

4 New Bugs for Beetle Knight

By Daria James LeFevre

Assassin Bug

Promote: Might

Lethal Instincts: Promote your first attack each turn.

Crawl: 5 Burrow: 2

Fly: 0 Swim: 3

Orb Weaver

Promote: Intellect

Bonus: +3 Emblems, Slots & Resolve.

Sticky Webs: You can create threads of sticky silk as strong as fiber. In the right place with appropriate time you can use these webs to lay non-lethal traps.

Crawl: 6 Burrow: 1

Fly: 0 Swim: 1

Nerite Snail

Promote: Defense

Bonus: +1 Emblems, Slots & Resolve.

Shell: +1 Defense. Whenever you roll max success on a defense check, gain 1 resolve.

Crawl: 4 Burrow: 0

Fly: 0 Swim: 4

Scarab

Promote: Presence

Bonus: +2 Emblems, Slots & Resolve.

Scarab Charm: Once each day you can charm a non-knight creature for 1 hour. Promote any presence check made to persuade or deceive the charmed creature. Attempting to harm the creature will end this effect immediately.

Crawl: 4 Burrow: 2

Fly: 3 Swim: 0