

NAME Mantis Queen RACE Insect SIZE 1 HEIGHT 6'6" WEIGHT 200lbs HL 2 EL 0

CON	<u>5</u>	AGI	<u>5</u>	INT	<u>2</u>	STR	<u>2</u>	WILL	<u>2</u>	CHA	<u>5</u>
Hit Points	<u>150</u> / <u>150</u>	Initiative	<u>10</u>	C. Mastery	<u>4</u>	Armor	<u>4</u>	SP Armor	<u>4</u>	Song Effect	<u>10</u>
Vitality	<u>300</u> / <u>300</u>	Speed	<u>10</u>	H. Mastery	<u>4</u>	MAD	<u>4</u>	M. Mastery	<u>4</u>	M. Speed	<u>10</u>
		RAD	<u>10</u>	SP Mastery	<u>4</u>					M. Damage	<u>10</u>

## ATTACK # 1

Description: Scythe

Type: N. Melee Weapon Range: 1 Accuracy: 2/3/4/5/6

DMG: 25 Crit DMG: 35 | SP-DMG: \_\_\_\_\_ Crit SP-DMG: \_\_\_\_\_

Other: \_\_\_\_\_

## ATTACK # 2

Description: Needle

Type: S.N. Ranged Weapon Range: 5 Accuracy: 3/4/5/6

DMG: 25 Crit DMG: 35 | SP-DMG:        Crit SP-DMG:       

Other:       

## ABILITIES

Name: <u>Earthen Spike</u>	Description: <u>Target creature within 5 spaces tests AGI 7</u>	DPD: <u>Slow</u> & <u>5 SP-DMG</u>
Name: <u>Grind</u>	Description: <u>Target adjacent creature tests STR 8</u>	DPD: <u>Wound</u> & <u>5 DMG</u>
Name: <u>Slow Melody</u>	Description: <u>All hostile creatures test WILL 6</u>	DPD: <u>Slow</u> & <u>Lose 3 HP</u>
Name: _____	Description: _____	DPD: _____ & _____
Name: _____	Description: _____	DPD: _____ & _____

## IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: Knockback, Slow

Vulnerabilities: \_\_\_\_\_

Traits: **Boss, Cruel, Leadership, Overlord**

## EQUIPMENT, ITEMS, GOLD, &amp; LOOT (If any)

## LORE

The Mantis Queen is a giant praying mantis with a semi-humanoid torso. She has the unique ability you manipulate and control other insects around her, often gathering other mantids and flying insects to protect her. While she can speak the common language, she rarely does and isn't terribly intelligent, so it might be a little difficult to have a conversation with her. No one knows her origin.

Other mantids and insects offer themselves up to the Mantis Queen for sustenance. Alternatively, some bring her small animals as tribute. Since she is predatorial by instinct, it's not uncommon for her to do some hunting herself. Her and her minions have been occasionally known to eat humanoids, especially dwarves, goblins, and young children. Otherwise, farm animals suffice.

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*The Mantis Queen is swift and charismatic. Her sharp, nimble legs are capable of hooking onto almost any surface, yet are also able to eject herself or carve her out of any sticky situation, allowing her to be immune to both Knockback and Slow.*

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## APPEARANCE

The Mantis Queen is a tall, green-skinned praying mantis. While irresistible to other insects, she's terrifying for a civilized person to look at. She has a humanoid torso, a mostly humanoid head, and the rest of her body resembles that of a praying mantis. Her front legs are the size of claymores, and she swings them around like scythes. Her legs are also lined with needles that can occasionally work past her opponents' armor.

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*As for weapons, The Mantis Queen uses her scythe-like legs for melee attacks. She can also shoot needles from her legs (or back) as ranged attacks. Her grind ability attempts to latch onto an enemy and grind them with her sharp, needly legs.*

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## COMBAT BEHAVIOR

The Mantis Queen is a normal enemy when it comes to combat, using ranged attacks, melee attacks, and abilities when appropriate. She will slightly prioritize melee attacks and isn't afraid to assault Heroes up close alongside her minions.

### Notable Traits

**Cruel:** Your critical hits ignore both Armor and SP-Armor.

**Leadership:** Allied pawns gain +1 Accuracy.

**Overlord:** Your MAD, RAD, or SP Mastery may equal your Minion Damage. Allied pawns gain +10 DMG on their attacks (or +10 SP-DMG on their attacks that deal SP-DMG.)