

THIS MONSTER PRODUCT IS 4E COMPATIBLE

CRITTER·CACHE

BIG BUGS



AERYN "BLACKDIRGE" RUDEL



CRITTER CACHE

BIG BUGS

CONTENTS

Ant	Page 2
Beetle	Page 4
Centipede	Page 6
Crustacean	Page 8
Mantis	Page 10
Slug	Page 12
Wasp	Page 14
Monsters by Level	Page 16

WRITTEN AND CREATED BY
Aeryn "Blackdirge" Rudel

EDITING/PROOFREADING
John Ball

PLAYTESTING
Erik Nowak, Jeremy Nowak, Noah Peery,
Samantha Styles, Christopher Vasey, Eric Vasey

ILLUSTRATIONS
Jesse Mohn, Hunter McFalls

GRAPHIC DESIGN & LAYOUT
Erik Nowak

CRITTER CACHE: BIG BUGS • Published by Blackdirge Publishing, ©2008

Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Blackdirge Publishing and the Blackdirge Publishing logo are trademarks of Aeryn Rudel. All rights reserved. All illustrations are ©2008 Jesse Mohn or Hunter McFalls, as credited. All rights reserved.

DUNGEONS & DRAGONS, THE DUNGEONS & DRAGONS compatibility Logo, D&D, PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, and MONSTER MANUAL are trademarks of Wizards of the Coast, Inc. in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, Inc., and are used with permission under the DUNGEONS & DRAGONS 4TH EDITION GAME SYSTEM LICENSE. All 4E References are listed in the 4E system Reference document, available at www.wizards.com/d20.

DUNGEONS & DRAGONS 4TH EDITION PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt © 2008 Wizards of the Coast, Inc. All rights reserved.



WWW.GOODMAN-GAMES.COM



Orchestrating Innovation

ANT

Monstrous ants are giant communal insects that can be found in nearly any environment save the arctic. Monstrous ants tend to be predators, and hives regularly send workers and soldiers out to hunt for live prey.

Monstrous Ant Worker		Level 2 Minion
Small natural beast		XP 31
Initiative +4	Senses Perception +1; low-light vision	
HP 1; a missed attack never damages a minion		
AC 15; Fortitude 14, Reflex 15, Will 12		
Speed 6, burrow 2, climb 6		
⚔ Bite (standard; at-will) +5 vs. AC; 4 damage.		
Alignment Unaligned	Languages —	
Str 15 (+3)	Dex 16 (+4)	Wis 10 (+1)
Con 14 (+3)	Int 1 (-4)	Cha 6 (-1)
Description <i>This huge black ant is the size of a small dog.</i>		

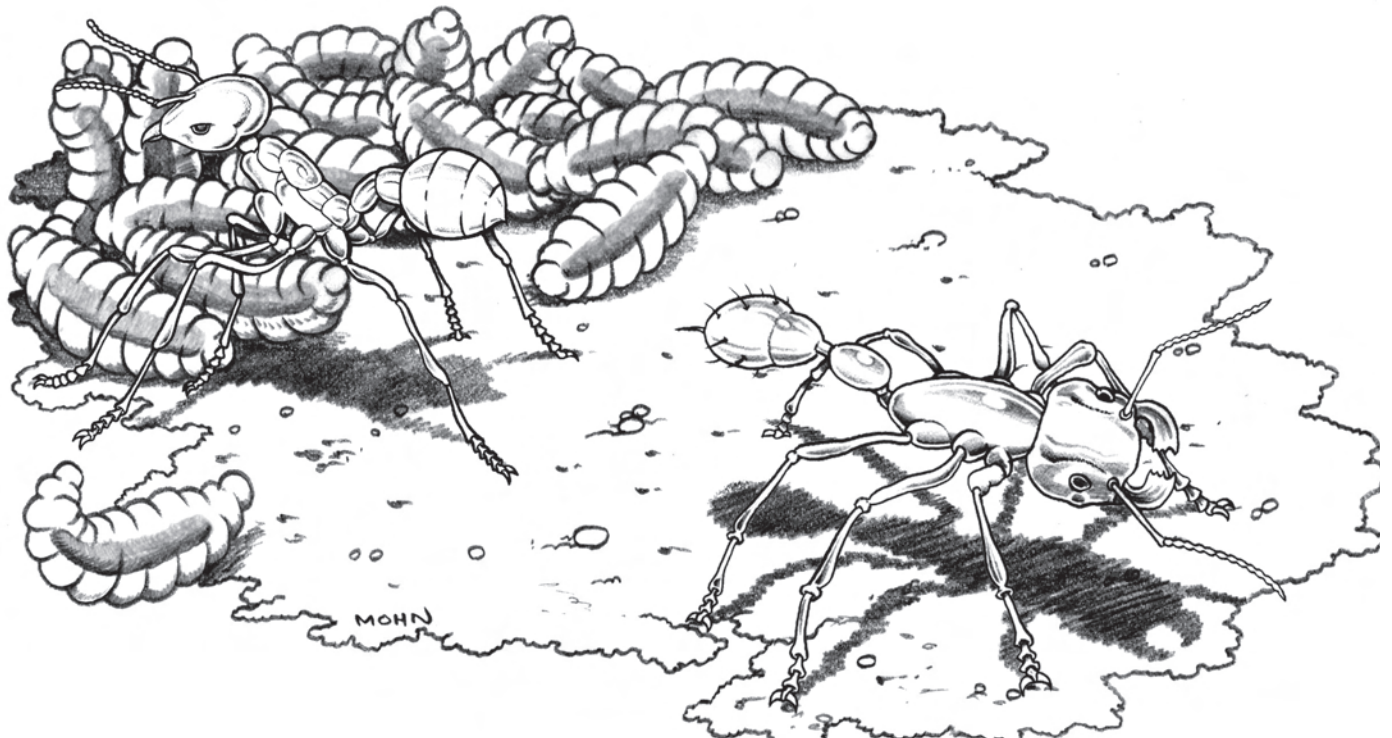
Monstrous Ant Soldier		Level 4 Soldier
Medium natural beast		XP 175
Initiative +6	Senses Perception +8; low-light vision	
HP 55; Bloodied 27		
AC 20; Fortitude 17, Reflex 15, Will 14		
Speed 8, climb 8		
⚔ Bite (standard; at-will) +11 vs. AC; 1d10+4 damage.		
⚔ Sting (standard; at-will) ⚔ Poison +11 vs. AC; 1d6+4 damage, and the monstrous ant soldier makes a secondary attack on the same target. <i>Secondary Attack</i> : +9 vs. Fortitude; 1d6+2 poison damage, and the target takes a -2 penalty to attack rolls (save ends).		
⚔ Wounded Frenzy (standard, while bloodied; at-will) The monstrous ant soldier makes a bite and a sting attack.		
Alignment Unaligned	Languages —	
Str 18 (+6)	Dex 14 (+4)	Wis 12 (+3)
Con 15 (+4)	Int 2 (-2)	Cha 10 (+2)
Description <i>This giant ant has a dull black carapace, an oversized set of mandibles, and a wicked stinger at the base of its abdomen. It is not alone...</i>		

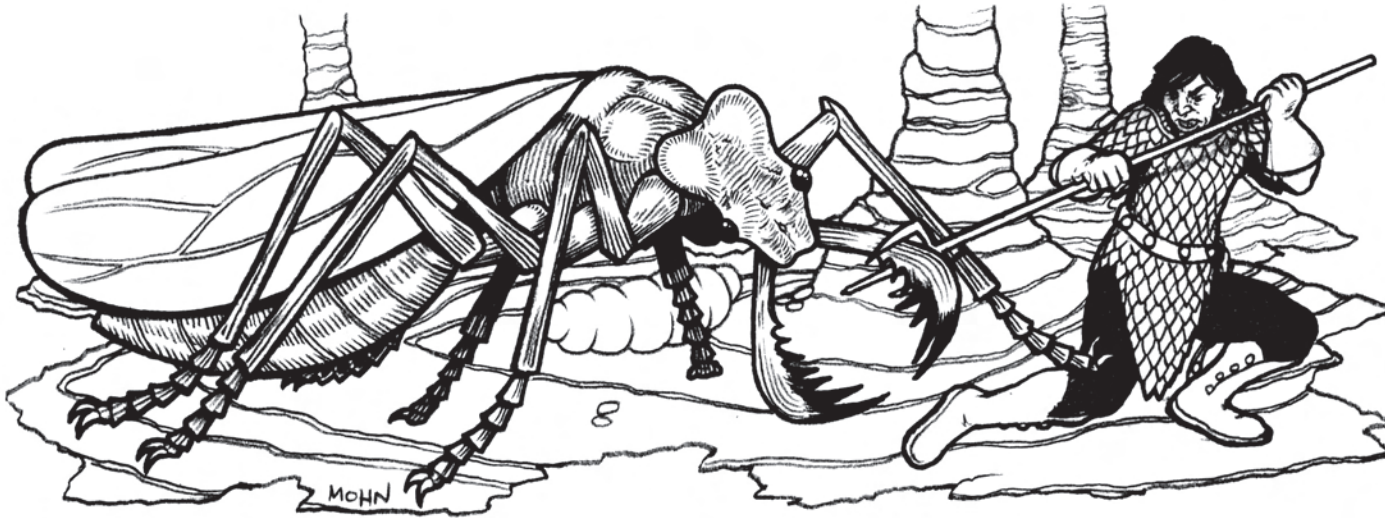
MONSTROUS ANT WORKER TACTICS

Monstrous ant workers attack *en masse*, dismembering prey with their powerful mandibles. They are essentially mindless, and use no sophisticated tactics.

MONSTROUS ANT SOLDIER TACTICS

Monstrous ant soldiers attack with enlarged mandibles and a venomous sting. When wounded, they bite and sting all enemies in range.





Monstrous Ant Queen Level 8 Elite Controller
Large natural beast XP 700

Initiative +5 **Senses** Perception +11; low-light vision

HP 180; **Bloodied** 90

AC 24; **Fortitude** 23, **Reflex** 16, **Will** 20

Saving Throws +2

Speed 6, climb 6

Action Points 1

⚔ **Bite** (standard; at-will)
Reach 2; +13 vs. AC; 2d6+5 damage.

⚔ **Sting** (standard; at-will) ⚔ **Poison**
Reach 2; +13 vs. AC; 1d8+5 damage, and the monstrous ant queen makes a secondary attack against the same target. *Secondary Attack:* +12 vs. Fortitude; 1d8+4 poison damage, and the target takes a -2 penalty to attack rolls and is slowed (save ends both).

↔ **Pheromone Burst** (standard; recharge ☉☉☉) ⚔ **Charm**
A monstrous ant queen can trigger a number of responses in both enemies and allies with a burst of pheromones. *Aggression:* Close burst 5; all monstrous ants in the burst gain a +2 bonus to attack and damage rolls until the end of the monstrous ant queen's next turn. *Appeasement:* Close burst 5; targets enemies; +10 vs. Will; the target cannot attack the monstrous ant queen until the end of the monstrous ant queen's next turn. *Confusion:* Close burst 5; targets enemies; +10 vs. Will; the target is dazed (save ends).

Alignment Unaligned **Languages** —
Str 21 (+9) **Dex** 12 (+5) **Wis** 14 (+6)
Con 18 (+8) **Int** 5 (+2) **Cha** 16 (+7)

Description *This ant is the size of a draft horse. It has a pair of atrophied wings, massive mandibles...and is surrounded by dozens of soldier ants.*

MONSTROUS ANT QUEEN TACTICS

A monstrous ant queen is rarely encountered outside of the hive, and is therefore protected by no less than half a dozen soldier ants. She uses her *pheromone burst* in the first round of combat, usually to bolster the attacks of her soldiers. If pressed, a monstrous ant queen attacks with her powerful mandibles and highly venomous sting.

ANT LORE

A character knows the following information with a successful Nature check.

DC 15: Monstrous ants live in hives that can number up to one thousand individuals. Workers and soldiers typically hunt the area around the hive, coming to its defense when necessary, while the queen remains in the hive at all times. All monstrous ants have powerful mandibles, and soldiers and queens are equipped with a venomous sting.

ENCOUNTER GROUPS

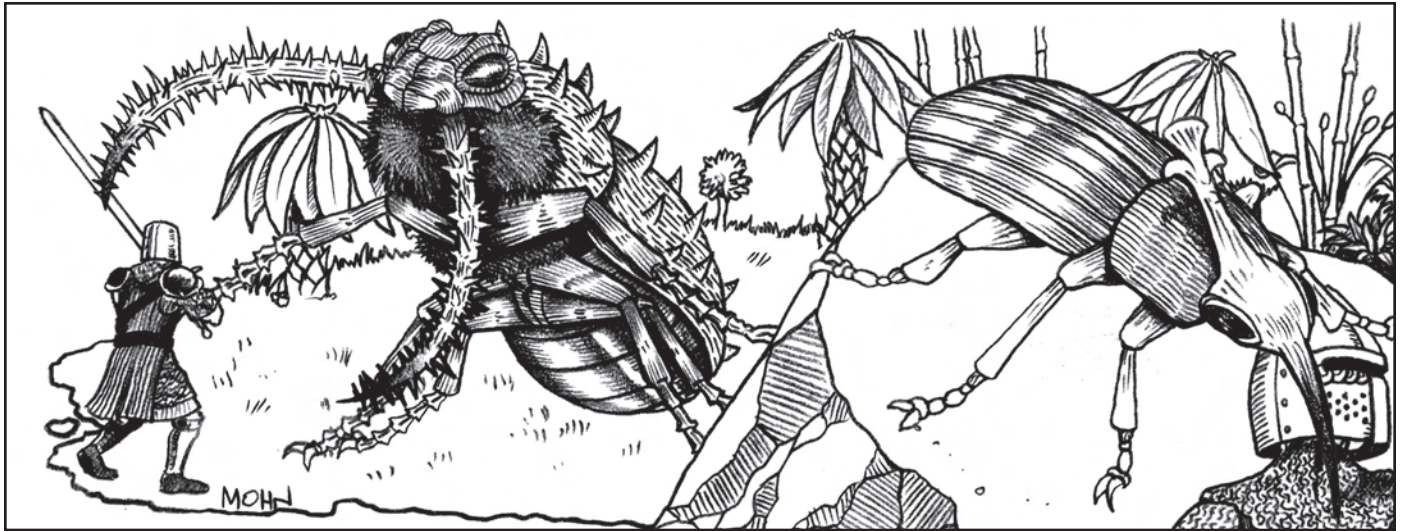
Monstrous ants are typically encountered outside of their hives while foraging for food. Inside the hive, soldiers attack *en masse* to stop intruders and protect the queen.

Level 4 Encounter (XP 886)

- 4 monstrous ant soldiers (level 4 soldier)
- 6 monstrous ant workers (level 2 minion)

Level 8 Encounter (XP 1,750)

- 1 monstrous ant queen (level 8 elite controller)
- 6 monstrous ant soldiers (level 4 soldier)



BEETLE

Monstrous beetles are found in nearly all terrains and climates, and can be a serious threat to even experience adventurers. Most are predators, and aggressively attack anything perceived as edible that happens to come along. However, the smaller species of monstrous beetles are quite content to subsist off of carrion.

Puncture Beetle Level 2 Soldier Medium natural beast XP 125

Initiative +5 **Senses** Perception +2; low-light vision

HP 38; **Bloodied** 19

AC 18; **Fortitude** 15, **Reflex** 14, **Will** 13

Speed 6, climb 3

⚔ **Proboscis** (standard; at-will) ♦ **Acid**
+9 vs. AC; 1d8+3 damage, and the puncture beetle makes a secondary attack on the same target. *Secondary Attack:* +7 vs. Fortitude; 1d6+2 acid damage.

Alignment Unaligned **Languages** —

Skills Stealth +8

Str 17 (+4) **Dex** 14 (+3) **Wis** 12 (+2)

Con 14 (+3) **Int** 2 (-3) **Cha** 9 (+0)

Description *This large green beetle has a long proboscis that ends in a needle-sharp point.*

PUNCTURE BEETLE TACTICS

A puncture beetle attempts to ambush its prey, hiding in thick foliage, and waiting silently for a suitable target to come along. It attacks with its needle sharp proboscis, jabbing it into a foe and then injecting caustic digestive fluids into the target's body.

Irongrip Pincer Beetle Level 6 Brute Large natural beast XP 250

Initiative +4 **Senses** Perception +5; low-light vision

HP 86; **Bloodied** 43

AC 18; **Fortitude** 20, **Reflex** 16, **Will** 16

Speed 6, fly 6 (clumsy)

⚔ **Pincers** (standard; at-will)
+9 vs. AC; 1d10+5 damage, and the target is grabbed (until escape).

⚔ **Pliers of Doom** (standard; at-will)
Affects a target the iron grip pincer beetle has grabbed; +7 vs. Fortitude; 2d10+10 damage, and the target takes a -2 penalty on attempts to escape the grab until the end of the irongrip pincer beetle's next turn.

Alignment Unaligned **Languages** —

Str 20 (+8) **Dex** 13 (+4) **Wis** 14 (+5)

Con 16 (+6) **Int** 2 (-1) **Cha** 7 (+1)

Description *This massive insect has a steel-gray carapace and a pair of massive, spiky mandibles.*

IRONGRIP PINCHER BEETLE TACTICS

An irongrip pincer beetle attempts to seize a target with its pincers, and then slowly crush it death. It is a ferocious combatant, and once it has a target in its pincers, only death will cause it to release its grip.

Butcher Beetle

Level 15 Elite Soldier

Huge natural beast

XP 2,400

Initiative +9 **Senses** Perception +11; darkvision

HP 300; **Bloodied** 150

AC 33; **Fortitude** 31, **Reflex** 22, **Will** 24

Resist 10 against effects that target AC

Saving Throws +2

Speed 8, burrow 4

Action Points 1

⊕ **Bite** (standard; at-will)

Reach 2; +22 vs. AC; 3d8+9 damage, and the target takes ongoing 10 damage (save ends).

⊕ **Butchering Bite** (standard; recharges when first bloodied)

Reach 2; +22 vs. AC; 5d8+9 damage, the target takes ongoing 10 damage (save ends), and the butcher beetle makes a secondary attack against the same target. *Secondary Attack*: +20 vs. Fortitude; the target takes a -4 penalty to its AC until the end of the encounter.

Alignment Unaligned

Languages —

Str 28 (+16)

Dex 10 (+7)

Wis 18 (+11)

Con 22 (+13)

Int 2 (+3)

Cha 10 (+7)

Description *This gigantic beetle has a dull brown carapace and a truly mammoth pair of mandibles that resemble twin scythes.*

BUTCHER BEETLE TACTICS

A butcher beetle attacks with its colossal mandibles, which are sharp enough to shred armor, flesh, and bone with ease. Its incredibly thick carapace ensures that only the most determined attacks will actually damage it.

BEETLE LORE

A character knows the following information with a successful Nature check.

DC 15: Puncture beetles are found in warm, tropical and sub-tropical climates, and are active predators. They inject their prey with a caustic enzyme that begins the digestion process, allowing them to simply suck up the liquefied remains of their prey.

DC 15: Irongrip pincer beetles are found in mountainous areas and underground. Their pincers can hold targets in a nearly unbreakable grip, allowing the beetles to slowly crush and dismember their prey.

DC 20: The gigantic butcher beetle is native to the vast caverns of the Underdeep. Its terrible mandibles can shred armor with ease.

ENCOUNTER GROUPS

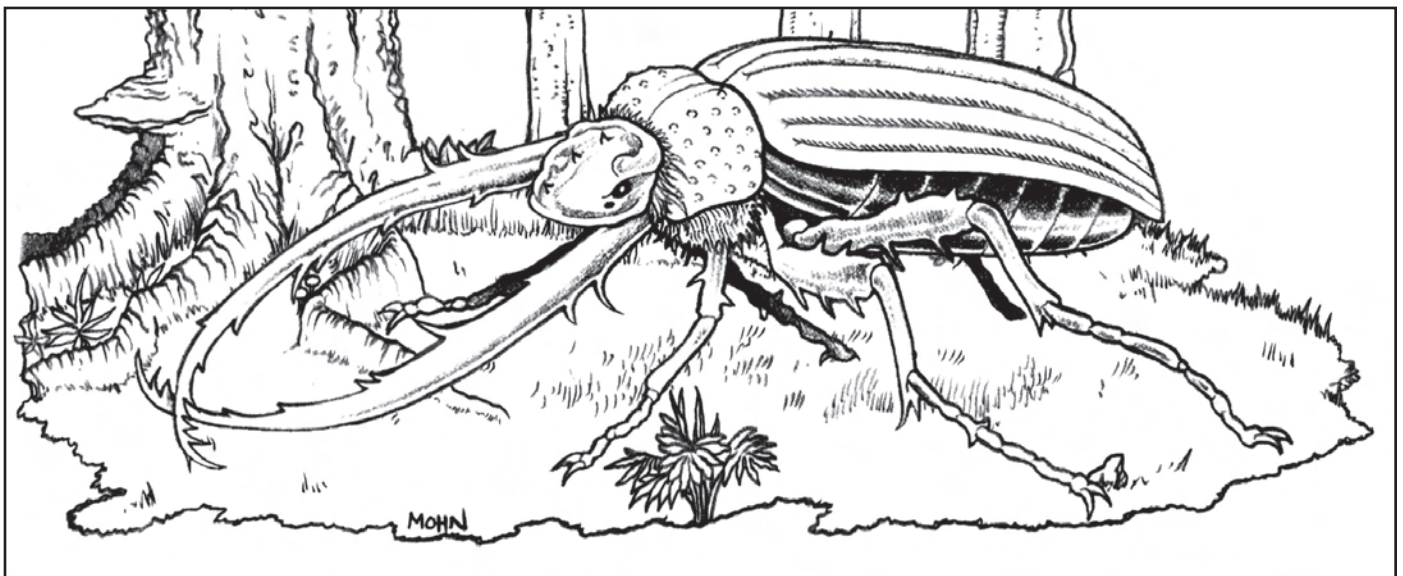
Monstrous beetles are sometimes found in small groups or alongside other types of giant vermin. In addition, kobolds, goblins, and other dungeon-dwelling races often tame giant beetles for a variety of purposes, including battle.

Level 3 Encounter (XP 700)

- 2 deathstep centipedes (level 1 lurker)
- 2 puncture beetles (level 2 soldier)
- 1 irongrip pincer beetle (level 6 brute)

Level 6 Encounter (XP 1,200)

- 1 iron grip pincer beetle (level 6 brute)
- 1 goblin underboss (level 4 elite controller)
- 4 goblin skull cleavers (level 3 brute)





CENTIPEDE

Monstrous centipedes can be found in the dark, wet places of the world; either scavenging carrion or hunting fresh meat through lightless caverns and dank forests and jungles. They come in various shapes and sizes, from rather innocuous three-foot lurkers to gigantic, thirty-foot long terrors.

CENTIPEDE LORE

A character knows the following information with a successful Nature check.

DC 15: Deathstep centipedes are small, stealthy predators that use a paralytic bite to subdue prey. They are typically found in underground caverns, where they hunt prey through the perpetual darkness.

DC 15: Stenchcloud centipedes emit a terrible, burning odor that stings the eyes and can even cause weakness. These centipedes are found in dark, wet areas, such as jungle and forest undergrowth, and even underground.

DC 20: Megapedes are gigantic predators that can strip an entire area of animal life in mere weeks. They are quick and agile for their size, and can catch even fast-moving prey with their huge mandibles.

Deathstep Centipede

Level 1 Lurker

Small natural beast

XP 100

Initiative +7

Senses Perception +2; tremorsense 5

HP 26; **Bloodied** 13

AC 15; **Fortitude** 13, **Reflex** 14, **Will** 13

Speed 6, climb 6

⚔ **Bite** (standard; at-will) ⚔ **Poison**

+6 vs. AC; 1d6+1 damage, and the deathstep centipede makes a secondary attack on the same target. *Secondary Attack:* +4 vs. Fortitude; the target is immobilized (save ends).

† **Digesting Injection** (standard, at-will) ⚔ **Acid**

Target must be immobilized, stunned, or unconscious; +4 vs. AC; 2d6+2 acid damage.

Alignment Unaligned

Languages —

Skills Stealth +8

Str 13 (+1)

Dex 16 (+3)

Wis 14 (+2)

Con 14 (+2)

Int 1 (-5)

Cha 9 (-1)

Description *This large black centipede has a strange, skull-shaped mark between its waving antennae. Its mandibles are small, but they drip a runny, green fluid that can only be poison.*

DEATHSTEP CENTIPEDE TACTICS

A stealthy predator, a deathstep centipede attempts to surprise prey by attacking from hiding. Once a target is immobilized, the centipede injects caustic digestive enzymes into the victim's body, breaking down its tissues for easy consumption.

Stenchcloud Centipede Level 5 Skirmisher Medium natural beast XP 200

Initiative +6 **Senses** Perception +4; tremorsense 5

Cloying Stench (Poison) aura 1; living creatures in the aura take a -1 penalty to attack rolls.

HP 68; **Bloodied** 34

AC 19; **Fortitude** 19, **Reflex** 16, **Will** 15

Speed 6, climb 6

⬇ **Painful Bite** (standard; at-will)
+10 vs. AC; 1d8+2 damage, and the target takes a -2 penalty to all defenses until the end of the stenchcloud centipede's next turn.

↔ **Stench Cloud** (standard, encounter) ↔ **Poison**
Close burst 3; +6 vs. Fortitude; 2d8+5 poison damage, and the target is weakened (save ends).

Alignment Unaligned **Languages** —

Skills Stealth +9

Str 15 (+4) **Dex** 15 (+4) **Wis** 14 (+4)

Con 20 (+7) **Int** 1 (-3) **Cha** 10 (+2)

Description *This large, multi-legged horror has a bright green carapace, and a pair of jagged pincers on either side of its wet, writhing mouthparts. A terrible, rotten stink causes your gorge to rise and your eyes to water as the insectoid beast moves toward you.*

Megapede Level 12 Elite Brute Huge natural beast XP 1400

Initiative +10 **Senses** Perception +8; tremorsense 10

HP 304; **Bloodied** 152

AC 26; **Fortitude** 28, **Reflex** 23, **Will** 20

Saving Throws +2

Speed 8, climb 6

Action Points 1

⬇ **Bite** (standard; at-will)
Reach 3; +15 vs. AC; Reach 3; 2d10+8 damage, and the target is grabbed (until escape).

⬇ **Crushing Mandibles** (standard, at-will)
The megapede deals 4d10+8 damage to a grabbed creature (no attack roll required).

Spiky Hide (immediate reaction; when megapede is hit with a melee attack, at-will)
+11 vs. Reflex; 1d10+4 damage.

Threatening Reach
A megapede can make opportunity attacks against all enemies within its reach (3 squares).

Alignment Unaligned **Languages** —

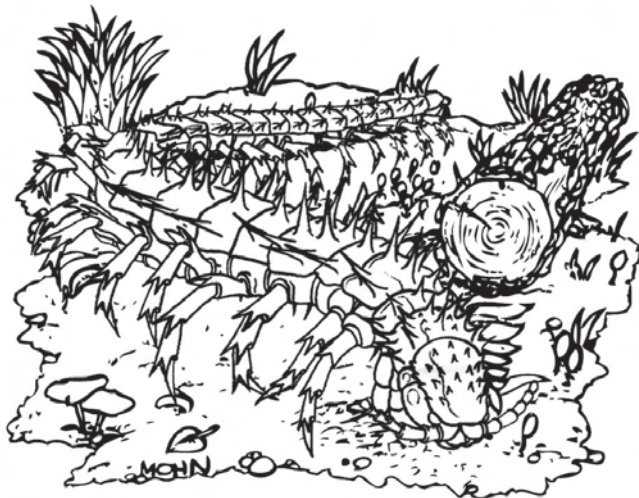
Str 26 (+14) **Dex** 18 (10) **Wis** 15 (+8)

Con 22 (+12) **Int** 2 (+1) **Cha** 10 (+6)

Description *This mammoth, centipede-like monster has what appear to be hundreds of tiny legs carrying its colossal bulk along at a speed that rivals a galloping horse. Its head is bulbous, with two long, waving antennae, a pair of gigantic mandibles, and two great, multifaceted eyes. Thousands of chitinous spikes project at every possible angle from the beast's thick carapace.*

STENCHCLOUD CENTIPEDE TACTICS

A stenchcloud centipede attempts to weaken its enemies with *stench cloud*, and then dispatch them with its jagged mandibles.



MEGAPEDE TACTICS

A megapede uses its reach to snap up targets with its gigantic mandibles. Once it has grabbed a creature, it simply grinds the unfortunate victim to paste.

ENCOUNTER GROUPS

Monstrous centipedes can often be found with other insect-like creatures, or in the case of stenchcloud centipedes, with creatures that can tolerate their stink.

Level 2 Encounter (XP 650)

- 2 deathjump spiders (level 4 skirmisher)
- 3 deathstep centipedes (level 1 lurker)

Level 6 Encounter (XP 1,200)

- 1 troglodyte impaler (level 7 artillery)
- 2 troglodyte maulers (level 6 soldier)
- 2 stenchcloud centipedes (level 5 skirmisher)

CRUSTACEAN

Monstrous crustaceans are super-sized versions of common crabs, lobsters, and other hard-shelled, aquatic arthropods. Most monstrous crustaceans are predators that actively hunt and kill other animals; this includes sentient aquatic races and heroes venturing into the watery depths.

CRUSTACEAN LORE

A character knows the following information with a successful Nature check.

DC 15: Viceclaw crabs are giant arthropods found in cold waters and icy beaches. Their flesh is prized by many sea-going and aquatic races, and can be sold for a considerable sum.

DC 15: Giant mantis shrimps are strange, semi-intelligent crustaceans that live in warm coral reefs. Their powerful calcified right claws can strike with the force of a battering ram, cracking armor with ease.

DC 20: Giant sea scorpions are stealthy predators, found in warm, shallow seas. They can tear opponents to pieces with their two powerful nippers.

VICECLAW CRAB

Viceclaw crabs are found in deep cold water, although they are amphibious and frequently make excursion on to the shore to hunt and scavenge. Their flesh is quite tasty, and a number of sea-going races risk life and limb for the bounty of succulent meat a single viceclaw crab provides.

Viceclaw Crab

Level 6 Brute

Large natural beast (aquatic)

XP 250

Initiative +5

Senses Perception +4; low-light vision

HP 86; **Bloodied** 43

AC 19; **Fortitude** 20, **Reflex** 16, **Will** 15

Speed 6, swim 6

⊕ **Claw** (standard; at-will)

Reach 2; +9 vs. AC; 1d10+5 damage, and the target is grabbed (until escape).

⊕ **Crushing Grip** (standard; at-will)

The monstrous crab deals 2d10+5 damage to a grabbed creature (no attack roll required).

Hard Shell

The monstrous crab has resistance 5 to all attacks with the weapon keyword.

Alignment Unaligned

Languages —

Str 20 (+8)

Dex 14 (+5)

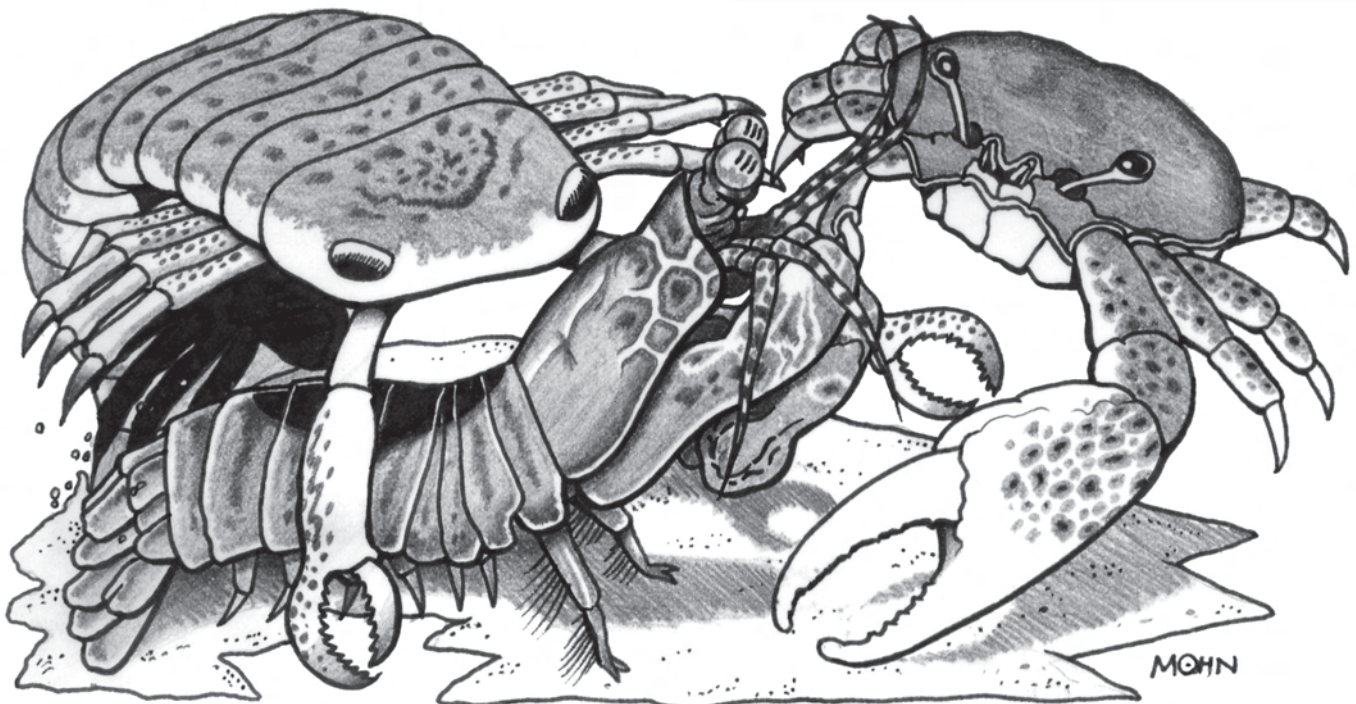
Wis 12 (+4)

Con 16 (+6)

Int 1 (-2)

Cha 10 (+3)

Description *This massive crab has a bright blue shell and multifaceted eyes on long stalks. Its right claw is massive and overdeveloped, and looks capable of crushing an ogre with little effort.*



VICECLAW CRAB TACTICS

A viceclaw crab attacks with its massive right claw, and attempts to grab and crush anything that appears edible. Being nearly mindless, it attacks fearlessly, and fights until killed.

GIANT MANTIS SHRIMP

Giant mantis shrimps live in warm tropical water, typically making their lairs in coral reefs. Unlike most crustaceans, giant mantis shrimps are fairly intelligent, and can even be trained to act as mounts or guard beasts for aquatic humanoids.

Giant Mantis Shrimp		Level 9 Skirmisher
Large natural beast (aquatic)		XP 400
Initiative +10	Senses Perception +11; low-light vision	
HP 97; Bloodied 48		
AC 23; Fortitude 22, Reflex 20, Will 18		
Speed 4, swim 8		
⚔ Hammer Claw (standard; at-will) Reach 2; +14 vs. AC; 1d12+5 damage, and the target is dazed until the end of the giant mantis shrimp's next turn.		
⚔ Shell Cracker (standard; recharge 2/3) Reach 2; +14 vs. AC; 2d12+5 damage, the target is stunned (save ends), and suffers a -2 penalty to AC until the end of the encounter.		
Alignment Unaligned	Languages —	
Str 20 (+9)	Dex 18 (+8)	Wis 15 (+6)
Con 17 (+7)	Int 3 (+0)	Cha 14 (+6)
Description <i>This huge, brightly colored crustacean resembles a praying mantis, with large multifaceted eyes, and two large foreclaws folded up under its body in a "penitent" posture. One of these claws bears a large calcified club that looks ideal for cracking shells... or adventurers in armor.</i>		

GIANT MANTIS SHRIMP TACTICS

A giant mantis shrimp is a crafty, aquatic predator with a devastating club-like claw. It can strike with this calcified bludgeon with such speed and precision that hardened exoskeletons and even metal armor crumple easily beneath the impact. A giant mantis shrimp typically preys on other large crustaceans, but happily attacks nearly any living creature that wanders too close to its lair.

GIANT SEA SCORPION

A throwback to a prehistoric era, the deadly giant sea scorpion is one of the most feared denizens of the deep. Although quite large, it is an ambush predator that hides beneath the silt on the bottom of warm, shallow seas. An aggressive brute, it will attack any living creature that swims within range.

Giant Sea Scorpion		Level 13 Elite Soldier
Large natural beast (aquatic)		XP 1,600
Initiative +11	Senses Perception +13; low-light vision	
HP 260; Bloodied 130		
AC 31; Fortitude 27, Reflex 23, Will 20		
Saving Throws +2		
Speed 2 (clumsy), swim 8		
Action Points 1		
⚔ Pincer (standard; at-will) Reach 2; +20 vs. AC; 2d6+6 damage.		
⚔ Rending Pincers (standard; at-will) The giant sea scorpion makes two claw attacks against the same target. If both attacks hit, the giant sea scorpion deals an additional 2d6 damage, and the target is grabbed..		
⚔ Bite (minor 1/round; at-will) Grabbed target only; +18 vs. AC 1d10+6 damage.		
Alignment Unaligned	Languages —	
Skills Stealth +14		
Str 22 (+12)	Dex 16 (+9)	Wis 14 (+8)
Con 18 (+10)	Int 1 (+1)	Cha 8 (+5)
Description <i>This large arthropod resembles an aquatic scorpion. It has two massive pincers, a long flattened tail, and two paddle-like appendages for swimming. Its huge eyes seem ideal for locating prey, and it moves through the water with the speed and agility of a true predator.</i>		

GIANT SEA SCORPION TACTICS

A giant sea scorpion typically lies in wait for prey, hiding its massive bulk beneath the silt on the sea bottom. When prey swims close enough, it bursts from hiding and attempts to grab its target with its pincers. Once a prey item is caught, the giant sea scorpion tears its victim to pieces with its pincers and powerful mouthparts.

ENCOUNTER GROUPS

Viceclaw crabs and giant sea scorpions are far too aggressive and dull-witted to view humanoids as anything but food, and so are typically encountered only with other large crustaceans. The giant mantis shrimp, however, is fairly intelligent, and a few tribes of sahuagin have been known to train them for battle.

Level 9 Encounter (XP 2,150)

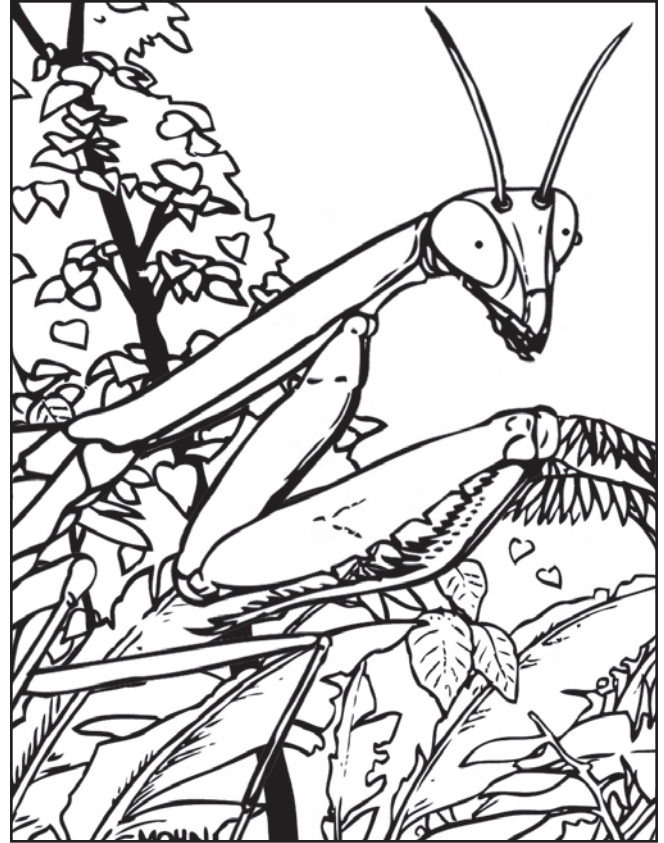
- 2 giant mantis shrimps (level 9 skirmisher)
- 4 sahuagin raiders (level 6 soldier)
- 1 sahuagin priest (level 8 artillery)

Level 13 Encounter (XP 4,400)

- 2 giant sea scorpions (level 13 elite soldier)
- 3 giant mantis shrimps (level 9 skirmisher)

MANTIS

Monstrous mantises are similar to their tiny, harmless cousins in that they are solitary, insectoid predators that actively hunt other creatures. However, giant mantises catch and kill nearly anything smaller than themselves; including unsuspecting heroes that wander into dense primeval jungles in search of adventure.



Giant Praying Mantis

Level 6 Lurker

Large natural beast

XP 250

Initiative +12 **Senses** Perception +10; low-light vision

HP 58; **Bloodied** 29

AC 20; **Fortitude** 19, **Reflex** 20, **Will** 16

Speed 6, fly 6 (clumsy)

⚔ **Claws** (standard; at-will)

Reach 2; +11 vs. AC; 1d10+5 damage, the giant praying mantis makes a secondary attack on the same target. *Secondary Attack:* +9 vs. Reflex; the target is grabbed (until escape). If the giant praying mantis has combat advantage against the target, the target is grabbed after being hit with the primary claw attack; no secondary attack is required.

⚔ **Bite** (standard; at will)

The giant praying mantis deals 2d8+4 damage to a grabbed creature (no attack roll required).

Patient Predator

A giant praying mantis receives a +5 bonus to Stealth checks in any round it does not take a move action

Alignment Unaligned

Languages —

Skills Athletics +12, Stealth +13 (+18 when not moving)

Str 18 (+7)

Dex 20 (+8)

Wis 14 (+5)

Con 16 (+6)

Int 2 (-1)

Cha 7 (+1)

Description *The dense jungle foliage suddenly parts in a blur of frenzied movement. You catch a glimpse of a slick, green carapace, two massive eyes, and then a shocking explosion of pain bursts through your body as two long, serrated claws cut into your flesh.*

GIANT PRAYING MANTIS TACTICS

A giant praying mantis typically strikes from hiding, often surprising its victims. It attempts to grab prey up to Medium size with its serrated claws, hold it in place, and then tear it to pieces with its sharp mandibles. A giant mantis retreats into the air if it takes enough damage to reduce it to bloodied.

Sickleclaw Mantis

Level 10 Soldier

Large natural beast

XP 500

Initiative +11 **Senses** Perception +8; low-light vision

HP 104; **Bloodied** 52

AC 26; **Fortitude** 23, **Reflex** 20, **Will** 19

Speed 8

⚔ **Sickle Claw** (standard; at-will)

Reach 2; +17 vs. AC; 1d10+6 damage, and the target takes ongoing 5 damage (save ends).

⚔ **Eviscerating Strike** (standard; recharge Ⓢ)

Reach 2; +17 vs. AC; 2d10+6, and the target takes 10 ongoing damage and is weakened (save ends both). *Aftereffect:* The target takes ongoing 5 damage (save ends).

Alignment Unaligned

Languages —

Skills Athletics +16, Stealth +14

Str 22 (+11)

Dex 18 (+9)

Wis 16 (+8)

Con 16 (+8)

Int 5 (+2)

Cha 10 (+5)

Description *This massive, mantis-like creature has a dull gray carapace, and an angular head with two spiky antennae. Its long forelegs end in gleaming, serrated blades, as if two great sickles had been grafted to its chitinous body.*



SICKLECLAW MANTIS TACTICS

A sickleclaw mantis attempts to quickly dismember its prey with the two, razor-sharp blades on its forelegs. Relatively intelligent, the mantis targets large or dangerous prey with *eviscerating strike*, and then retreats to let its victim bleed to death.

MANTIS LORE

A character knows the following information with a successful Nature check.

DC 15: The common giant mantis is a stealthy predator that dwells in areas where there is enough vegetation to hide its bulk. It waits motionless for prey to come to it, striking with lightning speed when something edible wanders into range of its terrible claws.

DC 15: The sickleclaw mantis is a dangerous, semi-intelligent predator that inhabits deep forests and underground caverns. Its terrible blade-like claws can cut a man-sized creature in half with a single blow.

ENCOUNTER GROUPS

Giant praying mantises are solitary predators, although they make excellent guard monsters with proper training. A few dungeon-dwelling races, notably hobgoblins, have been known to train giant mantises for this function. Sickleclaw mantises are a bit more social than their more common kin, and are often encountered with other types of giant vermin.

Level 6 Encounter (XP 1,200)

- 1 hobgoblin commander (level 5 soldier)
- 1 giant praying mantis (level 6 lurker)
- 2 hobgoblin archers (level 3 artillery)
- 3 hobgoblin soldiers (level 3 soldier)

Level 10 Encounter (XP 2,600)

- 2 sickleclaw mantises (level 10 soldier)
- 2 hellsting scorpions (level 13 soldier)



SLUG

Monstrous slugs and snails are dangerous predators found nearly anywhere it is warm, wet, and dark. They can grow prodigiously large, and rumors persist of giant, carnivorous slugs that rival dragons in size.

Corpse Slug	Level 5 Lurker
Small natural beast	XP 200
Initiative +9	Senses Perception +3, darkvision
HP 51; Bloodied 25	
AC 19; Fortitude 16, Reflex 18, Will 15	
Resist 10 necrotic	
Speed 4, climb 4 (spider climb)	
Ⓢ Rotting Tentacle (standard; at-will) ♦ Necrotic +10 vs. AC; 1d6+3 necrotic damage, and ongoing 5 necrotic damage (save ends).	
⚡ Death Cloud (standard; recharge ⓂⓂⓂ) ♦ Necrotic, Zone Close burst 3; this power creates a cloud of greasy, gray mist that remains until the end of the corpse slug's next turn. Living creatures other than the corpse slug in the cloud suffer a -2 penalty to all attacks, damage rolls, and defenses. Conversely, all undead creatures in the cloud gain a +2 bonus to attacks, damage rolls, and defenses. The cloud does not block line of sight or grant concealment.	
Alignment Unaligned	Languages —
Skills Stealth +10	
Str 13 (+3)	Dex 17 (+6) Wis 12 (+3)
Con 15 (+4)	Int 5 (-1) Cha 6 (+0)
Description <i>This large slug has white flesh with purple veins, and is coated in a clear, runny mucus. A single tentacle, ending in a black tip, projects from between its waving eyestalks.</i>	

CORPSE SLUG TACTICS

A corpse slug attacks with its rotting tentacle, causing horrific, necrotic injuries with each strike. Corpse slugs are almost always encountered in the company of undead, and make frequent use of *death cloud* to bolster the attacks and defenses of their unliving allies.

Giant Cone Snail	Level 9 Soldier
Large natural beast (aquatic)	XP 400
Initiative +8	Senses Perception +9, tremorsense 10
HP 97; Bloodied 48	
AC 25; Fortitude 22, Reflex 18, Will 16	
Resist 10 acid; see also <i>withdraw</i>	
Speed 2	
Ⓢ Harpoon (standard; at-will) ♦ Poison Reach 3; +16 vs. AC; 2d8+5 damage, and the target is immobilized (save ends). Saving throws made against a giant cone snail's harpoon attack suffer a -2 penalty.	
Ⓢ Envelop (standard; encounter) ♦ Acid Immobilized target only; +16 vs. AC; 1d10+5 damage, the target is grabbed, and the giant cone snail makes a secondary attack on the same target. Secondary Attack: The giant cone snail attempts to swallow a Medium or smaller creature it is grabbing; +14 vs. Fortitude; on a hit, the target is swallowed and restrained (no save) and takes 5 damage plus 5 acid damage on subsequent rounds at the start of the giant cone snail's turn. The swallowed creature can make melee basic attacks with one-handed or natural weapons. If the giant cone snail dies, any creature trapped inside it can escape as a move action, ending that action in a square formerly occupied by the giant cone snail. If the giant cone snail fails to swallow a target, the target is still grabbed, and the giant cone snail can attempt to swallow it on its next turn. However, if the target is no longer immobilized, it cannot be swallowed, although it is still grabbed.	
Withdraw (move; at-will) The giant cone snail withdraws into its shell. While in its shell, it cannot take any actions, but gains resistance 10 all.	
Alignment Unaligned	Languages —
Str 21 (+9)	Dex 15 (+6) Wis 10 (+4)
Con 17 (+7)	Int 1 (-1) Cha 6 (+2)
Description <i>This giant snail has a colorful shell, and rests placidly on the ocean floor. It seems harmless; however, as you swim closer, the snail extends a long, tentacle-like appendage, ominously tipped with a cruel barb.</i>	

GIANT CONE SNAIL TACTICS

Giant cone snails are deceptively quick, and can launch a harpoon-like barb at creatures up to 3 squares away with alarming speed. The barb is tipped with an incredibly powerful paralytic toxin, allowing the snail to swallow its victim whole.

DC 15: Giant cone snails live in shallow tropical seas. They are highly venomous, and can paralyze prey for easy consumption. The shells of giant cone snails are quite beautiful, and certain sea-going cultures will pay upwards of 500 gp for an intact shell.

DC 20: Giant slugs are huge, rapacious, subterranean predators that will eat anything organic. When injured they can spray enemies with caustic digestive enzymes.

Giant Slug

Level 14 Solo Brute

Huge natural beast

XP 5,000

Initiative +9 **Senses** Perception +8

HP 715; **Bloodied** 357

AC 28; **Fortitude** 31, **Reflex** 24, **Will** 21

Resist 20 acid

Saving Throws +5

Speed 6

Action Points 2

⊕ **Bite** (standard; at-will)

Reach 2; +17 vs. AC; 2d6+8 damage, and the giant slug makes a secondary attack on the same target. *Secondary Attack:* The giant slug attacks a bitten creature with its long, rasping tongue; +15 vs. Fortitude; 2d6+8 damage.

⊕ **Crush** (standard; at will)

The giant slug can move up to its speed and enter enemies' spaces; provoking opportunity attacks as normal. The giant slug must end its movement in an unoccupied space. When the giant slug enters an enemy's space, it makes a crush attack; +15 vs. Reflex; 2d6+16 damage, and the target is knocked prone.

↔ **Caustic Spray** (standard; recharges when first bloodied) ↔ **Acid**

Close burst 5; +13 vs. Reflex; 4d8+6 acid damage, and the target takes ongoing 10 acid damage.

Alignment Unaligned

Languages —

Str 27 (+15)

Dex 14 (+9)

Wis 12 (+8)

Con 23 (+13)

Int 1 (+2)

Cha 6 (+5)

Description *This gigantic slug is nearly thirty feet in length, a drab green in color, and coated with sticky mucus.*

GIANT SLUG TACTICS

A giant slug attack by biting an opponent, and then causing further damage with its rasping, bone-studded tongue. When bloodied, a giant slug typically responds by spraying highly caustic digestive enzymes at its attackers.

SLUG LORE

A character knows the following information with a successful Nature check.

DC 15: Corpse slugs are disgusting, semi-intelligent mollusks that enjoy the company of undead. The slug share a symbiotic relationship with the unliving, and have the ability to hasten the decomposition of both living and dead organic matter.

ENCOUNTER GROUPS

Corpse slugs are always encountered in the company if corporeal undead. Giant cone snails are sometimes used by sahuagin to guard their underwater lairs. Giant slugs are more likely to eat potential allies, and are therefore encountered alone.

Level 5 Encounter (XP 1,000)

- 2 corpse slugs (level 5 lurker)
- 3 ghouls (level 5 soldier)

Level 9 Encounter (XP 2,150)

- 1 sahuagin priest (level 8 artillery)
- 4 sahuagin raiders (level 6 soldier)
- 2 giant cone snails (level 9 soldier)



WASP

Monstrous hornets and wasps are dangerous aerial predators equipped with vicious stings and aggressive dispositions. Some, like the hellvenom hornet, are communal creatures, and actively seek out prey to kill and carry back to a nest or hive. Others, such as the incubator wasp, are solitary monsters, large enough to tackle dangerous targets, i.e. adventurers, alone.

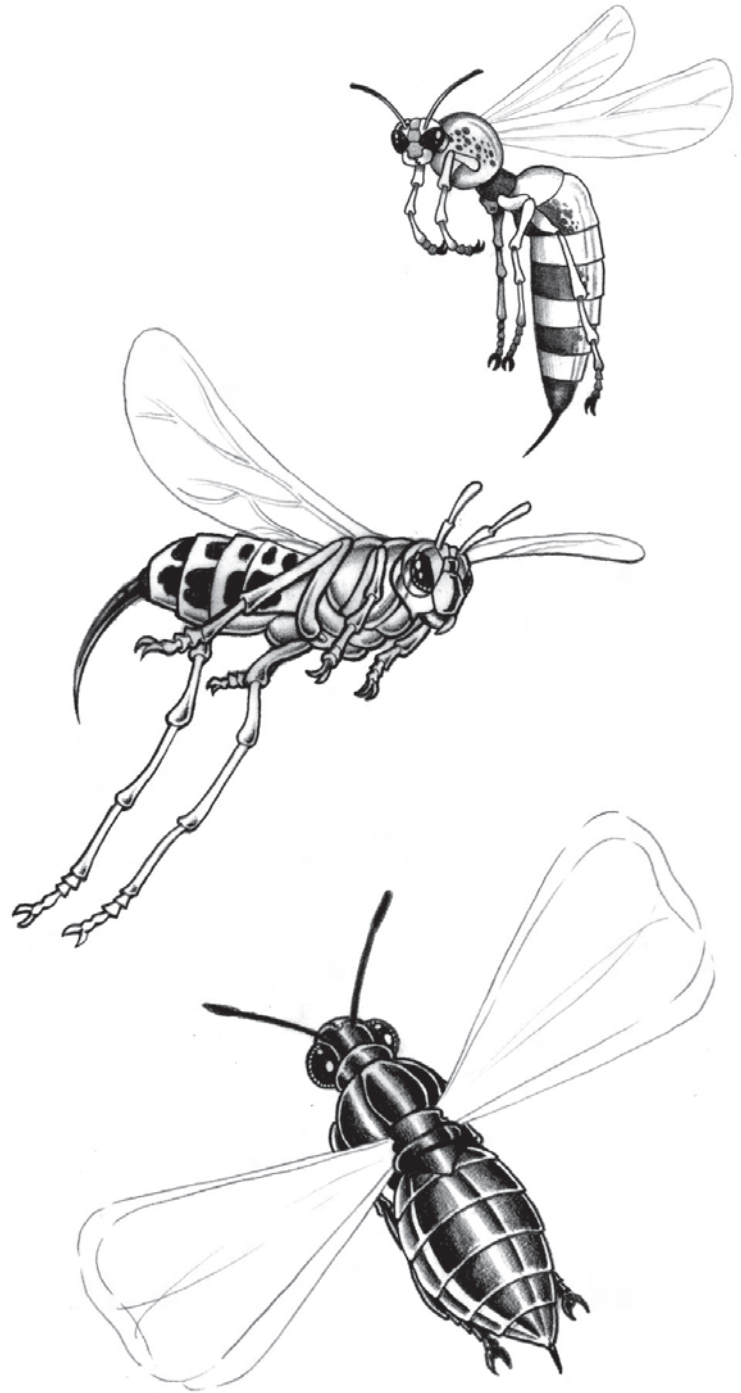
WASP LORE

A character knows the following information with a successful Nature check.

DC 15: Hellvenom hornets live in communal hives that often send out small groups of the aggressive insects to hunt for food. Each hornet is equipped with a vicious sting, but can also squirt a stream of highly caustic venom at opponents.

DC 15: Incubator wasps are large and slow moving, although still nimble in the air. They have a terrible, paralytic sting that can implant larval wasps in a victim's body.

DC 20: A blackjacket bolter is relatively intelligent, and usually does not attack unless agitated. However, once riled, it is a terrible foe that can rain down poisoned bolts on targets, while avoiding return attacks with uncanny agility.



Hellvenom Hornet		Level 3 Soldier
Medium natural beast		XP 150
Initiative +5	Senses Perception +2; low-light vision	
HP 46; Bloodied 23		
AC 19; Fortitude 16, Reflex 14, Will 13		
Speed 2 (clumsy), fly 8 (hover)		
⚔ Caustic Sting (standard; at-will) ⚔ Acid, Poison +10 vs. AC; 1d6+3 damage plus 1d6 acid damage, and the hellvenom hornet makes a secondary attack against the same target. <i>Secondary Attack</i> : +8 vs. Fortitude; the target takes a -2 penalty on all attack and damage rolls (save ends).		
⚔ Venom Stream (standard, recharge [2, 2]) ⚔ Acid, Poison Ranged 10; +8 vs. Reflex; 3d6+2 acid damage, and the target is blinded (save ends).		
Alignment Unaligned	Languages —	
Str 17 (+4)	Dex 15 (+)	Wis 12 (+2)
Con 14 (+3)	Int 1 (-4)	Cha 10 (+1)
Description <i>This large, winged insect has bright yellow and red carapace and a long, needle sharp stinger on its abdomen. It moves through the air adroitly on two gossamer wings, hovering for a moment, and then darting toward you with frightening speed.</i>		

HELLVENOM HORNET TACTICS

An aggressive hunter, the hellvenom wasp attempts to sting its target repeatedly, injecting poison and acid into the wound with each puncturing strike. It typically uses venom stream when reduced below bloodied, allowing it to flee, and dissuading its foes from giving chase

CRITTER CACHE: BIG BUGS

Incubator Wasp

Level 7 Brute
XP 300

Initiative +6 **Senses** Perception +6; low-light vision

HP 96; **Bloodied** 48

AC 19; **Fortitude** 21, **Reflex** 18, **Will** 16

Speed 2 (clumsy), fly 6 (hover)

⬇ **Sting** (standard; at-will) ⬆ **Poison**

+10 vs. AC; 2d8+5 damage, and the target is slowed (save ends). *First Failed Save:* The target is stunned instead of slowed (save ends).

⬆ **Implant Grub** (standard, at-will) ⬆ **Disease**

Target must be immobilized, stunned, or unconscious; +8 vs. Fortitude; the target contracts larval infestation (see below).

Alignment Unaligned

Languages —

Str 20 (+8)

Dex 16 (+6)

Wis 14 (+5)

Con 16 (+6)

Int 1 (-2)

Cha 10 (+3)

Description *This giant wasp is dull brown in color, and it lumbers through the air slowly with a low droning of its two great wings. The stinger on its abdomen is truly terrible; over three feet in length, with a hollow barbed tip, it looks like nothing so much as a massive injection needle.*

INCUBATOR WASP TACTICS

An incubator wasp seeks out targets large enough to host its larval young. Typically this is any creature of Medium-size or larger. An incubator wasp attacks with its huge stinger, attempting to stun its target and then implant grubs in the insensate victim.

Blackjacket Bolter

Level 13 Artillery
XP 800

Initiative +12 **Senses** Perception +13; low-light vision

HP 100; **Bloodied** 50

AC 26; **Fortitude** 24, **Reflex** 26, **Will** 23

Speed 2 (clumsy), fly 10 (hover)

⬇ **Bite** (standard; at-will)

+16 vs. AC; 1d10+4 damage.

⬆ **Sting Bolt** (standard, at-will) ⬆ **Poison**

+18 vs. AC; 2d8+6 damage, and the target takes ongoing 5 poison damage (save ends).

Uncanny Dodge (immediate reaction; when the blackjacket bolter is hit with a ranged attack while flying; at-will) When struck with a ranged attack while flying, the blackjacket bolter makes a saving throw, and if successful, the attack misses.

Hard Target (while mounted by a friendly rider of 13th level or higher; at-will) ⬆ **Mount**

The black jacket bolter grants its rider a +4 bonus to AC against ranged attacks while flying.

Alignment Unaligned

Languages —

Str 18 (+10)

Dex 22 (+12)

Wis 15 (+8)

Con 16 (+9)

Int 5 (+3)

Cha 12 (+7)

Description *This monstrous wasp-like creature has a jet-black carapace, and a short, barbed stinger on its abdomen. It moves through the air with liquid grace, darting and dodging with almost supernatural agility.*

BLACKJACKET BOLTER TACTICS

A blackjacket bolter attacks from the air, firing its barbed stingers like ballista bolts at targets on the ground. It is incredibly agile in the air and can avoid even well-aimed ranged attack with ease. For this reason, it rarely enters melee, despite a pair of large, razor-sharp mandibles.

Larval Infestation

Level 8 Disease

Endurance stable DC 20; Improve DC 24

Target is cured



Initial Effect: The target is implanted with larval incubator wasps, and loses two healing surges until cured.



The target takes a -2 penalty to all defenses until cured.



Final Effect: Young incubator wasps burrow out of the target's flesh. The target takes 4d6+3 damage, and is weakened.

ENCOUNTER GROUPS

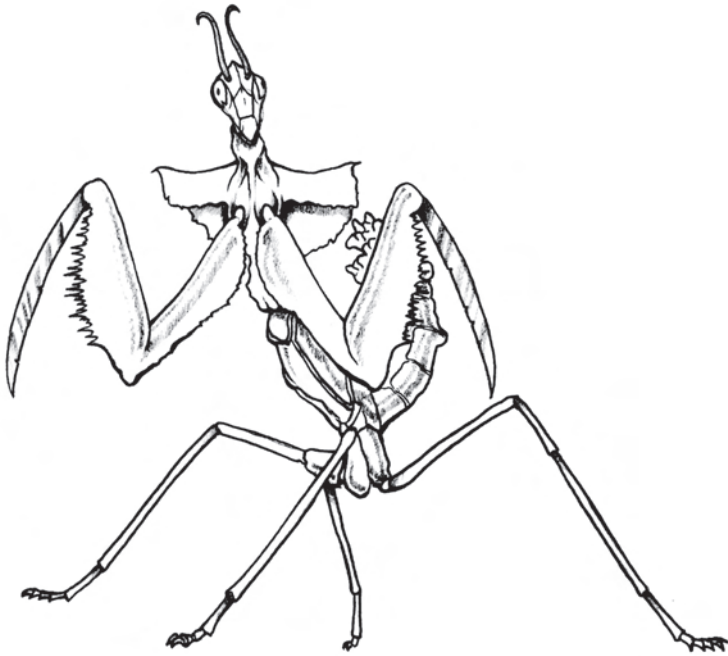
Some monstrous wasps and hornets are communal creatures, and will be encountered with others of their kind. Others are solitary hunters, or in the case of the blackjacket bolter, serve as mounts and companions for intelligent humanoids.

Level 12 Encounter (XP 3,600)

- 3 banshrae dartswarmers (level 11 artillery)
- 3 blackjacket bolters (level 13 artillery)

MONSTERS BY LEVEL

Every monster in this book appears on this list, which is sorted alphabetically by level and monster role.



Monster	Level and Role	Page
Deathstep Centipede	1 Lurker	6
Monstrous Ant Worker	2 Minion	2
Puncture Beetle	2 Soldier	4
Hellvenom Hornet	3 Soldier	14
Monstrous Ant Soldier	4 Soldier	2
Corpse Slug	5 Lurker	12
Stenchcloud Centipede	5 Skirmisher	7
Irongrip Pincer Beetle	6 Brute	4
Viceclaw Crab	6 Brute	8
Giant Praying Mantis	6 Lurker	10
Incubator Wasp	7 Brute	15
Monstrous Ant Queen	8 Elite Controller	3
Giant Mantis Shrimp	9 Skirmisher	9
Giant Cone Snail	9 Soldier	12
Sickleclaw Mantis	10 Soldier	10
Blackjacket Bolter	11 Artillery	15
Megapede	12 Elite Brute	7
Giant Sea Scorpion	13 Elite Soldier	9
Giant Slug	14 Solo Brute	13
Butcher Beetle	15 Elite Soldier	5

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.