

CAVE CRICKET

Source: S4 *The Lost Caverns of Tsojcanth*.

Cave crickets are giant jumping crickets found in subterranean areas. Although they are not hostile, they can sometimes be dangerous, as they are easily disturbed by light or sound and can cause confusion or injuries, as their powerful legs are capable of delivering a powerful kick.

Cave crickets can be found in nearly any underground environment. They have migrated across the Underdark and entered the Shadowdark and Feydark, where they evolved into new and more dangerous forms than their mundane forebears.

Giant Cave Cricket

Small natural beast (insect)

Level 6 Minion Skirmisher

XP 63

HP 1; a missed attack never damages a minion

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

Speed 6

Initiative +9

Perception +3

Darkvision

STANDARD ACTIONS

(mbasic) Kick * At Will

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

Hit: 7 damage.

MOVE ACTIONS

Hop * At Will

Effect: The cricket jumps up to 4 squares.

Str 10 **Dex** 19 **Wis** 10

Con 10 **Int** 2 **Cha** 8

Alignment unaligned

Languages -

Cave Cricket Swarm

Large natural beast (insect, swarm)

Level 10 Skirmisher

XP 500

HP 98; **Bloodied** 49

AC 24; **Fortitude** 22; **Reflex** 23; **Will** 22

Speed 6

Initiative +12

Perception +7

Darkvision

Resist half damage from melee and ranged attacks; **Vulnerable** 10 to close and area attacks

TRAITS

Kicking Swarm * Aura 1

Each creature that ends its turn in the aura takes 5 damage.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Hopping Swarm * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 2d8+4 damage, and the swarm may shift up to 3 squares, ignoring difficult terrain.

TRIGGERED ACTIONS

Crickets in All Directions (zone) * Recharge 5 6

Requirement: The swarm must be bloodied.

Trigger: The swarm takes damage from a close or area attack.

Effect (Immediate Reaction): The swarm is removed from play, creating a zone of hopping, panicked crickets in a close burst 2. Any creature that ends its turn within the zone is blinded until the start of its next turn. At the start of the swarm's next turn, the zone ends and the swarm reappears in a space of its choice within the zone.

Str 10 **Dex** 21 **Wis** 15
Con 10 **Int** 2 **Cha** 8
Alignment unaligned

Languages -

Vampire Cricket

Level 11 Minion Skirmisher

Small shadow beast

XP 150

Cave crickets that came to dwell in the Shadowfell have developed a taste for blood. Over many generations, these insects have become far more dangerous than their natural kin.

HP 1; a missed attack never damages a minion

Initiative +12

AC 25; **Fortitude** 22; **Reflex** 24; **Will** 23

Perception +8

Speed 6

Darkvision

STANDARD ACTIONS

(mbasic) Kick * At Will

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 10 damage.

(melee) Bite * At Will

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 8 damage and the vampire cricket grabs the target (escape DC 13).

Sustain Standard: The cricket sustains the grab and the target takes 11 damage.

MOVE ACTIONS

Hop * At Will

Effect: The cricket jumps up to 4 squares.

Str 10 **Dex** 21 **Wis** 16
Con 13 **Int** 2 **Cha** 8
Alignment unaligned

Languages -