 60 feet.

Combat:

The Queen bugs are a thing of fury when angered or their hives or young are threatened, however mostly immobile once inside the hive and producing eggs the queen is only a mobile threat while seeking out a hive, however anything, which closes within her reach should beware. The queen can also if necessary detach from her egg sac but rarely does so.

Sting (Ex): The Queen has the ability to inject poison into anyone she bites with her mandibles, via hollow stinger tubules at the mandible ends. The Queens poison is a phenomenally strong paralytic, any target bitten must make a Fortitude save (DC36) Initial Damage: 3d6 Con, Secondary Damage: 3d6 Con.

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Improved Grab (Ex): To use this ability, the Queen bug must hit with its Bite attack. If it gets a hold, it deals automatic Bite damage, each round the bite is maintained. If the Queen bug is damaged after biting its prey, it tends to retreat with the foe in its mouth back amongst its smaller cousins.

Swallow Whole (Ex): The Queen bug can try to swallow a grabbed prey of Huge size or smaller by making a successful grapple check. A Swallowed creature takes $4d8+16$ points of Crushing damage and 16 points of acid damage per round from the Queen Bug's gizzard. A swallowed creature can also cut its way out using any natural or light weapon to deal 25 points of damage to the gizzard (AC20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The Queen Bug's gizzard can hold two huge size, 4 large size, 8 medium size, 16 small size, 32 tiny size, 64 diminutive, or 128 Fine or smaller opponents.

Trample (Ex): The Queen bug may trample over huge size or smaller targets for $4d10+16$ damage, the target is allowed a Reflex save (DC32) for half damage.

Spawn (Ex): The Queen Bug once she finds a hive, burrows in and over a period of several days undergoes a change, her wings fold back and she grows an egg sac from this she generates $10d10$ eggs each month, which are laid at a rate of about 3 or 4 a day, which the Sentry Bugs carry to safety. A Queen whose egg sac has formed loses all Dex bonus to AC, Ref save and initiative and has movement reduced to 0 feet. A Queen can detach from an Egg sac but doing so takes $2d10$ rounds and is only done in extreme situations and emergencies.

Telepathy (Ex): The Queen bug can communicate telepathically with any intelligent creature within fifty miles whose presence she is aware of.

Hive Mind (Ex): All Bugs within 50 miles of their Queen Bug are in constant communication. If one in a group is not flat footed, none of them are. No bug in a group is considered flanked unless all of them are.

Immunities (Ex): The Queen Bug is immune to all Radiation, Poison, and Cold effects as well as all Mind Influencing effects.

GM's Note: Regarding the Hive Mind ability and its effects upon all nearby bugs, a GM should take this effect into consideration when determining an encounter's ECL where a Queen Bug is present.

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