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| **Name** | **Type** | **Size** | **XP Rating** |
| Stingwing | Beast | Medium | 1 (35 XP) |

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| **Strength** | 2 (-3) |  | **Armor Class** | 8 | | **Action Points** | 8 |
| **Perception** | 5 (+0) |  | **Avg. Hit Points** | 12 | | **Hit Dice** | 3d8 |
| **Endurance** | 5 (+0) |  |  | |  | | |
| **Charisma** | 1 (-4) |  | **Damage Vulnerabilities** | |  | | |
| **Intelligence** | 1 (-4) |  | **Damage Resistances** | |  | | |
| **Agility** | 8 (+3) |  | **Damage Immunities** | | Poison, Radiation | | |
| **Luck** | 7 (+2) |  | **Condition Immunities** | | Poisoned | | |

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| **Special Traits** | **Special Actions** |
| **Evasive.** The stingwing can take the Dodge action for 1 AP.  **Flight.** The stingwing has a flying speed of 20 feet.  **Spider Climb.** The stingwing can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. | **Stinger (4 AP).** The stingwing makes an unarmed strike that deals an additional 1d6 poison damage on a hit. A creature hit by this attack must succeed a DC 5 Endurance saving throw or be *poisoned* for 1 minute.  The *poisoned* target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. |

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| **Description** |
| Stingwings are mecoptera mutated by radiation at some point between the start of the Great War and 2287. They are known to build large clusters of nests on the ground and walls, which themselves ooze a bright yellow sap akin to honey from their entrances. When these nests are approached, multiple stingwings will emerge to fiercely defend them from potential threats. |

A picture containing insect

Description automatically generated