



MANTRAIDS

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PATHFINDER®
ROLEPLAYING GAME COMPATIBLE

Mantids

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The Mantids are a bold race of humanoids evolved from insects and living in perfect symbiosis with powerful insect companions. They live in teeming, filthy cities crowded with chitin-skinned bipeds and their gigantic insect counterparts. Mantids have the intelligence and adaptability of humanity, married to the sheer physical might of the giant insects. Much of the race's military might comes from the trained vermin that every adult Mantid bio-bonds with- impressive beasts that boast flight, venom, exotic senses and nearly invulnerable armor. . . . All powers of the insect kingdom shared by their Mantid masters.

Appearance

Mantids are tall and lean beings, with racing metabolisms.

All Mantids have short antennae which protrude from the crown of their forehead and rise several inches above the top of their skull. These flexible appendages can express emotion, and come

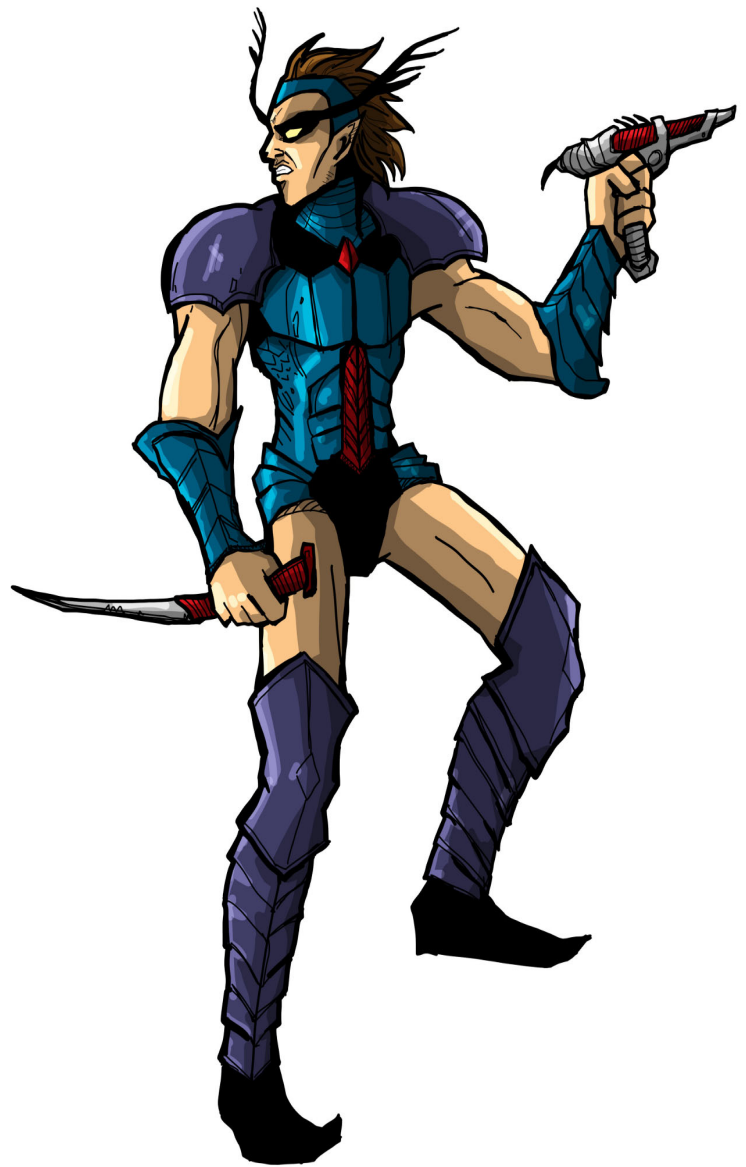
in a variety of styles, from impressive feathery fringes to wire-like probes. Mantid eyes are multifaceted and unexpressive. The race has phenomenal vision, which sees slightly higher into the infrared spectrum than the human eye. Mantid art and architecture is often decorated in pleasing shades of crimson, violet and vermillion.

As a race, Mantids tend to favor light armor. Their own innate defenses offer decent protection, and most Mantids feel especially confined in heavy armor. Mantid artisans can forge high quality steel, though the race prefers to work with lighter organic components. Many native forms of armor are ultra-light forms of plate and mail, constructed using the cast off exo-skeletons of giant insects. During times of peace, Mantids dress in multiple layers of eye-catching cloth, again, favoring reddish shades.

Chitin Coloration

Mantid chitin is a mark of social standing, and though a Mantid's fortunes can change and their station can improve during their life, a Mantid elevated to the knighthood whose carapace a lowborn shade of amber remains at a major social disadvantage.

- *Brownish, amber or pale yellow chitin, or mottled chitin:* These colors denote low birth and a lack of sufficient nutrients during childhood. The vast majority of all commoners have chitin plating in one of these drab shades.
- *Green or mottled green chitin:* Also common among the lowborn, green chitin indicates an almost completely vegetarian diet during the formative years. In regions where plant-based diets are the norm, this coloration holds no social stigma.
- *Blue, navy or black chitin.* Blue or darker chitin indicates a healthy, nutritious diet during childhood. Darker chitin colors are especially common among the merchant class, low nobility and knightly families.
- *Violet or gold-banded chitin.* Noble children are fed a special diet, rich in strange nutrients, to tint their exoskeletons in royal hues.
- *Rarer colorations:* Red, intense orange or gold chitin are only found among those dwelling in hotly radioactive, toxic or polluted regions. The coloration is a warning their bodies have adapted toxic defenses. Ivory or bone-white chitin indicates a potent psionic or mystical bloodlines.



Biology and Reproduction

Mantids are a new classification of life, midway between mammal and insect. Mantids reproduce sexually, and have no set breeding seasons. Females lay ovid, rubbery eggs, which gestate for several months in a specially constructed crèche. Often these birthing crèches are communal, centrally located in a settlement and used by all the community's females.

Mantids do not nurse, and while Mantid women have breasts, they are merely an evolutionary holdover, hinting at a distant hominid ancestry. Mantid breasts become smaller with each generation born.

Instead, Mantid mothers can regurgitate an intensely sweet, amber fluid, much like honey, from glands on the roof of their mouth. Mantid newborns subsist on this honey for the first two years of their existence, and come in to the world more capable than human infants. Mantid infants can crawl within a few days of their birth, and mimic simple sounds within a few weeks of leaving the birthing crèche.

Mantid children grow at roughly the same rate as human children. Mantids reach physical maturity and become capable of reproduction during their teenage years, and the oldest members of the species can live to see a century and a half.

The Bio Bond

Mantids form deep psychic bonds with powerful companion animals.

Mantid adults from every level of society are as capable of forming pair bonds to an insectoid companion as they are falling in love with a fellow Mantid. Peasants toil in the field beneath *toil-weevils* yoked to their plows; brave Mantid cavaliers ride into glory on the back of enormous *war-bees*, while assassins train venomous beetles to kill at their mental command. The intimacy of the Bio-Bond defines Mantid culture.

Bonded insectoids range in size from fierce combative saw-ants the size of a bull mastiff to massive dragonfly steeds larger than a stallion, and powerful enough to carry a full grown Mantid and all her gear. Mantids consider their bio-bonded insect companions a part of themselves, and are rarely farther away from their insect than arm's length. Rather than pets, Mantids consider their bio-bonded partners 'their second self'.

Mantid cities are designed around this pair bond. Bio-bonded companions are allowed without question in every home, restaurant and public and private space. Smaller insect companions often share a bed or pallet with a sleeping master. Mantid architecture is designed to be oversized, to accommodate horse-sized and larger insectoids walking alongside their masters. Doorways are wide and stable-like, and most interior portals are separated by curtains rather than doors, to allow easy passage by the giant beasts.

La nds

Mantid settlements are crowded and densely populated.

The race breeds fast, and large families are the norm. In their cities, most buildings are two story structures, built with wattle and daub, mud, straw and adobe. Structures are round and organic, resembling a termite mound, but are anything but drab. Mantids use plant based paints and dyes made from pulped beetles to sheathe their hive-like dwellings in brilliant geometric patterns. Typically urban buildings include small shops, forges, kitchens and storage areas on the first floor with cramped, pillow strewn bedchambers on the second. Though Mantid buildings include small windows near ceiling for ventilation, during the height of summer, most families sleep on their rooftop rather than indoors.

In rural areas, Mantids prefer to build smaller one story structures adjacent to one another than a larger two story dwelling. One of these buildings is dedicated to work, cooking and storage, while the other structure holds bedding and personal areas.

Taller buildings are rare. Usually only government offices, the homes of the wealthy and powerful, or magical academies rise higher than a second story. At the center of each town, no matter how meager, is a communal birthing crèche, that is the center of community life. Larger settlements might boast multiple birthing crèches, each serving a particular segment of the population, but there is always at least one of these impressive structures.



When a Mantid female lays her eggs, she brings them here, where they are placed in a wax lined warming chamber. Warmed by the sun and the decay of the township's garbage, Mantid children come to term in the birthing crèche after a period of gestation.

A sect of amber-clad priestess/midwives tends and protects the eggs. The birthing crèche, redolent of rotting vegetables and hot wax, is the center of community life in Mantid culture. Friends meet in the massive building's shadow to gossip. Push-cart vendors sell fried crickets and street food to the anxious parents there to await a new birth. Committing violence within the crèche's borders is deeply taboo, and even the boldest Mantid rogue thinks twice before slitting throats within the crèche's shadow. Swords remain sheathed, venguns remain holstered, and spells uncast here.

Mantid cities are built with only the most rudimentary plan. As long as the crèche is roughly centered within the original settlement, anything goes. Cities grow haphazardly, with confusing,

Birthing crèches are built and maintained by the entire community, whether through ad hoc repair gangs or an organized system of public labor. These structures are almost always the tallest building in the settlement, dwarfing even royal palaces, visible against the horizon for miles in any direction. Birthing crèches are painted in shades of gold and ochre, and glisten wetly in the sun, and resemble a termite mound cast on a gigantic scale.

maze-like alleys winding between homes. The wider thoroughfares are crowded with merchant beetles laden down with market goods, knights on scarab-back, and pedestrians by the hundreds.

Sanitation, even in the largest and wealthiest cities, is rudimentary. Insect scat lies where it falls, to act as food for an entire ecosystem of urban scavengers and parasites. On the whole, Mantids

are earthy people, not easily disgusted by natural matters of sex nor defecation, and even the most fastidious Mantid wouldn't bother complaining about stepping in street shit. As most Mantids tend to have some of the phenomenal disease resistance of their insect companions, public health is typically good, despite the squalor.

Mantid Diet

Mantids rarely cultivate mammalian livestock, instead using the *tuc* as primary protein source and main draft animal. Tucs are a blue beetle species about the size of a large goat. Tuc can survive in most environments, and tuc herds are a common sight in the grassland and mountains alike. Tuc are omnivores, who can subsist as easily on bits of carrion as they can on grass or grain, and the rugged beetles need little tending or affection.

Tuc meat is extremely high in protein. Pound for pound, a meal of buttery tuc flesh has about ten times the energy of a similar quantity of beef. Other animals yield similar amounts of protein, and even a few handfuls of bugs can offer a nutritious meal.

Most meals consist of large helpings of native flatbreads and rice or a kind of noodle, supplemented by *tuc* or other beetle or spider dishes. Most sweets are honey-based, and mead vies for more traditionally brewed beer in popularity. Teas and liquors flavored with the venom of exotic arthropods are common, and some of the finest vintages can be quite pricey. Mantids are generally excellent bakers, who make an assortment of staple breads and sweets, usually flavored with striking honies.

Some Signature Dishes

- Akkak (a small sack of smoked tiny bugs, often used as a travel ration)
- Charpan (a popular crunchy flatbread served with honey, a popular desert)
- Kuuk (a thin soup made from various table scraps)
- Pak (one of many popular forms of native Mantid flat-bread)
- Rakark Gleen (centipede-like insects and minced fish, served over fried rice)
- Spakk (fried spiders on a skewer, common street food)
- Tuc Cu (beetle legs served in the exoskeleton, a popular snack)
- Tuc Karrak (beetle flesh boiled in oil with various vegetables- standard peasant fare)
- Tuc Rik (the best cuts of beetle, served as steaks)
- Tuc Vekulga (beetle flesh served in a tortilla with various greens)
- Vissan Alsume (mélange of various 10 legged beetles and xeno-cricket with spicy green vegetables-super spicy and filling)
- Vissan Doomaga (red arachnid served over steamed rice- very sweet)

Military

Mantid kingdoms maintain vast, disciplined legions of foot soldiers and beetle-mounted cavalry. Noble-born Mantids bio-bond to larger and more impressive vermin than their poorer counterparts- these companions are often fliers, and noble born Mantids form the backbone of a kingdom's air corps. These soaring knights command the beetle-borne calvary and foot soldiers charging into the fray far below.

It is actually the rare, low-born fliers who take full advantage of their insect companion's wings. Occasionally non-noble Mantids forge a bond with a war-bee or dragon fly. Tradition keeps these lowlies from command roles, and they use their winged mount to serve as forward observers, scouts and bombardiers. Competent commanders realize that a low-born flier is worth ten flying nights, for all their arrogance.

Adventurers

Mantids are a violent people, attracted to military professions. For the poor, a military career is a fine way to advancement, wealth and glory. Mantid Fighters, Rogues, Paladins and Rangers are especially common. Mantid Rangers know more about the life cycle of giant vermin and their habitats than any other ranger, and they often choose vermin as a favored enemy, due to their familiarity. Mantid Druids share a similar connection to the world's vermin, and often learn talents that allow them to vermin shape.

Mantid spellcasters are slightly more likely to be sorcerers than wizards, especially from verminous or spider-derived bloodlines. Mantid Summoners conjure gigantic, strange primal insects—the platonic ideal that all other giant insects and spiders are derived from.

Alignment

Mantid society emphasizes the importance of community over any individual. Mantid culture is rigidly segregated, by caste and profession. Mantids may be any alignment, but Lawful Neutral is the most common alignment for a typical member of the race. Chaotic Mantids are extremely rare, and usually completely outcast from their species.

The Sacred Hexagon

Mantids consider the hexagon a sacred symbol, and hexagonal motifs are common in art, and even more common in mythology. Six is a sacred number, and forms the basis of Mantid mathematics. Numbers are illustrated by lines eventually forming a hexagon, and larger numbers are formed by joining hexagons together to form a more complex pattern. The number 36, or six groups of hexagons, is especially auspicious and repeats often in Mantid numerology.

Some incidences of six in Mantid culture:

- There are six deities, in the common Mantid pantheon, each governing six inter-related aspects of Mantid existence, and each embodying six virtues.
- Mantids are believed to be hexapartate spirits, comprised of a single corporeal body, and five soul aspects (similar to the Egyptian concept of the ba, ka, and other souls). Spells to raise the dead invoke the name of the deceased six times.
- Mantids believe that all souls must reincarnate six times before reaching paradise.
- Mantids must refuse a gift three times, and thank the giver for it three times, for a total of 'six politenesses'.
- Every sixth year is a jubilee year, where debts are cleared and prisoners released.
- Sixth born children inherit a greater share of their parents wealth than other heirs.
- Shields are hexagonal, and the hexagon is a common heraldic device.
- Adventuring companies strive to have six members, businesses strive to have six employees, as the number is held to be auspicious. Royal palaces and other multi-story structures are often six stories, though in less architecturally adept settlements, the upper stories are architecturally unsound, purely decorative and go unused.

The Six Gods of the Mantids

The six-sided pantheon is worshipped by all Mantids, good and evil alike, though evil Mantids worship the Tarantula above all others.



The Six Gods of the Mantids				
Deity	Alignment	Domains (any subdomain is acceptable)	Favored Weapon	Portfolio
The Stag Beetle	LG Greater God	Good, Glory, Nobility, Sun, War	Long Sword	Mantid nationalism, sungod, father god, cosmic warlord
The Roach	LN Greater Goddess	Charm, Community, Healing, Travel, Weather	Short Sword	Mediatrice between extremes, lust and fertility goddess, treatykeeper
The Tarantula	LE Greater God	Darkness, Evil, Law, Nobility	Whip	Evil Mantid nationalism, night god, tyrant god
The Dung Beetle	NG Lesser God	Death, Earth, Healing, Repose	Glaive	Humble god of death and rebirth
The Mantis	N Intermediate God	Animal, Destruction, Plant, Strength	Scimitar	Feral nature god
The Moth	LN Intermediate Goddess	Knowledge, Law, Magic, Rune	Rapier	Knowledge goddess, magic goddess

The Stag Beetle

The Stag Beetle that carries the sun in his antlers, a benevolent and kind father to the Mantid species. Sectis' royal family claims direct descent from The Stag Beetle. The Stag Beetle is the brother of both The Roach (and her husband) and the cruel Tarantula, and the other deities are lesser siblings or progeny. The Stag Beetle's clergy decorate their antennae with gilded thread, and wear sunburst medallions of chitin leafed with gold, and are courtiers and politicians without equal. The Stag Beetle would annihilate The Tarantula, and in doing so condemn the universe to destruction, save for the truce brokered and executed by his wife.

The Roach

The Roach seductive roach goddess of fertility, fecundity and new life, married to both the great powers of the Mantid cosmology. She keeps the truce between the warring siblings, by laying with both. She spends the warm months of the year in company with the Stag Beetle. During the cold months, she is The Tarantula's consort. In doing so, she keeps cosmic peace, and allows mortal life to flourish. The Roach's clergy wear robes of white and amber, the colors of Her chitin, and are most commonly found attending the birthing crèches.

The Tarantula

The Tarantula is great and terrible and black as the space between stars. He is the second child born in the universe, always inferior to The Stag Beetle, and always envious and wrathful towards him. His marriage to The Roach has tamed the worst of his rage, and allowed a cruel but rigidly lawbound empire to flourish. By imperial decree, The Tarantula is worshiped above all other gods throughout the kingdoms of evil Mantids. The Tarantula's clergy favor fine vestments and well-fitted chitin armor of ebony and purple, and double as secret police and inquisitors.

The Dung Beetle

The humble Dung Beetle devours the dead and returns their energy to the earth, and their soul to the wheel of reincarnation. The Dung Beetle has no great temples built for him; instead, a small altar is set aside in larger temples, where Mantids can light incense or offer small sacrifices for the souls of their ancestors. The Dung Beetle needs no more, and helps all beings, good, bad and indifferent find rebirth after death, and helps their bodies rot, returning nutrients to the ecosystem. The Dung Beetle has few full-time clerics, most of his clergy spend most of their time in a more secular pursuit,

only performing funeral rites when a friend or neighbor needs them.

The Mantis

The Mantis has a shell as impenetrable as the mountains, and as red as the last rays of sunset. The Mantis both embodies and controls the natural world, regulating its ebb and flow, maintaining the balance between rock and fire, plant and air, Mantid and animal. The Mantid devours the weak without mercy or regret, and continually tests even the strong. His clergy are more often druids or rangers than typical priests.

The Moth

The Moth is a creature of silver and light, perpetually on the verge of metamorphosis. The Silkworm is the divine record keeper, she holds the sole copy of the treaty between The Stag Beetle and The Tarantula. Her responsibility to keep the records of reality make her the patroness of magic, culture and learning. The Moth's clergy etch beautiful intricate rune patterns into their chitin, and are known by their feathery, moth-like antennae. Most of her clergy teach at magical academies, and are great theologians or exactingly precise scribes.

Names

Mantid names are short and clipped, with a variety of clicking sounds and harsh phonemes. Female given names are a bit softer, tradition says that girl children should be given 'names as delicate as a moth's wing'. Surnames and inheritance follow the mother's line. Common Mantids rarely use surnames, instead adopting a descriptor such as *Zakk the Weaver*, *Asaliya the Herder*, *Tulak of the Wasp's Nest* (a tavern owner), and so on.

Example Male Mantid Names

Daggak Amaktak, *Tachak Laptrak*, *Zakk Tukac*, *Wax Vulthak*

Example Female Mantid Names

Hylilae Antrix, *Hypota Prelax*, *Bylea Surtak*, *Iselia Vintrex*

Mantid Racial Traits

Size and Type

Mantids are Medium Monstrous Humanoids. As Medium creatures, they receive no special penalties due to their size. As Monstrous Humanoids, Mantids are immune to effects which specifically target humanoids, such as *charm person*.

Normal Speed (EX)

Mantids have a base land speed of 30 ft.

Ability Score Modifiers

+2 to any ability score of choice.

Mantids are a diverse people, with a wide array of talents and skills.

Antenna (EX)

A Mantid's antenna provides the creature with the *Scent* special quality.

Natural Weapons (EX)

All Mantids possess some form of natural weapons.

These natural weapons take the form of either a natural bite attack, antler-like horns similar to a stag beetle's, or striking blades on the edges of the limbs. Each player chooses one form of natural weapon at character creation. Whatever their form, these natural weapons are a secondary natural attack form that inflicts 1d6 + ½ STR modifier points of slashing damage on a successful hit.

Chitin Exoskeleton (EX)

A Mantid's densely layered chitin armor protects her vitals, providing her with a +2 natural armor bonus to Armor Class.

Mantids are never proficient with Heavy armor; if a class provides proficiency with Heavy Armor, it is permanently lost.

Spiracles (EX)

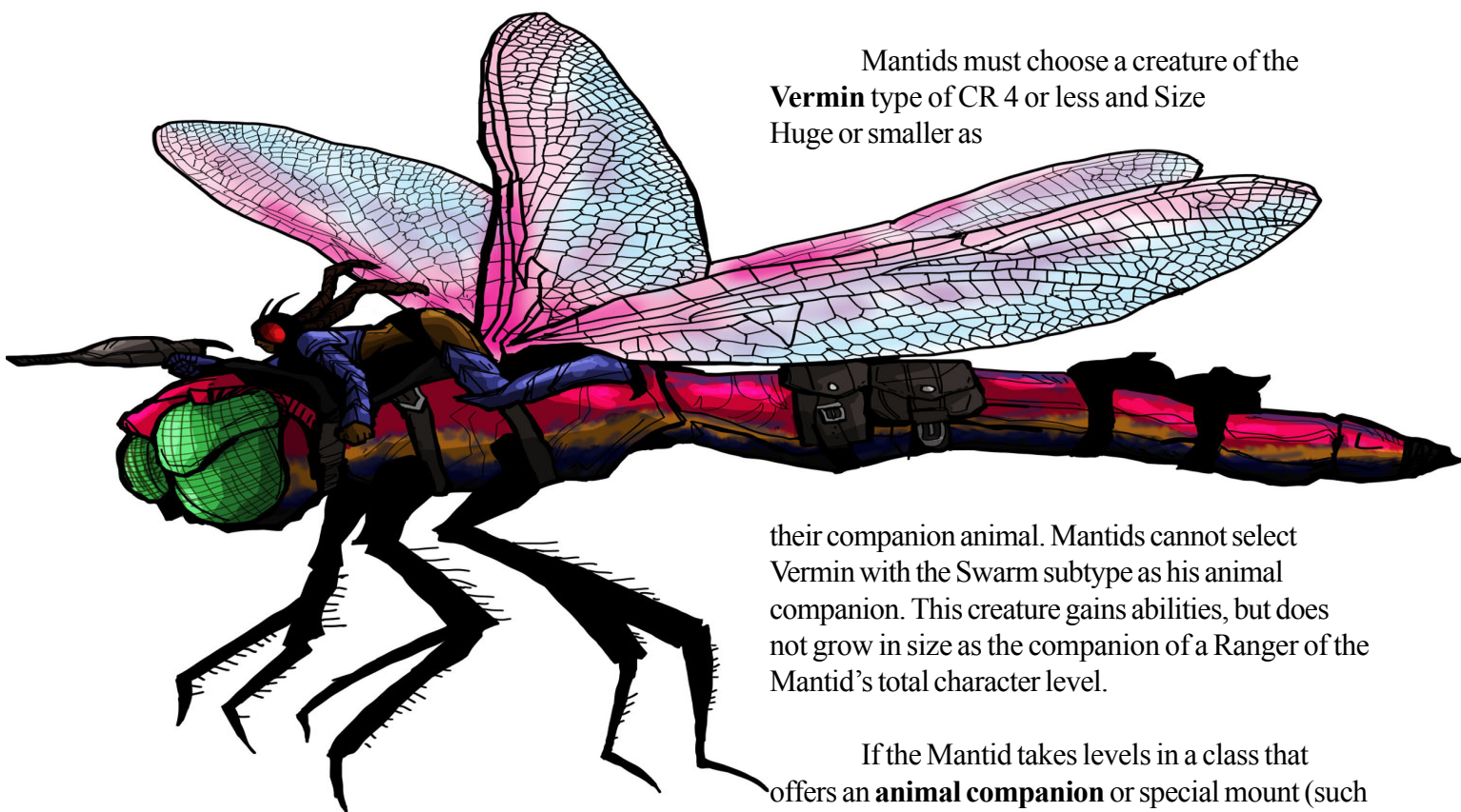
Mantids have mammalian lungs augmented by spiracles- miniscule breathing holes spaced evenly across their torsos and armored abdomen. As a result, Mantids suffer a -2 racial penalty on FORT Saves made to resist inhaled poisons, gases or drowning.

creatures of the Vermin type normally. Mantids can teach the normally mindless creatures tricks.

Bio-Bond (SU)

When they reach adulthood, all Mantids undergo a ritual that bonds them to a specific companion insect. All Mantid characters gain a powerful **animal companion** as a ranger of their total character level.

Mantids must choose a creature of the **Vermin** type of CR 4 or less and Size Huge or smaller as



their companion animal. Mantids cannot select Vermin with the Swarm subtype as his animal companion. This creature gains abilities, but does not grow in size as the companion of a Ranger of the Mantid's total character level.

Insect Empathy (EX)

The enhanced senses provided by a Mantid's antenna give them a phenomenal bond with other insect derived species, including other Mantids. This bond forms the basis of Mantid culture, allowing Mantids of all social caste to form potent bonds with working beasts, using a combination of weak telepathy, ultrasonic and pheromone cues.

If the Mantid takes levels in a class that offers an **animal companion** or special mount (such as Ranger, Paladin or Druid, among others), the Mantid's total character level is considered **plus four (+4) higher** than normal when determining her animal companion's abilities.

Mantids receive a +3 racial bonus on Handle Animal checks against creatures with insect or arachnid traits, and may use Handle Animal on

A Vermin that becomes a Mantid's animal companion gains an INT score of 1 and loses the mindless quality. It becomes vulnerable to mind-influencing effect, but receives a +4 racial bonus on WILL Saves against mind-influencing effects due to its simple, instinct driven will.

Bio-Bonds and Familiars

Mantids only maintain a single partner vermin. If the Mantid gains a **familiar** rather than gaining a second companion animal, its vermin

companion does double duty as a familiar. It gains abilities as a familiar of the Mantid's total character level. The bio-bonded animal companion gains familiar abilities (such as the ability to share spells or deliver touch spells, among others), in addition to animal companion abilities, as a spellcaster of the Mantid's total character level.

Classes that offer a choice between a bond with a familiar or special animal and/or a bond with a weapon, implement, or other item always provide a bio-bond to an insect companion when chosen by a Mantid.

Breaking the Bio-Bond

Though their bond with an insect war-beast gives Mantids great power, but the bond is also a perilous weakness. A companion insect who falls in battle often drags a weak-willed master down into death with it, and once a psionic bond is broken by violence, few Mantids have the mental strength necessary to forge a new bond.

If the Mantid's animal companion is slain, the Mantid must succeed at a DC 25 WILL Save or fall unconscious for 1d4 days from mental trauma, in addition to suffering 1d8 points each temporary ability damage to INT, WIS and CHA. A successful saving throw means the Mantid is only unconscious for 2d4 minutes, and only suffers 1 point of temporary ability score damage to each of the three abilities.

Mantids with a slain insect companion can not bond a new one for at least one level. Until the Mantid regains an insect companion, they gain the **Unbound alternate racial trait**. When the Mantid gains a new psychic bond to an insect companion, they regain the Insect Empathy racial trait and lose the Unbound alternate racial trait.

VermIn Companion List

The following monsters from Paizo Publishing's series of *Bestiaries* are acceptable vermin companions for adventuring Mantids.

Bestiary One

Ant, Giant
Beetle, Fire
Beetle, Giant Stag
Centipede, Giant
Mantis, Giant
Scorpion, Giant
Spider, Giant
Wasp, Giant

Bestiary Two

Bee, Giant
Beetle, Giant Stag
Centipede, Giant Whiptail
Cockroach, Giant
Dragonfly, Giant
Dragonfly, Giant Nymph
Fly, Giant
Maggot, Giant
Scorpion, Cave
Solifugid, Giant
Solifugid, Albino Cave
Spider, Giant Black Widow
Tick, Giant

Bestiary Three

Parasite, Giant Rot Grub
Scorpion, Ghost

Bestiary Four

Flea, Giant
Flea, Mammoth
Locust, Giant
Water Strider, Giant

Alternate Racial Traits

Mantids are prone to mutation, and Mantids from different settlements can display vast differences in form and power than other members of the race. Over time, Mantids from a settlement that traditionally bio-bonds to a specific type of companion vermin grows to resemble their insect partners, and vice versa.

No alternate racial traits exist for the Bio-Bond, as that quality, more than any other defines what it means to be Mantid.

Eerie Fiddle (SP)

Replaces: Insect Empathy

As a standard action, you can rub special striker plates on your inner thighs or on the inside of your forearms, like a thousand crickets chirping, to terrify your enemies. All creatures within 60 ft who can clearly hear you must succeed at a WILL Save (DC 12 + your CHA modifier) or become *shaken* for 1d4 rounds. *Shaken* targets become *panicked*. A target that saves against your Unnerving Fiddle cannot be affected by this ability for 24 hours.

Hardened Chitin (EX)

Replaces: Natural Weapons and modifies Natural Armor

Your exoskeletal shell is substantially thicker than the norm. Mantids with this trait often have dark blue or navy shells. Your natural armor bonus to Armor Class is +4; this increases to +5 at 10th level and to +6 at 15th level.

Locust Leap (EX)

Replaces: Natural Weapons

Your legs are digitigrade (reverse articulated) and powerful muscles in your calves and thigh let you leap incredible distances.

You receive a +6 racial bonus on Acrobatics checks made to jump and your jumping distance is not limited by your height.

Nighthunter (EX)

Replaces: Antenna

Your compound eyes are an iridescent crimson, and they perceive the world with uncanny precision. You hunt by sight, including at night, rather than by scent. The inhabitants of kingdoms ruled by the Tarantula's theocracy almost uniformly display this mutation, and live in a nocturnal kingdom.

You gain lowlight vision and Darkvision with a 60 ft range.

Nighthunter replaces the Antenna racial trait.

Note that the Mantid still has antenna, they simply do not provide the scent special quality.

Pincers (EX)

Replaces: Natural Weapons

Rather than a pair of humanoid hands, you have a pair of beetle like pinchers, at least one which is dramatically enlarged. These claws inflict frightening slashing damage, inflicting 1d8 + STR modifier points of slashing damage on a successful hit. You may choose to make attacks with both claws in a round, but if you do, all attacks made that round suffer a -2 penalty. If both pincers hit the same target, the Mantid 'rends' the target and inflicts double damage.

Your crude hands mean you suffer a -2 racial penalty on any skill checks that require manual dexterity and fine manipulation. In addition, your mutation is difficult to hide, and you suffer a -4 racial penalty on Disguise checks made to pass for a member of another race.

Peasant Vitality (EX)

Replaces: Mantid Ability Score Modifiers

You hail from one of the many nameless hamlets on the fringes of a Mantid kingdom. Your great size and dull, drab chitin marks you as lowborn. You can work from sunrise until well after the sun finally sets, but are fairly uncomfortable in polite society.

Ability Score Modifiers

+2 STR, +2 CON, -2 CHA. You are solidly built and tireless but socially rough around the edges.

Skulking Antennae (EX)

Replaces: Antenna and modifies Ability Scores

Your antennae are long, slender brown filaments, like a larger version of a roach's antennae. They are extremely sensitive to vibration, but provide little olfactory information. Skulking antennae are extremely common among the drab shelled under class of Mantid society.

You gain Tremorsense with a 60 ft radius, but suffer a -2 racial penalty to your CHA score.

Spinnarettles (EX)

Replaces: Natural Weapons

A number of times per day equal to twice your CON modifier (minimum twice per day) you can project a sticky web. This is similar to making an attack with a net but has a maximum range of 50 ft, with a range increment of 10 ft and is effective against any target up to size Large.

The web anchors a target in place, allowing no movement. A trapped character can escape with a successful Escape Artist (DC 20) or a Strength check (DC 23). The web has 10 HP and suffers double damage from fire.

Unbound (EX)

Replaces:

Insect Empathy and Bio-Bond

Your bond with your battle-insect was shattered by its death. The lingering pain of the loss has made you both less empathic, less able to bond with other animals, but possessed of a somber, steely gaze that intimidates your adversaries.

You receive a +3 racial bonus on Bluff and Intimidate checks made against other Mantids, and gain Iron Will as a racial bonus feat.



Mantid Starting Talents

Mantid heroes can select from the following racial starting talents.

All Around Vision (EX)

Type: Racial

Your huge, multi-faceted compound eyes are set far back on the sides of your head, providing you with excellent peripheral vision and quick reflexes. You receive a +2 racial bonus on Perception checks and cannot be flanked.

Carrion Scavenger (EX)

Type: Racial

Prerequisite:

CON 13+,

Peasant

Vitality

alternate racial

trait

You scavenge like a roach. If necessary, you can survive on a diet of rotting garbage, carrion and anything even vaguely organic. You can survive on a diet of wood shavings, coal, bone and even fouler things. You receive a +8 racial bonus on FORT saves against ingested poisons.

Firefly Light (EX)

Type: Racial

Luciferian deposits decorating your chitin glow with a cool, greenish radiance in response to your mental command.

As a free action, you can choose to produce bright illumination for a 10 ft radius and shadowy illumination for a 30 ft radius, or simply produce a 5 ft radius of shadowy

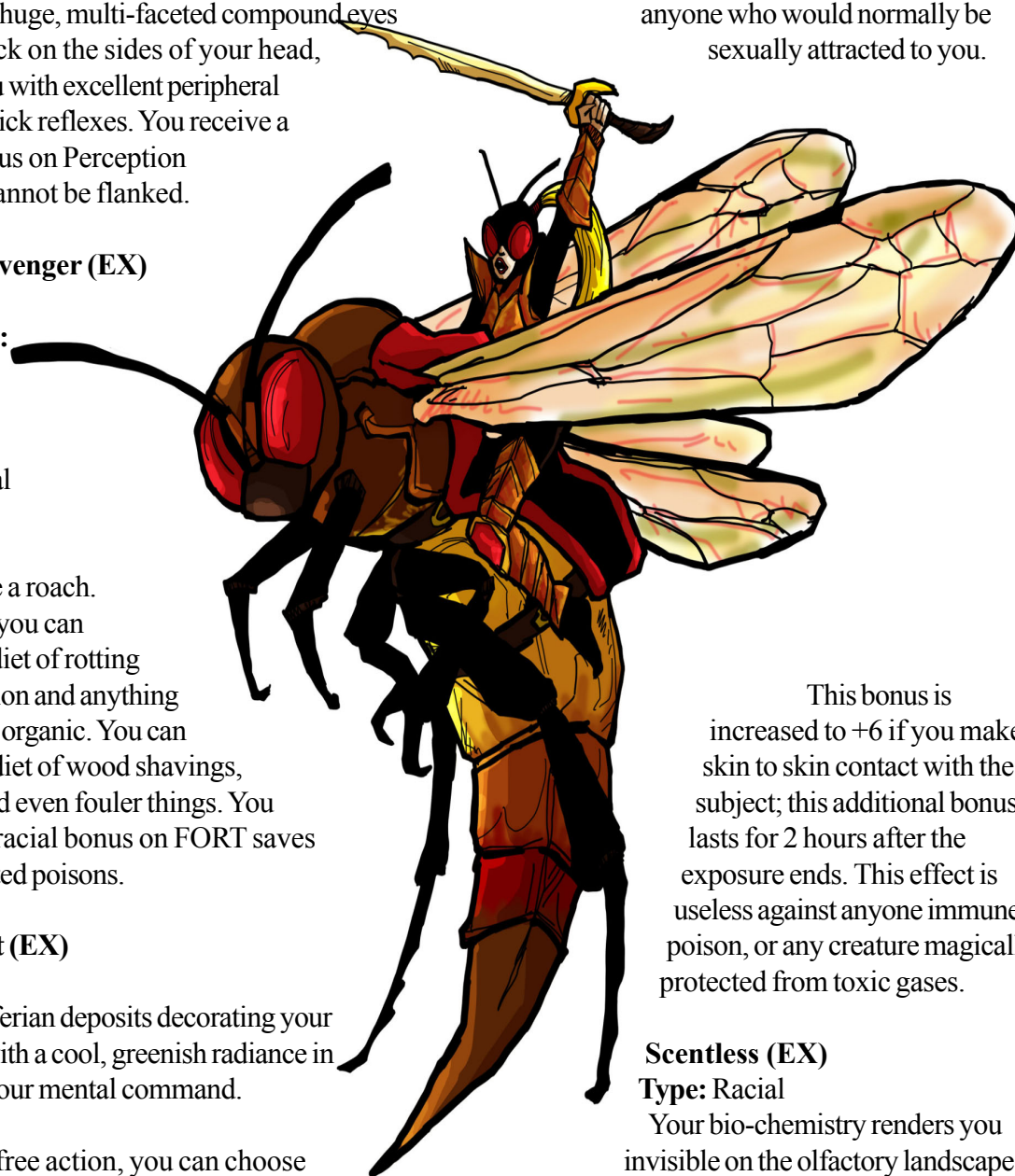
illumination. Either way, changing how much you glow or turning off your glow entirely is a free action.

Royal Pheromones (EX)

Type: Social

Prerequisite: CHA 13+

Like many of the perfumed princelings of the great Mantid kingdoms, your body releases an alluring perfume that fellow Mantids can scent for miles around. You receive a +4 bonus on Bluff and Diplomacy checks made against anyone who would normally be sexually attracted to you.



This bonus is increased to +6 if you make skin to skin contact with the subject; this additional bonus lasts for 2 hours after the exposure ends. This effect is useless against anyone immune to poison, or any creature magically protected from toxic gases.

Scentless (EX)

Type: Racial

Your bio-chemistry renders you invisible on the olfactory landscape. You cannot be tracked or detected by creatures using the scent special quality, and have no scent.

Silk Spinner (EX)

Type: Racial

A talent often displayed by the weaver folk of the race, allows the Mantid to produce yards of fine quality silk per day. Each day, the Mantid can produce a number of units silk equivalent to a 30 ft silk rope equal to her CON modifier. Alternatively, instead of producing 30 ft of silk rope, the Mantid can produce enough silk to weave cloth to produce an outfit for a Medium sized creature. Producing silk requires about a minute of effort per unit of silk produced.

Special Antennae (EX)

Type: Racial

Prerequisite: Antenna racial trait

Your antennae are especially perceptive and bring you more information than usual about the dangerous world you inhabit. Choose one of the following special traits, which you gain as an additional racial trait, modifying your Antenna racial trait.

- You can sense the presence of, and general direction to all Mantids of the opposite gender within a mile radius.
- You can sense ordinary changes in the weather one hour before they occur. Magical and technologically altered weather changes are not detected.
- By concentrating as a move equivalent action, you can sense the exact current and maximum HP total of one creature visible to you within 60 ft.
- You automatically any potion you touch with your antenna.

Urticating Hairs (EX)

Type: Racial

Prerequisite: Natural Weapons racial trait

Your forearms and chest are ridged with urticating hairs- barbed, hairlike darts you can fire to bring down prey or ward off other predators. You can use your Natural Weapons as a ranged attack with a 15 ft maximum range and no range increment.

Venomous (EX)

Type: Racial

Prerequisite: Natural Weapons racial trait

Your natural weapons are coated a debilitating toxin. A successful attack with your natural weapons exposes the victim to Mantid Venom.

Mantid Venom

Type: injury poison

Save: FORT DC 12 + your CON modifier

Frequency: 1/round for 6 rounds

Initial and Secondary Effect: 1d4 STR

Cure: 2 saves

Mantid Racial Feats

Extraordinary Mantids can develop unusual powers over the course of an adventurous lifetime.

When a Mantid first begins evolving, by selecting a racial feat, he or she extrudes a translucent cocoon from beneath their chitin plating, which hardens around them as it comes in contact with air. The Mantid lies helpless in their cocoon for a span, as their body changes and improves itself.

Each time a Mantid chooses a new racial feat, they spin a new cocoon, though the duration of each successive evolutionary sleep is shorter and shorter. The first time a Mantid enters an evolutionary cocoon, he or she is unconscious for 2d4 days. The second Mantid (second racial feat) the duration is only 1d6 days; the third time is 1d4 days. The fourth time and all successive time, the duration of the regenerative coma is only a single day.

Chitinous Defense (Racial)

You can fold up into a tight ball, using the expanded chitin exo-skeleton plating your forearms and shins to reinforce the armor already protecting your vitals.

Prerequisite: Mantid, CON 13+

Benefit: When fighting defensively, you gain Damage Reduction (X)/bludgeoning, where X is equal to your CON modifier. When taking the total defense action, you gain Damage Reduction equal to 3 + your CON Modifier. This is in addition to the other benefits of fighting defensively. If you have existing Damage Reduction, the benefit of Chitinous Defense stacks.

Potent Venom (Racial)

Your venom is highly toxic, and your chitin is a threatening crimson or vibrant orange that warns others of your extreme lethality.

Prerequisite: Mantid, Venomous starting talent, natural weapons

Benefit: Your Mantid Venom becomes more potent, and uses the following statistics.

Potent Mantid Venom

Type: injury poison

Save: FORT DC 14 + your CON modifier

Frequency: 1/round for 8 rounds

Initial and Secondary Effect: 1d4 CON

Cure: 2 saves

Setae (Racial)

Your body develops a thick covering of extremely sensitive hairs, that adorn your back, shins and shoulders.

Prerequisite: Mantid

Benefit: You gain Blindsense with a 30 ft radius.

Winged Flight (Racial)

Your insect nature evolves, granting you impressive wings and full flight capabilities. Most Mantids develop two sets of membranous, glistening and venous dragonfly-like wings, but a few Mantids develop colorful, butterfly like wings instead.

Benefit: You gain a flight speed equal to 60 ft (average) or twice your base land speed, whichever is greater. You receive a +6 racial bonus on Fly checks. Each time you select this ability, your flight speed increases by +10 ft, and your Fly check bonus increases by +2. You can only fly when wearing light armor or no armor, and when carrying a light or medium load.

Mantid Gear

Mantids have produced unique armor weapons based on unusual principals derived from the study of insect and arachnid biology. A few iconic Mantid weapons are described below.

Venguns

Mantids use *venguns* far more often then they do bows or crossbows. Venguns are small pistols sculpted from chitin and alchemically preserved sinew. Alchemical reagents cause the weapon's sinews to contract abruptly when the trigger is pulled, injecting the fluid into the preserved muscle fibers. Venguns launch sharp bone flachettes at great speed and with decent accuracy over long distances.

Venrifles

Venrifles are larger two handed versions of a vengun, often used by Mantid soldiers. These weapons operate on similar principals, but are designed for use on the battlefield.

Ven Darts

Ven Darts are sold in bundles of 5 and are the ammunition used by both venguns and venrifles.

Ven Vial

Venguns and Venrifles are powered by a chemical called *ven*, which is sold in tiny wax vials, inserted into the weapon. Each ven vial provides enough alchemical fuel for 30 shots of a ven-weapon.

Weapon	Damage (Medium)	Critical	Range Increment	Ammunition	Size	Weight	Cost
SIMPLE WEAPONS PROFICIENCY							
Vengun	1d8 piercing	20/x4	80 ft	Single Vendart	Small	1 lb	55 gp
MARTIAL WEAPONS PROFICIENCY							
Venrifle	2d6 piercing	20/x4	120 ft	5 round clip of Vendarts	Medium	8 lbs	80 gp
VENGUN ACCESSORIES							
Vendarts	-	-	-	-	Fine	1 lb	5 sp
Ven Vial	-	-	-	-	Fine	Neg	10 gp

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