EMERALD MANTIS

Large • Beast • Unaligned



Armor Class 16
Initiative +4 (14)
Hit Points 105 (14d10 + 28)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	15 (+2)	2 (-4)	10 (+0)	6 (-2)

Skills Stealth +7
Senses passive Perception 10
Languages -
CR 5 (XP 1,800; PB +3)

Camouflage. The mantis has advantage on Dexterity (Stealth) checks made in foliage, flowers, or overgrown terrain.

Reactive Wings. The mantis reduces damage taken from falling by 20.

ACTIONS

Multiattack. The mantis makes two Claw attacks. If both attacks hit a Large or smaller target, the target is grappled (escape DC 15).

Claw. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 17 (3d8 + 4) piercing damage. This attack scores a critical hit on a roll of 19 or 20 on the d20.

BONUS ACTIONS

Aggressive Leap. The mantis jumps up to 20 feet to an unoccupied space it can see. Opportunity attacks provoked by this movement are made with disadvantage. If the mantis ends this jump within 5 feet of a hostile creature, it has advantage on the next attack roll it makes against that creature before the end of its turn.

EMERALD MANTIS — WEAKER



Armor Class 15
Initiative +3 (13)
Hit Points 45 (7d10 + 7)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

Skills Stealth +5
Senses passive Perception 9
Languages -
CR 2 (XP 450; PB +2)

Camouflage. The mantis has advantage on Dexterity (Stealth) checks made in foliage, flowers, or overgrown terrain.

Reactive Wings. The mantis reduces damage taken from falling by 20.

ACTIONS

Multiattack. The mantis makes two Claw attacks. If both attacks hit a Large or smaller target, the target is grappled (escape DC 15).

Claw. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 12 (2d8 + 3) piercing damage. This attack scores a critical hit on a roll of 19 or 20 on the d20.

BONUS ACTIONS

Aggressive Leap. The mantis jumps up to 20 feet to an unoccupied space it can see. Opportunity attacks provoked by this movement are made with disadvantage. If the mantis ends this jump within 5 feet of a hostile creature, it has advantage on the next attack roll it makes against that creature before the end of its turn.

EMERALD MANTIS — STRONGER



Armor Class 17
Initiative +5 (15)
Hit Points 144 (17d10 + 51)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	17 (+3)	2 (-4)	10 (+0)	6 (-2)

Skills Stealth +8
Senses passive Perception 11
Languages -
CR 8 (XP 3,900; PB +3)

Camouflage. The mantis has advantage on Dexterity (Stealth) checks made in foliage, flowers, or overgrown terrain.

Reactive Wings. The mantis reduces damage taken from falling by 20.

ACTIONS

Multiattack. The mantis makes two Claw attacks. If both attacks hit a Large or smaller target, the target is grappled (escape DC 15).

Claw. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 27 (4d10 + 5) piercing damage. This attack scores a critical hit on a roll of 19 or 20 on the d20.

BONUS ACTIONS

Aggressive Leap. The mantis jumps up to 20 feet to an unoccupied space it can see. Opportunity attacks provoked by this movement are made with disadvantage. If the mantis ends this jump within 5 feet of a hostile creature, it has advantage on the next attack roll it makes against that creature before the end of its turn.