



“Asian Giant Hornet” © Roger D. Hall, accessed at his deviantArt [here](#)

[Just in time for sensationalist articles about how “[murder hornets](#)” are “[invading America](#)”. The name is derived from the scientific name, *Vespa mandarina*. And yes, I know that *real* giant hornets don’t have acidic stings.]

Mandarin Hornet, Giant **CR 10 N Vermin**

This wasp is the size of an elephant, with an orange hue to its face and dark brown stripes on its abdomen.

Giant mandarin hornets, sometimes called “murder hornets” or “giant killers”, are massive predatory vermin. They feed extensively on other giant vermin, but are not averse to eating anything smaller than they are that they can catch. Giant bees are their favorites, as they get both meat and honey simultaneously—giant mandarin hornets have a sweet tooth. A giant mandarin hornet is a simple combatant, grabbing prey in its massive mandibles and then stinging until dead. Their sting carries both a potent acid and lethal venom.

Despite their crushing jaws, giant hornets can only consume liquid food as adults—they suck the juices from thoroughly masticated prey, as well as drinking exuded liquids vomited up by their larvae after the grubs are fed solid meat. Giant mandarin hornets are eusocial—their queen remains in the lair to lay eggs and raise brood while her daughters go in search of food. Their dens are made most frequently in caves, but if none are available they may lair in abandoned buildings, knocking out interior walls to make room for their massive bodies.

A giant mandarin hornet companion is treated as an ordinary giant wasp companion, except that its poison deals Constitution damage instead of Dexterity.

Giant Mandarin Hornet **CR 10**
XP 9,600

N Huge vermin

Init +1; **Senses** darkvision 60 ft., Perception +9, scent

Defense

AC 24, touch 9, flat-footed 23 (-2 size, +1 Dex, +15 natural)

hp 126 (12d8+72)

Fort +14, **Ref** +7, **Will** +5

Defensive Abilities mindless

Offense

Speed 30 ft., fly 70 ft. (good)

Melee bite +15 (2d6+8 plus grab), sting +15 (2d4+8 plus 2d4 acid plus poison)

Space 15 ft.; **Reach** 10 ft.

Statistics

Str 26, **Dex** 13, **Con** 22, **Int** -, **Wis** 13, **Cha** 11

Base Atk +9; **CMB** +19 (+23 grapple); **CMD** 30 (38 vs. trip)

Feats Lightning Reflexes (B)

Skills Fly +1, Perception +9; **Racial Modifiers** +8 Perception

Ecology

Environment temperate and warm hills

Organization solitary, pair, swarm (3-7) or nest (8-20)

Treasure incidental

Special Abilities

Poison (Ex) Sting—injury; *save* Fort DC 22; *duration* 1/round for 6 rounds; *effect* 1d3 Con damage; *cure* 2 saves. The save DC is Constitution based.