

Kingdom: [Animalia](#)
 Phylum: [Arthropoda](#)
 Subphylum: [Crustacea](#)
 Class: [Malacostraca](#)
 Order: [Decapoda](#)
 (unranked): [Reptantia](#)
 Infraorder: [Anomura](#)
 Superfamily: [Lithodoidea](#)
 Family: [Lithodidae](#)

Profile

Name: Desert Mantis

Species: A developed subspecies of king crabs, therefore a developed species from Lithodidae family.

Powers:

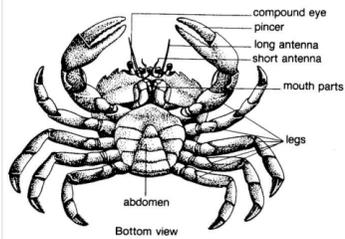
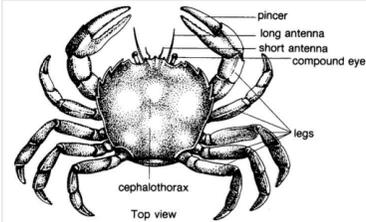
- Advanced Intelligence
- Communicate as insects using biological signals
- Emit accurate amounts of chemicals to function as language units
- Also use vocal organs to *speak* languages but comparably lowly-efficient

Characteristics:

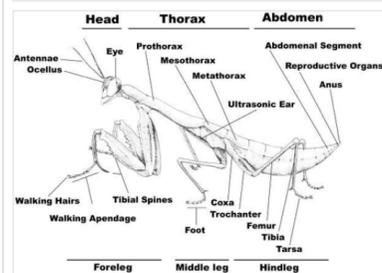
- As crabs, they move in one direction.
- Strong ability to save water in organs, which allows them to survive in sands.
- Refuse to be called crab because they think "crab" is a derogatory term that refers them as some meat.

References:

- King Crab, https://en.wikipedia.org/wiki/King_crab
- Insect communication, <https://www.cambridgebutterfly.com/whats-the-buzz-how-insects-communicate/>
- Crab Breath, <https://www.boxhillpizzeria.com/crab-facts/how-do-crabs-breathe/>



Crab Anatomy



Mantis Anatomy

Midjourney Imagination

Some Midjourney Imaginations

"A crab that looks like mantis"

"A mantis that looks like crab"



Potential Deficiencies

What kind of deficiencies will a crab meet when it develops high intelligence?

- Biologically they can only move one dimensionally.
- Biologically their claws don't allow accurate operations.
- Biologically as their gills are moist they can breathe. In desert, they will meet need to keep water.
- Probably need goggles for protecting eyes, as their eyes stretch out of their crusts.



Armory: Ambulator

Ambulators are armories that lift Desert Mantises up, and assist them to walk around. It is also one of the primary reasons that they call themselves "mantises", even if they are still crabs.



1/2/4: Ambulators that fit crab's aesthetic
 3/5: Ambulators with metaphors "riding human"

Goggle

Goggles are primarily designed to protect their eyes.

Though they can stretch or shrink their eyes, keeping eyes open in a desert environment loses moist quickly.

Therefore, the goggles also help them to keep moist and prevent strong light.



- 1: A soft shell like goggles that fits different crab sizes.
- 2: Bulb-like goggles that allows stretching and shrinking of the eye nerves.
- 3: An actual human-goggle shaped goggle. Desert Mantises stretch their eyes out of the goggle shell if they want.



Some additional notes on second type of goggles.

Left: Structure

Right: Difference styles of the goggle frame, perhaps have the potential to create a fashion.

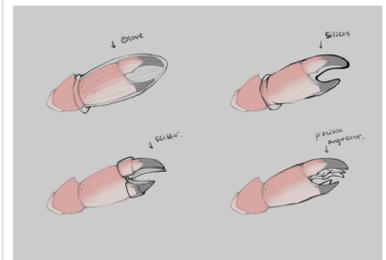
Gloves

Gloves are augmenters that help the DMs work.

For example, scissor-implants that help the DMs to make their claws sharper.

Silicon grabs help them to soften their claws so that hugs are possible.

Precise Operators are helpful for Desert Mantises to do precise operations. They are glove-like machines, but they have components connecting to the nerves



Left-top: gloves that keep warm

Right-top: silicon shell that soften the claws, allowing DMs to hug each other

Left-bottom: scissor installments, allowing them to cut things faster

Right-bottom: precision augments, allowing them to mimic human-finger movements