

MANTIDS

A RACE MANUAL





MANTIDS

"WE DO NOT MAKE OUR HOMES IN DARK PLACES."

Naaja chanted, the quiet clicking of her mandibles accompanying each harsh syllable. She pulled her robes tightly about her as she hiked her way up the side of the dune towards its peak, her ivory chitin gleaming in the harsh sunlight. Squinting, she could make out the form of the city of Abrasador on the horizon – a welcoming sight after weeks of travel through the unforgiving desert. She glanced back the way she had come, observing the extremely distant shape of the Craggs from where she had come. It had been a hard fight for freedom.

To be met with strange stares, to be treated as an alien commodity on foreign shores, an impossible existence with which none can empathise. This is the life of a Mantid - a race largely thought to be extinct, or at least close to.

Their obvious appearance is not easy to conceal – plainly insectoid and unknown to the other races. The result of a short and false alliance between the fey, the combination of Camellia and Akarok making them easily identifiable to Akarok's children who now so fervently hunt them.

DUAL BLOODLINE

Pure Mantids are derived from the blood of the Archfey Camellia and Akarok, in spite of looking somewhat human they are entirely fey. As time has passed, however, the Mantids have bred with other races in order to sustain their race, causing a corruption of the original bloodline for the majority of Mantids. The pure bloodlines still exist, they are just extremely rare.

Mantids have a chitinous exoskeleton which protects them from harm, but prevents them from wearing more advanced armour. Quite the delicate creatures, they possess wide shimmering eyes filled with colour – a touch of Camellia amongst the dull matte chitin gifted from Akarok. Every Mantid bears two long antennae from their head as well as six limbs; two arms each with human-like



hands at their ends, two more ending in the scythes of a mantis and two legs each ending in a blunt but flexible 'toe'. What makes them less nimble is their abdomen, larger amongst the males, at the base of each Mantids' back. The Mantids also possess filmy wings giving them flight. Male Mantids tend to be taller and stronger than their counterparts and also possess larger wings which can carry them greater distances.

Another gift from Camellia is their Elf-like hair which sprouts from their insectoid heads usually matching or complementing the colour of their chitin. Some Mantids lack this hair, but these individuals are rare.

INDEPENDENT AND WARY

After being so devastated by the breaking of the Fey truce, the Mantids have become an independent race. A wise decision, considering how some view them as animals to be hunted for their parts – quite the pricy items to sell in the morally clouded parts of Lurshele. One race, however, that the Mantids have tended to trust is the Minotaurs of Krynn – relating to the Minotaurean loss of their sacred home of Krynn the two races tend to get along swimmingly; the Minotaurs providing the muscle to the Mantids' strong mental and magical abilities.

Such allies come in handy, however, with the Mantids' enemies are so many. Any Mantid knows, from experience, that Akarok's minions still lurk in the shadows and they still follow their master's command to destroy the whole Mantid race.



UNLIKELY ALLIES

The Mantids tend to have trust in the Minotaurs of the Krynn Enclave – relating to the Minotaurean loss of their sacred home of Krynn - the two races tend to get along swimmingly; the Minotaurs providing the muscle to the Mantids' frailty. This, combined with the insects' powerful mental and magical abilities, makes the two races working together a force to be reckoned with.

PSIONIC ESSENCE

The Mantids are naturally gifted in telepathic abilities unrivalled by other peaceful races on Lurshelan. With this telepathy, the Mantids can communicate to other creatures as well as detect their idle thoughts. Much stronger with females, the power is diminished in both the inter-bred and the males – meaning that the thoughts of creatures they are unaware of can pass them by.

Among the pure Mantids is a unique trait which can manifest only very rarely; these special Mantid have incredibly powerful psionic powers. These unique beings are known as 'The Chosen', as they are supposedly a perfect combination of Akarok and Camellia's powers. The Chosen are quite easy to pick out amongst their brethren – having a vertical third eye in the centre of their foreheads which is both a symbol and conduit of their great power.

FORSAKEN PROGENY

According to the ancient scriptures, the Mantids were created by the Archfey Akarok and Camellia – a joining of their alien powers into one pure race, neither weighted to chaos like Akarok's spiders and Drow or order like Camellia's Elves, Unicorns and Eladrin. Instead, the Mantids were a fusion; when the Great Calamity occurred, Akarok and Camellia foresaw their destruction if they remained independent. So they met and created a temporary symbiotic bond of mutual respect for one another. With this alliance of sorts, the two Archfey unintentionally created the Mantids. Akarok was repulsed by his creation, quickly choosing to make them his minions' designated prey upon the breaking of the alliance. Camellia, who loves all of her creations, saw them both as her children but also as Akarok's. With this in mind she gave them the boon of her psionic powers and then washed her hands of them, giving them her hope that they would survive. However, she could not guide them as she did the children that were solely hers.

MANTID NAMES

When a Mantid reaches a certain age there is a sudden surge of psionic energy within their mind. This surge unlocks the Mantid's powers fully and reveals to them their name and their 'Fey Name'.

Male Names: Aegwyll, Aldran, Anrys, Calanwe, Daaj, Eseter, Evys, Fyrn, Jastus, Larett, Lyrric, Magnys, Merin, Myrx, Nasyr, Nylaas, Nyx, Oeir, Orane, Phyr, Pviy, Qerys, Rael, Relen, Rhaenys, Sarel, Seyth, Tryne, Tythr, Ura, Usaer, Vaeric, Venis, Vyrr, Wrynn, Wyx

Female Names: Alessi, Amnerys, Alqe, Celeste, Dylarra, Dwyl, Eanna, Eleira, Falis, Hylsi, Illiria, Isyrra, Lenali, Lorelle, Mira, Myrena, Nae, Naaja, Nyseth, Orianna, Pyrrha, Quilla, Risell, Rymaera, Saa, Samaisa, Tess, Uryssa, Verlynn, Xaera

Fey Names: Azeikan, Beleyr, Calyss, Eireyl, Fynassa, Gezan, Hyrna, Hzair, Illyc, Jaserr, Kale, Kyrkhan, Lyrrien, Maess, Naselleth, Nyzaer, Oress, Pyq, Quill, Ravella, Sarr, Tylzan, Urian, Uwe, Vestryss, Vyria, Wrevan, Yavara, Yyzmer





MANTID TRAITS

Your Mantid character has a number of traits in common with all other Mantids.

Ability Score Change. Your Wisdom score increases by 2, your Charisma score increases by 1 and your Strength score decreases by 2.

Age. A Mantid reaches adulthood at the age of 10 when their parents leave them to fend for themselves, the Mantid live long lives, shedding their carapace every 6 years and living up to about 750 years.

Alignment. Most Mantids are neutral, tending towards good. They endeavour to gain worthy friends, fervently defending them should they come under threat. Left to develop at a young age, the Mantid value the ties of friendship more than that of family. As is natural with fey, they revere the natural balance, preferring to subdue as opposed to kill. They prefer to live private lives, usually with a small group of companions and friends.

Size. Mantid females grow to between 5 and 6 1/2 feet tall and weigh about 160 pounds. Mantid males grow to between 6 and 7 feet tall and weigh about 200 pounds. Your size is medium.

Speed. Your base walking speed is 25 feet. You also gain a fly speed of 30 feet but you must land at the end of the flight.

Darkvision. Accustomed to the dark caves, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Sensate. With the blessing of Camelia upon you, You possess innate extraordinary psionic powers. You know the *Message* cantrip, except you send the message telepathically and it cannot be blocked. When you reach 3rd level you can cast the *Detect Thoughts* spell once per day. At 5th level you can also cast the *Calm Emotions* spell once per day. Your spellcasting ability modifier for these spells is Wisdom.

Chitinous Exoskeleton. You cannot wear armour. You always have an armour class of 15 unless you are under the effect of a spell.

Scythe Blades. You possess two additional scythe-like hands. You have advantage on checks made to climb and, when you fall off a ledge you can spend your reaction to make an Athletics (climb) check to cling on.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Restless. Mantids don't need to sleep. Instead, they can perform light activity for 4 hours a day. After this light activity, you can gain the same benefit a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common.

Division of Gender. The divide between a male and a female Mantid is great - with the males being larger and tougher and the females having enhanced psionic powers as well as a heightened intelligence. Choose one of the following depending on your gender.

Subrace. The Mantids are also divided by bloodlines. While most are of blood eddied with Elf or Human, there yet remain the Pure Mantids, The Chosen and the Akarok's favoured. If your Dungeon Master allows you to, select a sub-race after the genders below. The Chosen gain all the benefits of Pure Mantids in addition to their traits.



FEMALE MANTID

As a female Mantid, you are far more naturally tenacious than your male counterparts. You are quicker to grasp concepts and faster to learn.

Ability Score Increase. Your Intelligence score increases by 1.

Extra Language. You can speak, read, and write one extra language of your choice

Camellia's Favour. You have a greater control over your psionic abilities. At 7th level, you gain the ability to cast the *Sending* spell once per day.

MALE MANTID

As a male Mantid, you are naturally stronger and more robust than your female counterparts as well as quicker to pickup combat skills.

Ability Score Increase. Your Constitution, Dexterity or Strength score increases by 1.

Strong Wings. You possess wings capable of flight. Your fly speed becomes 50 feet. You must land at the end of your flight movement using this trait. You gain advantage on Athletic checks made to jump.

SUBRACES

THE CHOSEN

You are an antiquity among the pure blooded. You have a third vertical eye in your forehead. None among your people can rival your psionic abilities.

The Third Eye. From level 5 you can choose to act as though the *Zone of Truth* spell is effecting every square adjacent to you. The DC for this spell equals 8 + your spellcasting ability modifier or Constitution modifier + your proficiency bonus.

Power Overwhelming. You can cast each spell granted by *Sensate* and *Camellia's Favour* one additional time per day. Alternatively, each day when you prepare your spells you can also choose to forego your second

cast of one of these spells to cast an alternative spell as shown. At level 3 you can instead cast the *Dissonant Whispers* spell without the components once per day. At 5th level you can instead cast *Hold Person* once per day. At 7th level you can instead cast *Hypnotic Pattern* once per day. You must choose between your Wisdom or Intelligence modifier for the spellcasting ability modifier with which you cast these spells.

AKAROK'S FAVOURED

Your blood has been favoured in the eyes of Akarok and he has made you strong. You do not possess scythe-like appendages - instead, you have functional hands which can be used with great exertion. In addition to the benefits granted by *Scythe Blades* you have the following traits.

Archfey's Blessing. Your gender based ability score increase is doubled. You also gain resistance to poison.

Spider's Dexterity. You can wield a total of four weapons so long as two of them are light. When you make an opportunity attack you can spend a hit die to make up to two additional attacks against the creature. These attacks must be made with two light weapons you are wielding. If you hit with both attacks you regain the hit die that you lost. After you use this feature you cannot use it again until you complete a short or long rest. You cannot use the reaction aspect of *Scythe Blades* while wielding weapons in your extra hands unless you drop those weapons

PURE BLOODED

Pure of your blood, you are gifted in telepathic abilities beyond the other member of your race, you can perform feats that many would not think naturally possible.

Unassailable Mind. From level 3 onwards you cannot be charmed.

Extraordinary Will. From level 6 onwards you can recover the usage of your racial spells. During a short rest you recover the usage of a number of your racial spells equal to half of your highest caster level.

