

## **Insect Queen**

### **Physical Description:**

The Insect Queen is an insectoid horror, armed with two razor-sharp attacking blades and a gaping maw. She stands upright on two legs, and is able to run and leap with surprising speed and agility for a creature so large as herself. She is unencumbered by an egg chamber or anything of the sort, since incubation occurs entirely outside of her body. Special creatures known as "incubators," which are basically just immobile hatching chambers handle that task for her. She only has to keep an incubator supplied with her genetic material periodically, leaving her free to direct her minions (and ravage the occasional intruder).

### **Society and Culture:**

The Insect Queen is undisputed leader of her hive, maintaining a crude telepathic link to each individual. The goal of the Insect Queen is simply survival of her brood, expanding her territory as the population of the hive grows. She will direct her subordinates to collect anything of possible use to the tribe, whether as food or construction material.

When a hive starts to get particularly large, a Insect Queen will hatch another Insect Queen. As if of a single mind, the two will rule over the hive until such time as it is large enough to split into two hives, each with its own Insect Queen.

### **Combat:**

The Insect Queen will aggressively wail on an intruder with both of her attacking limbs, constantly moving and shifting while lashing out at her opponent. Her armor provides superior protection against enemy blows, while her agility helps her avoid them. She will also occasionally use her powerful jaws to snap out at an opponent who has gotten too close. She is even able to scoop a man-sized adversary into her mouth, a move which should prove fatal to the poor victim. This maneuver is telegraphed well in advance, however, so only an unwary opponent will fall prey to it.