



## T'QIN THE DOUBLE MANTIS

The Black Swamps of Barkor are home to more than just the vile creations of the danaavrakt. T'qin the Double Mantis, a creature of near-divine intelligence and wisdom, makes its home there. T'qin is a horse-sized praying mantis with two heads. Both heads share the same mind and T'qin sees itself as a single entity.

***The Unbound and Cult of the Double Mantis.*** Joining T'qin are its warlock forces, the Unbound, plus other creatures drawn to T'qin's nigh-omniscience. Even if T'qin was vulnerable to attack (it's not) the mantis has a veritable army of devout fanatics who would gladly die on its behalf. These followers are called, appropriately, the Cult of the Double Mantis.

***"Ninety-three."*** Since T'qin first appeared in 983 AT, the double mantis has only spoken eight words total. In 1040 AT, mere seconds before the Hand of the Eight appeared on The Great Clock in Castlegrasp, T'qin's two heads spoke a single word in unison: ninety-three. Only the infamous warlock Vadriken was there to hear the heads speak. Vadriken would not understand what the phrase meant for five years until he heard rumor of a child named "Ninety-three" living in a town north of The Wound.

### T'QIN'S LAIR

T'qin lives in the Black Swamps of Barkor, approximately 150 miles south of Shred. Its lair is at the center of a narrow, insect-infested canyon. There T'qin stands on a moss-covered stone dais, either meditating or projecting itself astrally. T'qin

says little, and when it does speak, most have trouble understanding the meaning of what it said until much later.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the double mantis takes a lair action to cause one of the following effects:

- Magical light spreads from a point that T'qin chooses within 60 feet of it, filling a 15-foot radius sphere until T'qin dismisses it as an action, uses this lair action again, or dies. The light spreads around corners. A creature that enters the light or starts its turn in the light must succeed on a DC 15 Constitution saving throw, or become blinded for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.
- A cloud of swarming insects fills a 20-foot radius sphere centered around T'qin. The cloud spreads around corners and remains until T'qin dismisses it as an action, use this lair action again, or dies. The cloud is lightly obscured. Any creatures in the cloud when it appears must make a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- T'qin targets up to three creatures that it can sense within 120 feet of it. Until the next next initiative count 20, each target has advantage on all ability checks, attack rolls, and saving throws. Additionally, other creatures have disadvantage on attack rolls made against the target.

# T'QIN THE DOUBLE MANTIS

Large monstrosity, lawful neutral

**Armor Class** 19

**Hit Points** 187 (25d10 + 50)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	26 (+8)	26 (+8)	18 (+4)

**Saving Throws** Dex +7, Int +14, Wis +14, Cha +10

**Skills** Arcana +14, History +20, Insight +20, Perception +20

**Damage Resistances** psychic

**Condition Immunities** charmed, frightened

**Senses** truesight 120 ft., passive Perception 30

**Languages** all

**Challenge** 17 (18,000 XP)

**Foresight.** The double mantis cannot be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the double mantis.

**Innate Spellcasting.** The double mantis' innate spellcasting ability is Intelligence (spell save DC 22). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *locate animals or plants*, *locate creature*, *locate object*, *mage hand* (the hand is invisible)

3/day: *clairvoyance*, *legend lore*, *scrying*, *nondetection*

1/day: *astral projection*, *plane shift* (self only)

**Legendary Resistance (3/Day).** If the double mantis fails a saving throw, it can choose to succeed instead.

**Psychic Defense.** While the mantis is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

**Standing Leap.** The double mantis' long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

## Actions

**Multiattack.** The double mantis makes two attacks with its claws or two attacks with its bite.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one Medium or smaller creature the mantis is grappling.

*Hit:* 9 (2d6 + 2) piercing damage. If this attack reduces the target's hit points to 0, the mantis decapitates the creature and it dies. A creature is immune to being decapitated if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this attack.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (3d6 + 2) piercing damage. If the target is a creature it is grappling (escape DC 12).

**Psychic Torrent (Recharge 6).** The double mantis targets a humanoid within 60 feet of it. The target must succeed on two DC 22 Intelligence saving throws. After the mantis uses this feature, it can't take legendary actions or reactions and its Foresight trait does not function until the start of its next turn.

If the target fails both saving throws, the creature's head explodes and it dies. A creature is immune to having its head explode if it is immune to psychic damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be destroyed with this attack.

If the target passes one saving throw but fails the other, it takes 42 (8d8 + 6) psychic damage and is stunned for 1 minute. A creature stunned in this way can make another DC 22 Intelligence saving throw at the end of its turn, ending the stunned effect on itself with a success.

If the target passes both saving throws, it takes 21 (4d8 + 3) psychic damage and the target is stunned until the end of its next turn.

## Legendary Actions

The double mantis can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The double mantis regains spent legendary actions at the start of its turn.

**Claws.** The double mantis makes one claw attack.

**Move.** The double mantis moves up to its speed without provoking opportunity attacks.

**Sidestep (Costs 2 Actions).** The double mantis gains a +5 bonus to its AC until the start of its next turn.

**Summon Swarm (Costs 3 Actions).** Up to five swarms of insects appear in unoccupied spaces within 30 feet of the double mantis and remain until destroyed. Swarms summoned in this way roll initiative and act in the next available turn. The double mantis can have up to five swarms summoned by this ability at a time.