

PRAYING MANTIS

The praying mantis is a insect that is harmless to humanoid life as long as it remains small enough. However, as is so often the case with seemingly-innocuous creatures, once it is enlarged to great size, a praying mantis becomes a terrible threat.

On the Feywild, praying mantises have a much greater variety than in the natural world, growing to truly incredible size or demonstrating strange fey powers; some even speak.

Giant Praying Mantis

Level 3 Soldier

Large natural beast (insect)

XP 150

HP 47; **Bloodied** 23

Initiative +3

AC 18; **Fortitude** 15; **Reflex** 17; **Will** 15

Perception +3

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 2 (one creature); +8 vs. AC.

Hit: 1d6+4 damage.

Mantis Strike * At Will

Effect: The praying mantis uses *claw* twice against the same target. If both attacks hit, the target is dazed until the end of its next turn.

TRIGGERED ACTIONS

(melee) Blinding Speed * Encounter

Trigger: An enemy triggers an opportunity attack from the praying mantis.

Attack (Opportunity Action): Melee 1 (the triggering creature); +8 vs. AC.

Hit: The praying mantis shifts up to 2 squares, then pulls the target to a space adjacent to it.

Str 18 **Dex** 15 **Wis** 14

Con 15 **Int** 1 **Cha** 4

Alignment unaligned

Languages -

Vision Mantis

Level 7 Controller

Medium fey beast (insect)

XP 300

A vision mantis is a preying mantis the size of a human from the Feywild whose claws inflict a poison that causes hallucinations and delirium. Although it rarely uses the ability, a vision mantis is capable of speech.

HP 77; **Bloodied** 38

Initiative +5

AC 21; **Fortitude** 18; **Reflex** 19; **Will** 20

Perception +5

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 1d8+3 damage.

Double Claw * At Will

Effect: The vision mantis uses *claw* twice.

Vision Claw (psychic) * Recharge 5 6

Attack: Melee 1 (one creature); +11 vs. Will.

Hit: 1d8+3 damage plus 10 psychic damage and the vision mantis slides the target up to 2 squares and the target is dazed (save ends). Each time the target fails a save against this effect, the vision mantis may slide it up to 2 squares.

MOVE ACTIONS

(ranged) Vision Dance * At Will

Effect: The vision mantis shifts up to 2 squares.

Attack: Range 5 (one dazed creature); +11 vs. Will.
Hit: The vision mantis slides the target up to 2 squares.

Str 15 **Dex** 15 **Wis** 15
Con 13 **Int** 8 **Cha** 19
Alignment unaligned

Languages Elven

Spitting Praying Mantis Level 7 Artillery

Medium fey beast (insect)

XP 300

The spitting praying mantis is a dangerous hunter of the Feywild that uses its saliva to hunt prey. Even those that get close to it must contend with its deadly claw, although it is less proficient in melee than many other breeds of giant praying mantis.

HP 61; **Bloodied** 30

Initiative +7

AC 19; **Fortitude** 19; **Reflex** 20; **Will** 19

Perception +5

Speed 6, climb 4

STANDARD ACTIONS

(mbasic) Claw * At Will

Attack: Melee 1 (one creature); +12 vs. AC.

Hit: 2d6+4 damage.

(ranged) Fey Spit (acid, radiant) * At Will

Attack: Range 10 (one creature); +12 vs. Reflex.

Hit: 2d10+4 acid and radiant damage.

MOVE ACTIONS

Clumsy Flight * Encounter

Effect: The spitting praying mantis flies up to 6 squares.

TRIGGERED ACTIONS

Death Blow * Encounter

Trigger: The spitting praying mantis is reduced to 0 hit points.

Effect (No Action): The mantis uses *claw* at a random adjacent creature.

Str 16 **Dex** 19 **Wis** 15
Con 13 **Int** 3 **Cha** 11
Alignment unaligned

Languages -

Spicewoods Elder Mantis Level 12 Solo Soldier

Huge natural beast (insect)

XP 3,500

In the depths of the Spicewoods of Pesh are areas where the air is thick and humid and conditions are right for the growth of monstrosly large creatures. Alongside the behemoths and giants of the forest, giant insects sometimes live and grow far past their normal size. The Spicewoods elder mantis is an example of such a monster- it has survived for over a century and become something of a legend to the people of Pesh. But it is real enough, and should adventurers ever slay it and bring out proof of their deed, they would gain a great deal of fame.

HP 488; **Bloodied** 244

Initiative +12

AC 28; **Fortitude** 24; **Reflex** 26; **Will** 24

Perception +10

Speed 8, climb 5

Immune immobilize, slow

Action Points 2; **Saving Throws** +5

TRAITS

Elder Beast

At the start of its turn, the mantis makes a saving throw against one condition that a save can end. If it is bloodied, it instead makes a saving throw against each condition that a save can end.

STANDARD ACTIONS

(mbasic) Claw * At Will

Requirement: The mantis may not have more than two creatures grabbed.

Attack: Melee 3 (one creature); +17 vs. AC.

Hit: 2d12+7 damage, and if the mantis has less than two creatures grabbed, it may grab the target (escape DC 20).

Flurry of Strikes * At Will

Effect: The Spicewoods elder mantis uses *claw* three times.

MINOR ACTIONS

(melee) Bite * At Will

Attack: Melee 2 (one grabbed creature); +17 vs. AC.

Hit: 3d6+10 damage.

Effect: The mantis may sustain the grab.

TRIGGERED ACTIONS

Frenzy * At Will

Requirement: The mantis must be bloodied.

Trigger: The mantis takes damage from an attack.

Effect (Free Action): The mantis makes a saving throw, then uses *claw*.

Skills Nature +15, Stealth +15

Str 23 **Dex** 18 **Wis** 18

Con 18 **Int** 3 **Cha** 13

Alignment unaligned

Languages -