

WASP

Source: 1e *Monster Manual* (giant wasp); 3e *Monster Manual V* (howler wasp); *Arduin Grimoire* (hellwasp swarm); 3e *Monster Manual II* (phase wasp).

While ordinary wasps are not a real danger to most creatures unless they gather in large numbers, there are a number of magical varieties of wasps that are substantially more deadly. The common giant wasp is infamous for paralyzing a victim, then laying its eggs in the poor person and leaving it as food for its larva. Howler wasps, while smaller than giant wasps, are nonetheless the size of a large melon. With faces resembling insectoid baboons, howler wasps are named for their tendency to screech and cry out. Worse still are the terrible queens that they serve- wingless monstrosities the size of a bear, a howler wasp queen hardly resembles an ordinary wasp at all. Some scholars claim that the mage Otiluke first created these terrible monstrosities.

Giant Wasp

Medium natural beast (insect)

Level 3 Lurker

XP 150

HP 39; **Bloodied** 19

Initiative +9

AC 17; **Fortitude** 15; **Reflex** 17; **Will** 13

Perception +1

Speed 4, fly 8

TRAITS

Burning Wings

If the giant wasp is bloodied and takes at least 9 fire damage in a single attack, it loses its flying speed until it takes an extended rest.

STANDARD ACTIONS

(mbasic) Bite * At Will

Requirement: The giant wasp may not have a target grabbed.

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 1d8+6 damage and the target is grabbed.

(melee) Paralyzing Sting (poison) * At Will

Requirement: The giant wasp must have the target grabbed.

Attack: Melee 1 (one creature); +6 vs. Fortitude.

Hit: 2d10+4 poison damage and the target is immobilized (save ends).

First Failed Save: The target is dazed and immobilized (save ends both).

Second Failed Save: The target is instead stunned (save ends).

Third Failed Save: The target is instead stunned until an effect such as *remove affliction* removes this condition. Powers that grant saving throws allow the target a chance to remove the condition as well. Finally, a Heal check, DC 18, will end this effect, but three failed checks indicate that mundane healing will not be able to remove this effect.

Miss: Half damage and the target is slowed (save ends).

Effect: The giant wasp's grab ends.

MINOR ACTIONS

(melee) Implant Eggs * Recharge if this power misses

Requirement: The target must be immobilized, restrained, stunned or helpless.

Attack: Melee 1 (one creature); +6 vs. Fortitude.

Hit: The target contracts giant wasp egg infestation (stage 1).

Str 15 **Dex** 19 **Wis** 10

Con 15 **Int** 2 **Cha** 4

Alignment unaligned

Languages -

Giant Wasp Egg Infestation

Level 3 Infestation

As the eggs within the victim hatch, the larval giant wasps use its body for food.

Stage 0: The target recovers from the disease.

Stage 1: While affected by stage 1, the target's speed is halved by the painful swelling of the eggs in its body.

Stage 2: While affected by stage 2, the target loses a healing surge. In addition, its speed is halved.

Stage 3: The eggs hatch, and the target dies as the larval wasps devour it from within.

Check: At the end of each extended rest, the target makes an Endurance check if it is at stage 1 or 2.

8 or less: The stage of the disease increases by 1.

9 to 12: No change.

13 or higher: The stage of the disease decreases by 1.

Howler Wasp Level 3 Minion Skirmisher (Leader)

Small fey beast (insect)

XP 38

HP 1; a missed attack never damages a minion

Initiative +6

AC 17; Fortitude 15; Reflex 17; Will 13

Perception +2

Speed 3, fly 10

STANDARD ACTIONS

(mbasic) Sting (poison) * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 4 poison damage.

Effect: The howler wasp shifts 2 squares.

TRIGGERED ACTIONS

(close) Pheromone Squirt * Encounter

Trigger: The howler wasp is reduced to 0 hit points.

Attack (No Action): Close blast 2 (the creature that slew the wasp); +6 vs. Reflex.

Hit: The target is doused in pheromones (save ends). While it is doused in pheromones, howler wasps gain a +2 bonus on attacks and damage against the target.

Str 8 Dex 17 Wis 13

Con 13 Int 3 Cha 6

Alignment unaligned

Languages -

Howler Wasp Queen Level 3 Solo Brute (Leader)

Large fey beast (insect)

XP 750

HP 232; Bloodied 116

Initiative +1

AC 15; Fortitude 18; Reflex 13; Will 15

Perception +2

Speed 5

Saving Throws +5; Action Points 2

TRAITS

Pheromones of the Queen * Aura 3

If the howler wasp queen is stunned, dazed or dominated at the start of its turn, each of its insect allies in the aura makes a basic attack as a free action.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 2d8+4 damage.

Effect: If the howler wasp queen is bloodied, it makes the attack a second time.

(melee) Sting of the Queen (poison) * At Will

Attack: Melee 1 (one creature); +6 vs. Fortitude.

Hit: 1d12+4 poison damage, plus ongoing 5 poison and the target is slowed (save ends both).

MINOR ACTIONS

(melee) Claw * At Will

Attack: Melee 1 (one creature); +8 vs. AC.

Hit: 2d6+6 damage.

(ranged) Inciting Pheromone * At Will

Attack: Range 10 (one creature); +6 vs. Reflex. This attack does not trigger opportunity attacks.

Hit: One 3rd or lower level insect ally of the howler wasp queen adjacent to the target makes a basic attack against it as a free action. It gets a +2 bonus to its attack roll and a +3 bonus to its damage.

TRIGGERED ACTIONS

Serve the Hive * At Will

Trigger: The howler wasp queen starts its turn and there are less than three howler wasps within 20 squares.

Effect (No Action): Three howler wasps appear within 20 squares of the queen. They act immediately following the queen. The first five of these wasps do not add to the experience point value of the encounter.

Str 18 **Dex** 11 **Wis** 13

Con 18 **Int** 6 **Cha** 8

Alignment unaligned

Languages -

Phase Wasp

Tiny fey magical beast (insect)

Level 6 Minion Artillery

XP 63

HP 1; a missed attack never damages a minion

Initiative +7

AC 18; **Fortitude** 17; **Reflex** 20; **Will** 18

Perception +5

Speed 4, fly 8

See invisible

TRAITS

See Invisible

A phase wasp ignores invisibility.

STANDARD ACTIONS

(mbasic) Sting (poison) * At Will

Attack: Melee 0 (one creature); +11 vs. AC.

Hit: 5 poison damage.

(ranged) Force Stinger (force) * At Will

Attack: Ranged 20 (one creature); +11 vs. Reflex.

Hit: 7 force damage.

Str 1 **Dex** 19 **Wis** 15

Con 14 **Int** 2 **Cha** 6

Alignment unaligned

Languages -

Hellwasp Swarm

Huge immortal magical beast (devil, insect, swarm)

Level 26 Elite Skirmisher

XP 18,000

Hellwasps are tiny wasp-shaped devils that love to bring desperation to an area by causing a famine, burning or eating all the area's food. Hellwasps congregate in the millions.

HP 464; **Bloodied** 232

Initiative +23

AC 40; **Fortitude** 36; **Reflex** 39; **Will** 39

Perception +17

Speed 3, fly 8 (hover)

Darkvision

Resist 15 fire, 15 poison

Saving Throws +2; **Action Points** 1

TRAITS

Hellish Swarm (fire, poison) * **Aura** 1

Each creature that ends its turn in the aura takes 15 fire and poison damage.

Swarm

The hellwasp 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) Hell Swarm (fire, poison) * **At Will**

Attack: Melee 1 (one creature); +29 vs. Reflex.

Hit: 4d6+5 fire and poison damage, plus ongoing 15 fire damage (save ends).

(melee) Consuming Swarm (fire, poison, zone) * **Recharges** when first bloodied; while bloodied, **6**

Effect: The hellwasp swarm flies up to its speed. Each square it exits during this turn becomes a zone of foul flames that lasts until the end of the swarm's next turn. Any creature that enters or ends its turn in a zone of the foul flames takes 40 points of fire and poison damage.

MOVE ACTIONS

Infernal Phase (fire) * **At Will**

Effect: The hellwasp swarm gains phasing and flies up to 5 squares. Each object that it phases through during this movement takes 40 fire damage.

Str 14 **Dex** 26 **Wis** 19

Con 16 **Int** 15 **Cha** 29

Alignment evil

Languages Infernal