

# EXPANDED VERMIN



**HOME BREW**

by Soniverse Labs

## VERMIN

Vermin are probably the most numerous beasts on the Material plane, making their homes practically in any environment. They come in many forms but many share the same basic characteristics of multiple legs and eyes and a chitinous exoskeleton. Most species of vermin are smaller than the hand of most humanoids, but some species have grown to large proportions. This guide will be the first set of a series of compendiums outlining several types of vermin one may encounter.

## SPIDERS

Spiders are probably the most iconic of vermin on the material plane. These creatures come in many shapes and sizes but they share the same intimidating appearance with their multi-legged frame, bulbous body, beady eyes, and venomous fangs.

Although the majority of spiders are miniscule in size, some have grown to colossal proportions the size of warhorses or even the size of houses.

Regardless of their size, spiders still prefer to be ambush hunters. They weave massive networks of silky webbing to entangle even the strongest of prey. Thanks to its specially adapted feet, it can traverse its own web with no difficulty allowing it to envelop its target in a cocoon of webbing as it sinks its venomous fangs into its vulnerable prey.

### WOOLLY SPIDERS

As their name suggests, woolly spiders have thick coats of fur that cover their entire bodies. At times, the hair grows so dense that it makes them appear as if they were a walking fuzball. Interestingly enough, their fur seems to interact seamlessly with its webs as its hair does not seem to cause it to become entangled in the web but instead allows it to better sense vibrations in its web.

Their fur also provides them protection from the frigid temperatures of their native regions as well as an ample camouflage to hide in plain sight. Although they live primarily in arctic regions, woolly spiders have been known to travel to more temperate climates. Their fur is no longer shades of white or grey but has adapted to other colors to match its environment.

Their most notable feature is their unique venom glands and webbing. The poison and silk produced from its body is mixed with a special freezing enzyme that saps the vitality from its foe. This special ability causes many to harvest and farm this poison and silk from these spiders to produce unique poisons and items.

### DAREDEVIL SPIDER

The daredevil spider is known for its extraordinary feats of nimbleness, agility, and leaping capability. Unlike most spiders, daredevil spiders have keen eyesight allowing them to spot distant prey and at times even snatch them in midair. Thankfully these spiders have a failsafe for an ill-timed jump. Whenever they leap, they have a strand of silk to act like a parachute that softens the impact of the spiders fall.

### SWAMP SPIDER

The following entries will not be appreciated much by fellow arachnophobes. A common way to escape a hungry spider is to escape towards large bodies of water as spiders are terrible swimmers.

However the swamp spider has no reservations for it is perfectly comfortable in water as it can breathe in air and water. To make things worse, these spiders have specialized legs that allow it to tread the surface of the water with no problem. In fact it seems to be much faster on the water sliding across its surface towards prey.

To further add insult to injury, these spiders have particularly corrosive webbing that seems to dissolve prey snared in it. Maybe it's for the best that we avoid swamps, sewers, and lakes.

### FLYING SPIDER

If swimming spiders weren't bad enough, it turns out that there are flying variants as well. These flying nightmares are particularly annoying for they fire web strands to snare prey from long distances. Once tethered, the spider simply flies off reeling in the prey and enveloping it to feast on it later. If it's prey puts up too much of a fight, it simply releases the tether and lets gravity do the work for it. The spider doesn't mind either way as long as it can feast on the prey in the end.

Honestly, these flying terrors really make it hard to want to go outdoors and risk getting carried off by one of these beasts.

## **BANDIT SPIDER**

Spiders, giant ones at that, are already nightmarish by themselves. However, bandit spiders take this concept to a whole new level as they have learned to cooperate with one another. Oftentimes they seem to come together working equally but have been known to be drawn to the presence of a goliath spider bringing it food.

Bandit spiders are known to build massive webbed "strongholds" where the whole colony resides. The largest of these are the size of small castles coating entire forests or mountainsides with reinforced layers of silk. This webbing is so thick that it seems somewhat resistant to being set aflame.

These "strongholds" are lined with an invisible network of specialized webs that are used to ensnare prey as well as allow the colony to communicate over long distances via vibrations. This allows the bandit spiders to protect their colony with surprisingly efficient as well as set up ambushes for prey.

However, bandit spiders also tend to be somewhat more aggressive than most other spiders, often embarking on small hunting parties of 5(2d4) to actively hunt prey.

Whenever their colony decides to move,, they band together in massive hordes in a trek to find their new home leaving in their wake large swathes of web-covered land. Whenever they find their destination, they will drive out and hunt any denizens there. On rare occasions, bandit spider hordes have attacked towns taking it over to make it the colony's new home. Thankfully, such migrations are rare, mostly caused by a natural disaster, the destruction of their colony home, or driven out by rival bandit spider colonies.

## **GOLIATH SPIDER**

Goliath spiders are the apex of their kin. If a dire spider lives long enough (often over many decades) it can reach such colossal proportions. Thanks to its superior size, other spiders are attracted to its presence looking for protection and safety to develop its own lair. As a result, the presence of a goliath spider is often hinted by a large population of spiders in the area.



## SPIDER TEMPLATE

*large beast, unaligned*

**Armor Class** 13 (Natural Armor)  
**Hit Points** 39 (6d10+6)  
**Speed** 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16(+3)	16 (+3)	12(+1)	2 (-4)	11 (+0)	4 (-3)

**Skills** Stealth +7, Perception +2  
**Senses** passive Perception 12  
**Challenge** 2 (450 XP)

**Spider Climb** The spider can climb difficult surfaces without needing to make an ability check

**Web Sense** While in contact with a web, the spider can pinpoint the location of any other creature with the same web

**Web Walk** The spider ignores movement restrictions caused by webbing

## Actions

**Bite** +5 to hit; 5ft., , one target. *Hit* 8 (1d8+3) piercing damage.. If the target is a creature, it must succeed a DC 11 Constitution saving throw or take 14 (4d6) poison damage and are poisoned until the end of its next turn. On a successful saving throw, creatures take half damage and are not poisoned

**Web Shot (Recharge 5-6)** Creatures in a 5ft. wide and 20ft. long line must succeed a Strength saving throw or become restrained (escape DC 11). The creature can use its action to burst free as an action with a successful Strength saving throw. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

**Envelop** As an action, the spider can envelop a creature within 5ft. of it that is restrained by its webbing. While enveloped, the creature is considered blinded, cannot breathe for the duration, and has total cover from anything outside the web envelope. The web envelope can also be attacked and destroyed (AC 10; hp 20; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The envelop only takes half the damage dealt to it and the trapped creatures takes the other half.

## WOOLLY SPIDER

**Damage Resistances** Cold  
**Challenge Rating** Increases by 1

**Snow Camouflage** The woolly spider has advantage on Dexterity (Stealth) checks while in icy or snowy terrain or when obscured by ample snowfall. While in these conditions, the woolly spider can use its bonus action to Hide

**Ice Walk** The spider can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

**Frost Web** Creatures that are not the woolly spider take 5(2d4) cold damage at the start of each of its turns while it is in contact with the spiders webs. The webs also gain immunity to cold damage.

**Frostbite** +5 to hit., 5ft., , one target. Hit 8 (1d8+3) piercing damage.. If the target is a creature, it must succeed a DC 11 Constitution saving throw or take 7 (2d6) poison damage + 7 (2d6) poison damage and are poisoned until the end of its next turn. Creatures poisoned in this manner have their movement speed halved and any attacks that rely on Strength or Dexterity are halved until the end of its next turn. On a successful saving throw, creatures take half damage and are not poisoned.

## DAREDEVIL SPIDER

**Challenge Rating** Increases by 1

**Pounce** If the daredevil spider moves at least 20ft. and makes a bite attack against a creature on its same turn, it can force that creature to make a DC 13 Strength saving throw. On a failed saving throw, the creature is knocked prone. It can use its bonus action to make an additional bite attack against a prone creature.

**Extraordinary Leap** The distance of the daredevil spider's long jump is triple every foot of its walking speed that it spend on the jump allows it to move 3 feet.

**Web Parachute** The flying spider takes half damage on a failed Dexterity saving throw against taking fall damage. On a successful saving throw, the flying spider takes no damage.

## SWAMP SPIDER

**Movement Speed** 30ft. swim  
**Damage Resistances** Acid; Poison

**Amphibious** You can breathe in air and water

**Water Walk** The spider can move across acid or water as if it were harmless solid ground. (It still takes damage from traversing over acid)

**Poison Resilience** The swamp spider has advantage on saving throws against being poisoned or diseased.

**Corrosive Web** Creatures that are not the swamp spider take 5(2d4) acid damage at the start of each of its turns while it is in contact with the spiders webs. The webs also gain immunity to acid damage.

## FLYING SPIDER

**Movement Speed** 30ft. fly

**Flyby** The flying spider can fly outside a creature's reach without provoking opportunity attack

### Actions

**Web Tether** + 5 to hit., 60ft., , one target. Upon a hit, the creature becomes grappled and restrained. The creature can use its action to burst free as an action with a successful DC 14 Strength saving throw. The tether can also be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). This tether has a +8 to hit and has 50 hitpoints if it is a Goliath spider. The spider can use its bonus action to reel in the target up to 30ft. The spider can only tether one creature at a time in this manner.

## BANDIT SPIDER

**Challenge Rating** Increases by 1

**Ambush Webbing** The spider's webbing is invisible to creatures that rely on vision to see it

**Ambusher** The bandit spider has advantage on initiative checks and attack rolls against surprised creatures. If it takes the Attack action against a surprised creature, it can make an additional bite attack against that creature.

**Pack Tactics** The Bandit Spider has advantage on attack rolls against a creature that is within 5ft. of the bandit's spider's allies and are not incapacitated.



## GOLIATH SPIDER TEMPLATE

*Huge beast, unaligned*

**Armor Class** 16 (Natural Armor)

**Hit Points** 114 (12d12+36)

**Speed** 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
21(+5)	16 (+3)	17(+3)	2 (-4)	11 (+0)	4 (-3)

**Skills** Stealth +9, Perception +3

**Senses** passive Perception 13

**Challenge** 8(3900 XP)

**Spider Climb** The spider can climb difficult surfaces without needing to make an ability check

**Web Sense** While in contact with a web, the spider can pinpoint the location of any other creature with the same web

**Web Walk** The spider ignores movement restrictions caused by webbing

## Actions

**Multiattack** The spider can make a bite attack and two claw attacks.

**Bite** *+8 to hit*; 5ft., , one target. *Hit* 16 (2d10+5) piercing damage.. If the target is a creature, it must succeed a DC 16 Constitution saving throw or take 21 (6d6) poison damage and are poisoned until the end of its next turn. On a successful saving throw, creatures take half damage and are not poisoned.

**Claw** *+8 to hit*; 10ft., , one target. *Hit* 12 (1d12+5) piercing damage.

**Web Shot (Recharge 5-6)** Creatures in a 10ft. wide and 60ft. long line must succeed a Strength saving throw or become restrained (escape DC 16). The creature can use its action to burst free as an action with a successful Strength saving throw. The webbing can also be attacked and destroyed (AC 10; hp 25; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

**Envelop** As an action, the spider can envelop a creature within 5ft. of it that is restrained by its webbing. While enveloped, the creature is considered blinded, cannot breathe for the duration, and has total cover from anything outside the web envelope. The web envelope can also be attacked and destroyed (AC 10; hp 50; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The envelop only takes half the damage dealt to it and the trapped creatures takes the other half.

## DIRE CENTIPEDES

Dire centipedes are easily recognizable by their segmented bodies, myriad legs, and massive mandible-shaped claws. They are known for their extremely potent poison, snake-like reflexes, and corrosive spit that melts the very flesh of its prey's bones. Their poison is their deadliest weapon as it targets its prey's nervous system causing it to lose control of its limbs.. Of all vermin, centipedes are probably the most dangerous rivaled only by the scorpion.

## GHOST CENTIPEDE

The ghost centipede is a rather strange species that lives primarily in lakes or oceans. They have evolved to live a completely amphibious life in both land or water.

What makes them very dangerous is their transparent body making them practically invisible to the naked eye while underwater. To make things worse, their bite spells doom to any creature finding itself underwater as its poison causes the creature to stop breathing causing it to drown.

## CRAG CENTIPEDE

Crag centipedes are often very hard to distinguish as their body seems to resemble jagged rocks or boulders. This allows it to easily blend into its surrounds and to wait patiently to strike out at its foe. Its jagged appearance also grants it a thorny defense against creatures foolish enough to attack it. It also sports powerful claws that allow it to tunnel through loose earth. Often the hunting grounds of crag centipedes are riddled with small caverns, often chasing them to be mistaken for worms.

## WOLF CENTIPEDE

Although most centipedes are very solitary by nature, wolf centipedes prefer to hunt in groups of 4(1d6). They prefer to silently track their prey. Once given the element of surprise, they prefer to surround their prey in a kill circle as they spray their corrosive acid on their unfortunate victims. As their prey writhes in agony, they all leap in to finish off their unfortunate prey.

## DEEP CENTIPEDE

When one sees a glowing light approaching in the deepest caverns of the underarm, it probably spells the oncoming approach of a deep centipede. These terrifying creatures patrol the Underdark using its glowing body to frighten off prey and rivals. If a creature still attempts to try its luck, its scales are covered in extremely potent toxic that can poison a creature with a simple touch.

## WITHERBLIGHT CENTIPEDE

Despite its name, the witherblight centipede is probably the least dangerous of all centipedes, at least to humanoids. Its diet is primarily subsist of plants rather than meat. Its venom is specifically designed to hunt and digest plants as it cancels a lot of the regenerative capabilities of advanced plant based life forms.

However this doesn't mean this centipede doesn't pose a threat to humanoids. It is known to be very territorial and it doesn't take much for it to feel threatened. Its poison is especially potent as it seems to have the capacity to effect creatures that have natural immunities to such an effect.

## BALL CENTIPEDE

Ball centipedes are a bizarre species of centipede. They prefer to coil themselves into a tight ball whenever they feel threatened or as a means of locomotion. When coiled up, them become reckless balls of destruction plowing through anything unfortunate to find itself its path. Despite their large and somewhat unwieldy appearance, they are surprisingly agile in this form nearly impossible to hit as they easily skirting out the range of their attackers.

## COLOSSAL CENTIPEDE

Colossal centipedes are often creatures of myth and legend wherein stories seem to recall beasts hundreds of feet in length. Although these centipedes are quite large such accounts have been quite exaggerated as most variations are lucky to even reach 100ft. In length. Just like their smaller kin, they are extremely dangerous fearlessly hunting anything they set their sights on.



## DIRE CENTIPEDE TEMPLATE

*large beast, unaligned*

**Armor Class** 16 (Natural Armor)  
**Hit Points** 76 (9d10+27)  
**Speed** 40ft., 40ft. climb, burrow 40ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	17(+3)	17(+3)	1 (-5)	12 (+1)	3 (-4)

**Skills** Perception +3  
**Senses** blindsight 30ft., passive Perception 13  
**Damage Resistances** Acid, Poison  
**Challenge** 4(1100 XP)

**Spider Climb** The centipede can climb difficult surfaces without needing to make an ability check

**Poison Resilience** The centipede has advantage on saving throws against being poisoned

**Reactive** The centipede can take a reaction on every creature's turn. It can only use this reaction for opportunity attacks

### Actions

**Bite** +5 to hit; 5ft., one target. *Hit* 14 (2d10+3) piercing damage. If the target is a creature, it must succeed a DC 13 Constitution saving throw or take 14 (4d6) poison damage and become poisoned for one minute. While poisoned in this manner, creatures are paralyzed for one minute. At the end of each of its turns, the creature can repeat its saving throw ending the effect on a success.

**Corrosive Acid (Recharge 5-6)** Creatures in a 5ft. wide and 20ft. long line must succeed a Dexterity saving throw or take 20 (8d4) acid damage on a failed saving throw and become coated with acid. On a successful saving throw, the creature takes half damage and is not coated. Coated creatures take 10(4d4) acid damage at the start of each of its turns for one minute unless it spends its action to get rid of the acid.



## COLOSSAL CENTIPEDE TEMPLATE

*Huge beast, unaligned*

**Armor Class** 16 (Natural Armor)  
**Hit Points** 149 (9d20+54)  
**Speed** 50ft., 50ft. climb, 50ft. burrow

STR	DEX	CON	INT	WIS	CHA
22(+6)	17(+3)	22(+6)	1 (-5)	12 (+1)	3 (-4)

**Skills** Perception +4  
**Senses** blindsight 60ft., passive Perception 14  
**Damage Resistances** Acid, Poison  
**Challenge** 9 (5000 XP)

**Spider Climb** The centipede can climb difficult surfaces without needing to make an ability check

**Poison Resilience** The centipede has advantage on saving throws against being poisoned

**Reactive** The centipede can take a reaction on every creature's turn. It can only use this reaction for opportunity attacks

**Siege Monster** The colossal centipede deals double damage to buildings and objects.

### Actions

**Bite** +9 to hit; 5ft., one target. Hit 28 (4d10+6) piercing damage. If the target is a creature, it must succeed a DC 17 Constitution saving throw or take 21 (6d6) poison damage and become poisoned for one minute. While poisoned in this manner, creatures are paralyzed for one minute. At the end of each of its turns, the creature can repeat its saving throw ending the effect on a success.

**Corrosive Acid (Recharge 5-6)** Creatures in a 10ft. wide and 60ft. long line must succeed a Dexterity saving throw or take 30 (12d4) acid damage on a failed saving throw and become coated with acid. On a successful saving throw, the creature takes half damage and is not coated. Coated creatures take 15 (6d4) acid damage at the start of each of its turns for one minute unless it spends its action to get rid of the acid.

## SIREN CENTIPEDE

**Movement** 40ft. swim (50ft. swim colossal)  
**Challenge Rating** Increases by 2

**Amphibious** The centipede can breathe on air and in water

**Translucent Body** The centipede is invisible to creatures that rely on vision while underwater

**Slippery Body** The centipede has advantage on ability checks and saving throws against being grappled or restrained..

**Suffocating Poison** Creatures poisoned by the centipede are unable to breathe for the duration of the effect.

## CRAG CENTIPEDE

**Challenge Rating** Increases by 1

**Stone Camouflage** The centipede has advantage on Dexterity(Stealth) checks while in rocky terrain. While these conditions are met, it can use its bonus action to Hide

**False Appearance** While motionless, the crag centipede is indistinguishable from a rock

**Tunneler** The crag centipede can burrow through unworked earth at half its burrow speed and leaves a 5ft. diameter tunnel in its wake. If it is a colossal centipede, it leaves a 10ft. diameter in its wake.

**Spined Body** When a creature grapples or hits the centipede while within 5ft. of it takes 4(1d6) piercing damage. Creatures take 7(2d6) piercing damage if it is a colossal centipede

## WOLF CENTIPEDE

**Challenge Rating** Increases by 1

**Sprinter** The centipede can use its bonus action to take the Dash action on its turn

**Ambusher** The centipede has advantage on initiative checks and attack rolls against surprised creatures. If it takes the Attack action against a surprised creature, it takes can make an additional attack as part of its action

**Pack Tactics** The centipede has advantage on attack rolls against creature that are within 5ft. of the wolf centipede's allies that are not incapacitated.

## DEEP CENTIPEDE

• **Challenge Rating** Increases by 1

**Poisonous Skin** When a creature grapples or hits the centipede while within 5ft. of it must succeed a DC 13 Constitution saving throw or become poisoned until the end of its next turn. On a successful save, creatures are unaffected

**Bioluminescence** The Deep Centipede has advantage on saving throws against spells and magical effects. As a bonus action, the centipede can give off bright light in a 10ft. radius and dim light an additional 10ft. It can dismiss this light as a free action.

## WITHERBLIGHT CENTIPEDE

• **Damage Resistances** Necrotic  
• **Challenge Rating** Increases by 1

**Witherblight Poison** When the centipede deals poison or acid damage, it counts as necrotic damage for the purpose of overcoming poison resistance and overcoming the conditional immunity to poison. However, if a creature is already resistant or immune to necrotic damage, all benefits of this feature fails.

**Wither** Creatures poisoned or coated in acid by the centipede cannot regain hitpoints for the duration. Whenever it received healing, it takes necrotic damage equal to the damage dealt instead.

**Plant Bane** If the centipede deals acid or poison damage to plants, it can deal maximum damage instead of rolling for it.

## BALL CENTIPEDE

• **Challenge Rating** Increases by 1

**Nimble** The centipede can move out of the reach of a creature without provoking opportunity attack

**Charge** If the centipede moves at least 20ft. in a straight line to hit and hits a creature with its tackle attack on the same turn. It deals an additional 11 (2d10) bludgeoning damage and creatures must succeed a DC 13 Strength save or fall prone(DC 17 for colossal. It can make a bite attack as a bonus action against a prone creature.

## Actions

**Tackle** +5 to hit, 5ft., , one target. Hit 14 (2d10+4) bludgeoning damage If a colossal centipede it has a +9 to hit, deals 24(3d10+6) bludgeoning damage

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## SCORPIONS

Scorpions have quite a unique appearance thanks to their thickly armored exoskeleton, giant pincers, and lethal stinger tail. Whereas the centipede relies on speed and agility, the scorpion uses brute force and toxic stinger to subdue its prey.

They can use their large claws to capture prey to bring it towards its colossal fangs or to fling it away if it feels overwhelmed by many targets.

Their armored frame and wide array of natural weapons makes it a popular battle mount for any creature brave enough to tame it.

### SEA SCORPIONS

Sea scorpions are an amphibious species that live at the bottom of reefs and undersea trenches. Although it is able to breathe underwater, its bulky form prevents it from swimming as it sinks to then ocean floor.

However, it is content with its capabilities as it mostly feasts on crabs,snails, any other creature that finds itself on the ocean floor. However, there have been rare occasions where the sea scorpion has been able to climb out of the ocean and wander to beaches hunting anything it can get its claws on.

Due to the numerous threats and rivals underwater, the scorpion has developed a resistance to many forms of attacks and hypnotic effects that are common in underwater biomes.

### DREADCLAW SCORPION

Dreadclaws are one of the most frightening of all of its kin. Wheres as most scorpions sport a pair of colossal claws, the dreadclaw has 4 claws lined with serrated teeth on its interior which are used to cut into its prey. It is able to use its claws with surprising speed and efficiency, able to lash out in retaliation against any attack against it.

Their claws not only serve as lethal natural weapons but also can act as a cradle to carry its young for protection until they are old enough to fend for themselves. Additionally, these scorpions seem to use their claws as a means of communication seemingly talking to one another throw a series of clicks and snaps.

### DRAGON SCORPIONS

Dragon scorpions are abominations akin to the flying spider. Some things were not meant to fly, and the scorpion is one of them, but it seems nature had other plans. These scorpions patrol the skies searching for their next victim. Once its prey its in its sight, it performs a death dive with its stinger extended. Using this special attack, it impales and grapples its prey as it takes back to the sky to fly off with it.

### HYDRA SCORPION

The hydra scorpion is probably the most nightmarish of all scorpions. Its appearance does seem to deviate too much from its other kin except for the fact that it has a two-stingered tail that reflexively strikes at any creature that wanders to close.

However it has evolved a unique defense mechanism when wounded. The hydra scorpion is able to break off its stingers which seemingly come to life to hold off attackers as the scorpion escapes. This mechanism doesn't seem harm the scorpion too much as its tail regrow its expended tails within a day

### VAMPIRIC SCORPION

Whereas most scorpions use its stinger as a means for immobilizing prey, the vampiric scorpion actually uses it to feed. The vampire scorpions diet subsists mostly on blood prefers to drain its victims dry rather than eating its prey whole like its kin.. When it impales a creature with its stinger, it actually draws the blood from its prey using necrotic enzymes that encourage blood loss.

### DESERT CRAWLER

The desert crawler is a peculiar beast that shares a lot of characteristics of spiders. However, it is actually closer related to the scorpion. The desert crawler is an active predator traveling vast distances to find prey. Its is able to travel at fast speeds and is capable of gliding over the sand with ease.

Unlike spiders and scorpions, the desert crawler is not poisonous but its known for its extremely painful bite that is capable of incapacitating its victim from the sheer pain and shock of its bite.

The desert crawler tends to conserve its energy by resting under the cover of sand bursting out to strike out its prey. It then uses its superior speed to dash out at its prey knocking it to the ground.



## DIRE SCORPION

large beast, unaligned

**Armor Class** 17 (Natural Armor)  
**Hit Points** 51 (6d10+18)  
**Speed** 30ft., 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
18(+4)	13 (+1)	17(+3)	1 (-5)	9 (-1)	3(-4)

**Skills** Athletics +6, Perception +3  
**Senses** passive Perception 13  
**Challenge** 5 (1800 XP)

**Spider Climb** The scorpion can climb difficult surfaces without needing to make an ability check

### Actions

**Multiattack** The scorpion can make a sting attack and two claw attacks.

**Bite** +6 to hit, 5ft., , one grappled target. *Hit* 11 (2d6+4) piercing damage.

**Claw** +6 to hit, 5ft., one target. *Hit* 10 (1d10+4) bludgeoning damage. The target is Medium or smaller, it is grappled (escape DC 14). The scorpion has two claws, each of which can only grapple one target. The scorpion only has two claw each of which it can only grapple on creature at a time. For the duration of the grapple, the scorpion cannot make a claw attack against another target. The giant scorpion can use its bonus action to fling or bite a creature grappled in one of its claws.

**Stinger** +6 to hit, 10ft., , one target. *Hit* 7 (1d4+4) piercing damage. Creatures must succeed a DC 14 Constitution saving throw or take 14 (4d6) poison damage and become poisoned until the end of its next turn.

**Fling** One Small or smaller object or creature held or grappled by the scorpion is thrown up to 20ft. in a direction of the scorpions choice and knocked prone. If a throw target is a creature strikes a solid surface, it takes 4(1d6) for every 10ft. it was thrown. If the target is thrown at another creature, it must succeed a DC 14 Dexterity saving throw or take the same damage and be knocked prone.



## BEHEMMOTH SCORPION

*Huge beast, unaligned*

**Armor Class** 17 (Natural Armor)  
**Hit Points** 150 (12d12+72)  
**Speed** 40ft., 40ft. climb, 40ft. burrow

STR	DEX	CON	INT	WIS	CHA
23(+6)	13 (+1)	22(+6)	1 (-5)	9 (-1)	3(-4)

**Saving Throw** Strength +9, Constitution +9  
**Skills** Athletics +9, Perception +2  
**Senses** passive Perception 13  
**Challenge** 12(8400 XP)

**Spider Climb** The scorpion can climb difficult surfaces without needing to make an ability check

**Siege Monster** The Dire Scorpion deals double damage to buildings and structures.

### Actions

**Multiattack** The scorpion can make a sting attack and two claw attacks.

**Bite** +6 to hit, 5ft., one grappled target. *Hit* 17 (2d10+6) piercing damage.

**Claw** +6 to hit, 5ft., one target. *Hit* 15 (2d8+6) bludgeoning damage. The target is Medium or smaller, it is grappled (escape DC 17). The scorpion has two claws, each of which can only grapple one target. The scorpion only has two claw each of which it can only grapple on creature at a time. For the duration of the grapple, the scorpion cannot make a claw attack against another target. The behemoth scorpion can use its bonus action to fling or bite a creature grappled in one of its claws.

**Stinger** +6 to hit\*, 10ft., one target. *Hit* 11 (2d4+6) piercing damage. Creatures must succeed a DC 17 Constitution saving throw or take 42 (12d6) poison damage and become poisoned until the end of its next turn.

**Fling** One Small or smaller object or creature held or grappled by the scorpion is thrown up to 60ft. in a direction of the scorpions choice and knocked prone. If a throw target is a creature strikes a solid surface, it takes 4(1d6) for every 10ft. it was thrown. If the target is thrown at another creature, it must succeed a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

## SEA SCORPION

**Movement** 30ft. swim (40ft. swim behemmoth)

**Resistance** Acid; Cold; lightning

**Challenge Rating** Increases by 1

**Amphibious** The scorpion can breathe on air and in water

**Bioluminescence** The scorpion has advantage on saving throws against spells and magical effects. As a bonus action, it can give off bright light in a 10ft. radius and dim light an additional 10ft.

**Natural Resilience** The sea scorpion has advantage on saving throws against being poisoned, paralyzed, or stunned.

**Mental Adaptation** The sea scorpion has advantage on saving throws against being charmed.

## DREADCLAW SCORPION

**Challenge Rating** Increases by 2

**Twin Pincers** When the scorpion makes a claw attack, it can use its bonus action to strike another creature within range. The scorpion has 4 claws from which it can grapple creatures/

**Reactive Claws** When the scorpion is hit with a melee attack, it can make a claw attack as a reaction against that creature. It can use this reaction once every creatures turn.

**Vice Grip** Creature's grappled by the scorpion take 6(1d10) bludgeoning damage at the start of its turns. This is 9 (2d8) damage if it is the Behemmoth scorpion.

## DRAGON SCORPION

- **Movement Speed** 30ft. fly (40ft. fly for Behemmoth Scorpion)

**Challenge Rating** Increases by 2

**Flyby** The scorpion can fly outside a creature's reach without provoking opportunity attack.

**Skydive** If the scorpion flies at least 30ft. and hits a creature with its sting attack on the same turn. That creature takes an additional 5(2d4) damage.

## HYDRA SCORPION

**Challenge Rating** Increases by 2

**Twin Stingers** When the scorpion makes a sting attack, it can use its bonus action to strike the same target again or choose another creature within range.

**Reactive Tails** The scorpion can take a reaction at the end of each of its turns. It can only use this reaction to make an opportunity attack with its tail.

**Animated Tail(1/day)** If the scorpion starts its turn below its hitpoint maximum, it can detach one or both of its tails. The tails each have 10 hitpoints and an AC of 17. If it belongs to the Behemmoth scorpion, its has 25 hitpoints and an AC of 17. These tails have blindsight up to 30ft. and is immune to all conditions. It acts on the scorpions initiative attacking any creature within 10ft. of it before or after the scorpion's turn. It can stay in its animated state for up to 1 minute or until it reaches 0 hitpoints. Upon a hit, it deals damage equal to the scorpion's stinger attack. When the scorpion uses this feature, it loses its sting attack as part of its multiattack. The scorpion can regrow both of its tails after 24 hours.

## Vampiric Scorpion

- **Resistances** Necrotic, Poison
- **Challenge Rating** Increases by 2

**Natural Resilience** The vampiric scorpion has advantage on saving throws against being poisoned or diseased.

**Blood Frenzy** If the scorpion takes an attack against a creature below its hitpoint maximum, it can make an additional vampiric sting attack against that creature

**Vampiric Bite** When the scorpion makes a bite attack, it regains a number of hitpoints equal to half the damage dealt.

**Vampiric Sting** The scorpion's sting deals necrotic damage instead and if the creature fails its saving throw, the scorpion regains hitpoints equal to half the necrotic damage dealt.



## DESERT CRAWLER

*Large Beast, unaligned*

**Armor Class** 17 (Natural Armor)  
**Hit Points** 86 (9d10+36)  
**Speed** 40ft., 40ft. climb, 40ft. burrow

STR	DEX	CON	INT	WIS	CHA
18(+4)	16 (+3)	18(+4)	1 (-5)	10 (+0)	3 (-4)

**Skills** Perception +2  
**Senses** passive Perception 12  
**Challenge** 6(2300 XP)

**Aggressive** The Desert Crawler can move up to its movement speed towards a hostile creature that it can see.

**Spider Climb** The Desert Crawler can climb difficult surfaces without needing to make an ability check

**Ambusher** The Desert Crawler has advantage on initiative and attack rolls against a creature that is surprised. When it takes the Attack action against a surprised creature, it can make an additional bite attack as part of its action.

**Sneak Attack** The desert crawler deals an additional 7(2d6) damage to a surprised creature. It can benefit from this feature only once on each of its turns.

**Sand Walker** The desert crawler is not affected by natural difficult terrain caused by rocky terrain or loose sand such as quicksand.

**False Appearance** While motionless, desert crawler is indistinguishable from a rock or debris

**Sand Stalker** While in rocky or sandy terrain, the desert crawler has advantage on Dexterity(Stealth) checks. While these conditions are met, it can use its bonus action to Hide, even if lightly obscured by a dust storm.

**Pounce** If the desert crawler moves at least 20ft. and makes an attack against a creature on the same turn, it can force that creature to succeed a DC 14 Strength saving throw or be knocked prone. It can make an additional bite attack as a bonus action against a prone creature.

### Actions

**Multiattack** The desert crawler can make an agonizing bite attack and two mandible attacks

**Agonizing Bite** +6 to hit; 5ft., one target *Hit* 18(4d6+4) piercing damage. Creatures hit by the attack must succeed a DC 14 Constitution saving throw or become stunned for one minute on a failed save. The creature can repeat its saving throw at the end of each of its turn to end the effect.

**Mandible** +6 to hit; 10ft., one target *Hit* 11(1d12+4) piercing damage.

## **MANTIS**

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The mantis is probably the most cunning of all vermin. They are patient hunters watching prey intently learning of its strengths and weaknesses. They are able to silently watch their prey thanks to their ability to blend into their surroundings while completely motionless, sometimes for hours.

When they strike, they use their massive forearms to quickly grab and immobilize their prey. Their forearms have also evolved to become adaptable tools allowing them to learn to wield and interact with objects. Its not uncommon that the mantis learns to wield weapons. In fact, they are popular in many gladiator pits as they can be trained to proficiently use weapons for a show.

Although many mantis possess colorful wings, they do not have the capability of true flight. Instead they use them to glide or to leap from tree branch to branch

### **BONE MANTIS**

The eerie bone mantis is a scavenger at heart. Its diet primarily consists of eating bone and marrow making undead a popular source of prey for this creature. This diet has allowed their shell to grow exceptionally hard similar to that of bone. Whenever it is hit with a heavy blow, it breaks off into jagged shards that cut into its foe.

Because of this undead appetite, both many cults and holy orders tame these creatures as guardians or as measures to control undead. However, an ample supply of undead must be provided unless it decides to find a supplement in living creatures.

### **ASSASSIN MANTIS**

Assassin mantis use their cunning to work in efficient groups to hunt their prey. They prey on numbers and as surprise attacks to quickly bring down powerful prey. These mantis's excel at fighting in unison always looking to provide an opening for its ally.

These mantis also seem to have a strong sense of loyalty for one another rarely leaving behind an injured members, even if its means fighting to their own deaths. However, such a bond seems to be only earned through a show of strength and dedication. It is not uncommon to see fellow mantis's engaging one another in non-lethal duels to hone their skills and battle tactics for their next hunt.

### **PUPPET MANTIS**

As their name suggests, the Puppet mantis prefers to strike at its prey from long distances using long sticky webbing. It is able to secrete a special enzyme that is similar to a spiders web to grapple and reel in prey that it captures. Thanks to this unique ability, the Puppet mantis prefers to silently perch over its favorite hunting spots to tether unsuspecting prey. These are exceptionally adept at stealthily ensnaring creatures so that the creature does not even realize where the mantis fired its tether from until it is reeled in face to face with its hunter.

### **FLOWER MANTIS**

The flower mantis is the most beautiful of its kin as it sports bright multicolored wings. Body is adorned with a petal like mane that seems to glitter in the sunlight. While motionless, the flower mantis resembles a large beautiful plant. It emits a sweet but poisonous fragrance that sends creatures into a delirious trance approaching the mantis in a stupor. Once close enough, the mantis immobilize it with its claws and rip it apart with its fangs.

### **BRUTE MANTIS**

The brute mantis is the largest of its kin and is characterized by its massive armor claws and thickly armored body. To match their size, they have a vicious temperament as they often much more aggressive than their kin. In fact, they seem to purposely pick a fight with other creatures it deems as a threat to test its battle prowess. Their thick shell allows them to shrug off lethal blows and gives them the necessary strength to toss large boulders at its foes. However, despite these defenses, these mantis oftentimes pick off more they can chew often leading to relatively short lifespans.



## MANTIS

*Large Beast, unaligned*

**Armor Class** 15 (Natural Armor)

**Hit Points** 60 (8d10+16)

**Speed** 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
19(+4)	16 (+3)	14(+2)	8 (-1)	12 (+1)	13 (+1)

**Skills** Perception +3, Athletics +6, Stealth +7

**Senses** passive Perception 12

**Challenge** 4(1100 XP)

**Spider Climb** The Mantis can climb difficult surfaces without needing to make an ability check

**False Flight** The distance of the mantis's long jump triples. Every foot of its walking speed it spends on its jump allow it to move 3ft.

**Glide** The Mantis has advantage on Dexterity saving throws and takes half damage from the fall.

**Ambush Predator** The Mantis has advantage on initiative and attack rolls against a creature that is surprised. When it takes the Attack action against a surprised creature, can make an additional claw attack as part of its action.

**Vice Grip** Creatures grappled by the mantis take 7(1d12) slashing damage at the start of each of its turns.

**Opposable Appendages** The mantis is able to use its claws to wield or interact with objects

**False Appearance** While motionless, mantis is indistinguishable from a rock or large plant

**Reactive Claws** When the mantis is hit with a melee attack, it can make a claw attack as a reaction against that creature. It can use this reaction once one every creatures turn.

### Actions

**Multiattack** The mantis can make two claw attacks

**Claw** +6 to hit; 10ft., one target *Hit* 18(1d12+4) slashing damage. If the target is a Medium or smaller creature, it is grappled and restrained (escape DC 14). For the duration of this grapple, the mantis cannot make a claw attack against another creature. For the duration of the grapple, the mantis can use its bonus action to make an additional claw attack against its target..

## BONE MANTIS

**Damage Resistances** Necrotic, Poison  
**Challenge Rating** Increases by 1

**Death Eater** If the bone mantis makes an attack against an undead creature, it can make an additional bite/claw attack against that creature.

**Bone Shards** Whenever a creature grapples or hits the bone mantis, all creatures within 5ft. of it takes 7(2d6) slashing damage.

**False Appearance** While motionless, the bone mantis is indistinguishable from a pile of bones.

**Bone Breaker** The mantis deals a critical hit on a 19-20. Whenever it deals a critical hit, it can triple the dice rolled instead.

## ASSASSIN MANTIS

**Challenge Rating** Increases by 2

**Pack Tactics** If assassin mantis has advantage on attack rolls against a creature that is within 5ft. of the mantis's allies and is not incapacitated.

**Swarm Bond** The assassin mantis has advantage on saving throws against being charmed or frightened while it is within 30ft. of one of its allies that it can see.

**Sneak Attack** The assassin mantis deals an additional 7(2d6) damage to a surprised creature or if it has advantage on an attack roll. It can benefit from this feature only once on each of its turns.

## PUPPET MANTIS

**Sniper** If the mantis does not expend any movement on its turn, it does not reveal its location when it uses its sticky tether

### Action

**Sticky Tether** + 5 to hit; 120ft., , one target. Upon a hit, the creature becomes grappled and restrained. The creature can use its action to burst free as an action with a successful DC 14 Strength saving throw. The tether can also be attacked and destroyed (AC 10; hp 25; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage). The mantis can use its bonus action to reel in the target up to 30ft. The mantis can only tether one creature at a time in this manner.

## FLOWER MANTIS

- **Challenge Rating** Increases by 2

**Alluring Presence\*** Creatures that first enter or start its turn within 30ft. of the mantis must succeed a DC 14 Constitution saving throw or become poisoned. While poisoned in this manner, creature are considered charmed and must spend its action and movement approaching the mantis. If that creature is within 5ft. of the mantis, it is considered incapacitated and its movement speed is 0. A creature can repeat its saving throw at the end of each of its turns to end the effect. Upon a successful save, creatures are immune to this effect for the next 24 hours.

## BRUTE MANTIS

- **Challenge Rating** Increases by 1

**Siege Monster\*** The mantis deals double damage to buildings or objects

**Reckless** It has advantage on attack rolls but attacks against it have advantage

**Relentless** When it drops to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoint upon a success. Upon each success, the DC increases by 5 only resetting after a short or long rest.

**Wounded Fury** When below half its hitpoint maximum, the brute mantis can make an additional claw attack as part of its action.

### Action

**Boulder** + 5 to hit; 20/60ft., , one target. *Hit* 15(2d10+4) bludgeoning damage. If the target is a creature, it must succeed a DC 14 Strength saving throw or fall prone.

## COBRA MANTIS

- **Challenge Rating** Increases by 2
- **Damage Resistance** Acid, Poison

**Poison Resilience** The mantis has advantage on saving throws against being poisoned

### Action

**Bite** + 5 to hit; 5ft., , one grappled target. *Hit* 15(1d6+4) piercing damage and if the target is a creature, it must succeed a DC 14 Constitution saving throw or take 14(4d6) poisoned damage. On a successful save, it takes half damage. This attack can be used as a bonus action.

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