

PLAYER'S GUIDE TO INSECTOPIA

HOMEBREW

Everything a player needs to create insectoid heroes for the world's greatest roleplaying game.

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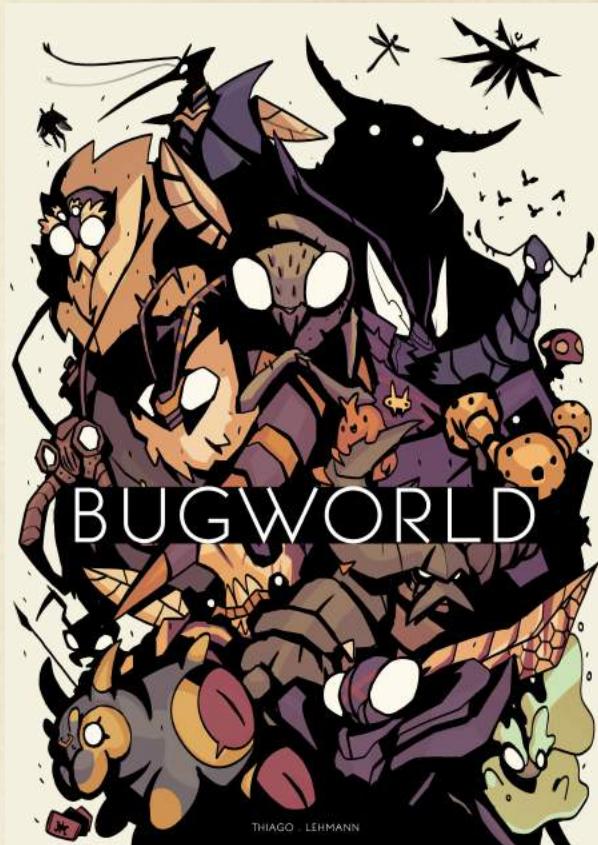
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ON THE COVER

Thiago Lehmann illustrates a variety of insectoids from his Bug World series in the form of a poster/cover.

CHAPTER 1: RACES

Ahe world of Insectopia is not populated by the humanoid races of generic fantasy settings. Instead, its sprawling landscapes, deep tunnels, and infinite skies are populated by humanoid insects.

From the flimsy and fey-like Akitu to the noble Vespoids, there are many different kinds of Insectoids for players and Game Masters to explore.

This chapter provides physical descriptions of the new insect-themed races, information about their culture and way of life, as well as the traits and abilities members of a specific race share.

AKITU

Dancing across the silvery surface of the pond, the akitu move with such elegance that time seems to stand still for any onlooker witnessing the spectacle. Flimsy and chaotic, but beautiful to behold, such is the life of the akitu. They dance and sing their short lives away, frolicking under the guidance of their fey patrons. The akitu seek adventure wherever they may find it, without wasting a single thought on their future.

MYSTICAL ELEGANCE

The akitu are tall insectoids that resemble dragonflies. Their thin, almost frail bodies stand tall at 6 to 7 feet in height. In sunlight, their chitin shimmers in iridescent colors of yellow, red, blue, or green. Paired with four long and translucent wings on their backs, they appear mystical and otherworldly. Akitu may have a thin frame, but their wings are strong. Together with their little weight, they can soar to the skies at incredible speed. Their elegance and speed in the air are unrivaled compared to other insectoids. As such, akitu that work in their empires make excellent messengers.

LIFE IN THE PRESENT

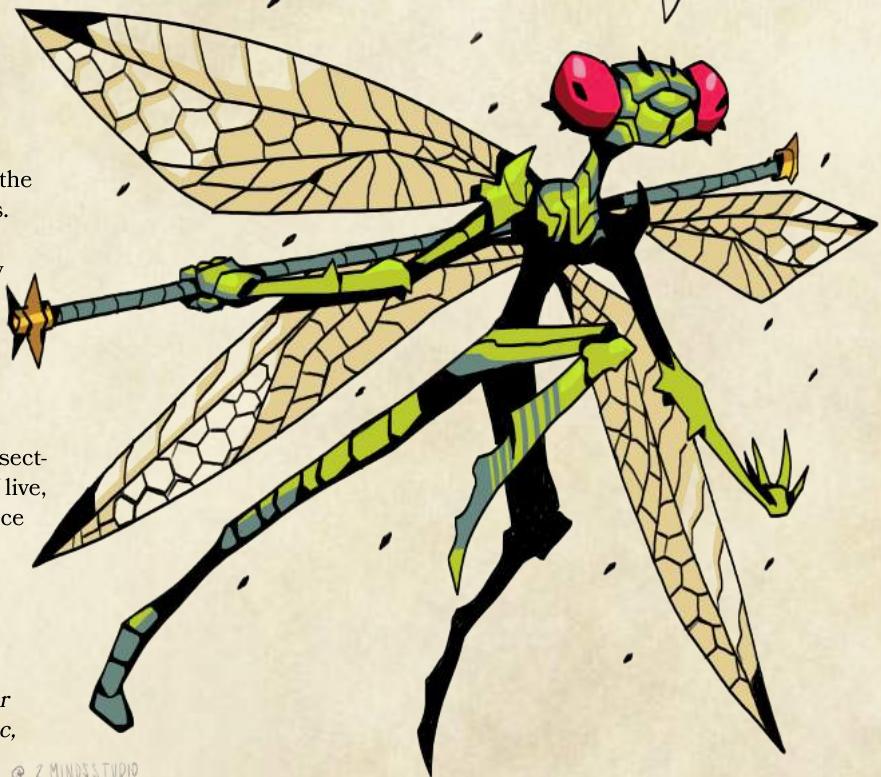
Akitu have very short lifespans and, as such, live only in the here and now. Therefore, most akitu rarely plan further ahead than the next season and would instead enjoy each day to the fullest. They seek out adventure and fun in even the most mundane tasks without any care of possible consequences. For that reason, most akitu indulge in more shallow pleasures and value exterior traits like beauty over intelligence.

GUIDANCE FROM THE FLITTERMARSH

Many believe the origin of the akitu to be somewhere in the Flittermarsh, a mystical extradimensional plane where the fey reside. This belief seems to be confirmed through the strong ties akitu holds to certain beings from that place.

Societies of akitu tend to gather in small tribes, often close to ponds and marshes with a spiritual connection to the Flittermarsh. These tribes are usually led by the elder of the tribe, who takes up the mantle of a sage.

This elder sage confers with spirits of the Flittermarsh or



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even the guardian archfey of the tribe for guidance. But, since akitu would rather dance all day than worry about their tribe's survival, they lay all of their trust in their patron fey. Though the fragile nature of the fey makes akituan tribes unpredictable and chaotic, much to the dismay of other denizens of the area they occupy.

AKITUAN TRAITS

While all Akitu strive to be as vibrant and unique as possible, you share some traits with others of your kin.

Ability Score Improvement. Your Dexterity score increases by 2 and your Charisma score increases by 1.

Age. Akitu mature very slowly. Their nymphs take up to 20 years to fully mature. Additionally, their lifespan is quite short in the long run, and only a few of them ever reach ages beyond 45.

Alignment. Akitu are flimsy and unpredictable. They live each day of their short lives to the fullest and like to enjoy themselves, sometimes to the dismay of others. The majority of them are chaotic and either neutral or good.

Size. Akitu are lightweight and lean, reaching heights of around 6 to 7 feet. Your size is Medium.

Speed Your base walking speed is 30 feet.

Fey Charm. You are proficient in the Charisma (Persuasion) skill. Additionally you know the *friends* cantrip.

Flight. You have a flying speed of 20 feet, but you must land at the end of every minute or begin to fall. When you reach 5th level, your flying speed increases to 40 feet and the time restriction is lifted. To use this speed, you can't be wearing medium or heavy armor.

Flutterborn. Your creature type is fey, rather than humanoid.

Languages. You can speak, read and write Common, Insect-Common, Sylvan and Akituan. Their language is quite elaborate and can easily be woven into epic poems, stories and plays.

ARACHS

Form the dark, a giant monstrous spider spindles down towards its prey, a young larva, acid dripping from its fangs. The larvae's mother shrieks in agony as her child is about to be consumed. Suddenly, with an unearthly boom, a rift opens next to the creature, and a gleaming blade cuts it in half. The carcass of the spider is sprawled across the ground, the sword between its still twitching fangs. As the mother of the larvae comes running towards it, she sees on top of the carcass standing three other pairs of spindly spider-like legs. The vespid shrieks again, quickly running away, her child clutched in her arms. The arach savior steps from the shadows, its fanged mouth releasing a sigh of frustration before vanishing into the dark of the dungeon once more.

BORN OF THE SHYFELL

When the scion empire crumbled into the gate, for but a moment, the aberrant energies of the void beyond seeped into the Material Plane. Some unfortunate souls were pulled beyond the threshold, never to be seen again. This event birthed the Shyfell, a web of dark aberrant terror that binds and corrupts the Material Plane. The insectoids that were pulled across were reborn in the Shyfell as the Shadewoven, monstrous predators with only the desire to feast and destroy. Those fortunate enough to avoid the singularity were not pulled into the Shyfell entirely, only forever bound to it, creating the first arachs.

Arachs have the upper body of an insectoid, but instead of two legs, their torso is carried on the lower body of an immense spider. Their six spindly legs allow an arach to move with terrifying speed across sheer surfaces and even upside down. Some arachs even grow colorful fur across their body. However, their face is probably the most alien feature of all their attributes. It is dotted by multiple pairs of compound eyes that gleam in the dark and their mouth framed by giant fangs.

From the first arach to the few that wander Insectopia today, they were always met with immediate hostility and fear because of their appearance.

FIGHTING FOR BETTER DAYS

Arach form minorities in the roughest quarters of other nations. Their aberrant nature makes most creatures uncomfortable, and as such, most arach lurk at the fringes of society. Moreover, their innate ability to traverse short distances through the Shyfell leads many to a life of crime, worsening their reputation further.

However, some ambitious arachs want to escape the lot the universe has dealt them. For these arachs, life is seldom mundane. Be it for the suspicion they face in their day to day or the adventures they take on to avoid dealing with it. Those few arachs that find a lord, group, or cause that is willing to accept them are loyal to the point of fanaticism, driven by the will to prove themselves.

ARACH TRAITS

Arachs share certain racial traits as a result of their aberrant descent.

Ability Score Increase. Your Charisma increases by 2 and your Constitution score increases by 1.

Age. Arachs mature around 20 years of age and through their aberrant ancestry they can live up to 200 years.

Alignment. Arachs are outcast from society and seldom become included members in a society. They tend to chaotic alignments.

Size. Arachs stand around 5 to 6 feet in height. Your size is Medium.

Speed Your base walking speed is 30 feet.

Darkvision. 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.

Many Legs. Arachs have advantage on saving throws made against falling prone.

Spider Climb. You gain a climbing speed of 30 feet. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Shy Step. You can cast the *misty step* spell once using this trait. You regain the ability to do so when you finish a short or long rest.

Languages. You can speak, read, and write Common, Insect-Common and Deep Speech.



BEETLEFOLK

A small, but very bulky beetle drunkenly climbs on top of the tavern's counter. With his obnoxiously loud voice, he tells the exaggerated stories of his most recent adventures. Suddenly, another equally drunk beetle, with a horn instead of pincers on his head, tackles the boaster off the counter. The two immediately clash, to the joy of the other folk in the tavern, who eagerly bet on the outcome of the fight.

COLORFUL CHITIN

Blue, red, green, and yellow, shining or mat, dotted or striped. The chitinous platings of beetles come in all forms and colors. For some, their strong chitin is a sturdy and protective shield. Others use their vibrant appearance to charm their way through life. Some may have a pair of wings. Other's heads are adorned by an imposing horn. Some Beetlefolk are bulky and stout, while others are lean and frail. Their sizes vary greatly; Some barely standing taller than 3 feet, while others grow above 6 feet. No two beetles are quite alike.

BUGS OF THE WORLD

The vast variation in subraces makes the beetlefolk into a very diverse race, not only in appearance but also in demeanor. The subrace of the beetle brings about a predisposition for a particular way of life. As such, you will find many rhinoceros beetles taking up the life of a soldier. On the other hand, a ladybug will most likely care for the sick or the young, and a firefly will seek the thrill of adventure. However, beetles are adaptable and, as such, fit into any society and work any kind of profession.

As varied as their professions are their morals. Depending on their race or upbringing, beetle's morals, alignments, and customs vary greatly, often adopting the way of life of races they live amongst.

BEETLEFOLK TRAITS

Beetlefolk may be very different, but you share the following traits with all other Beetlefolk.

Ability Score Improvement. Your Constitution score increases by 1.

Age. Beetlefolk mature at the age of 25 and can live for up to 400 years.

Alignment. Beetlefolk are a various and colorful bunch, and their alignment reflects that. However, Beetles tend to live in extremes. When they set their minds on something, they move everything in their power to accommodate their goal. Beetles are either good and righteous or evil and cruel. They are either lawful or chaotic.

Size. You are Medium or Small. You choose the size when you gain this race.

Speed Your base walking speed is 25 feet.

Chitin Plating. The chitin plating of beetlefolk is much more durable than of other Insectoids. When you aren't wearing armor, your AC is $13 + \text{your Dexterity modifier}$. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Secondary Limbs. You have two slightly smaller secondary arms below your primary pair of arms. The secondary arms function like your primary arms, with the following exceptions:

- You can use a secondary arm to wield a weapon that has the light property, but you can't use a secondary arm to wield other kinds of weapons.
- You can't wield a shield with a secondary arm.

Languages. You can speak, read and write Common, Insect-Common, and Beetle. Beetle is made up of loud clicks made by slamming exoskeleton plates into each other, or movements of antennae. For outsiders watching Beetlefolk talk seems quite rough, it is however a very jovial language.

Subrace. There are six subraces of beetlefolk: rhinoceros beetles, stag beetles, harlequin beetles, fireflies, scarabs, and ladybugs. Choose one of these subraces.



FIREFLY

Fireflies are an adventurous people. They're usually nomads, explorers, treasure hunters, cartographers and historians. Their ability to generate light and warmth makes them extremely capable of exploring unknown places of all kinds, from caves to swamps, forests to mountains, old ruins and ancient hives. Fireflies are always on the go, never settling anywhere for too long.

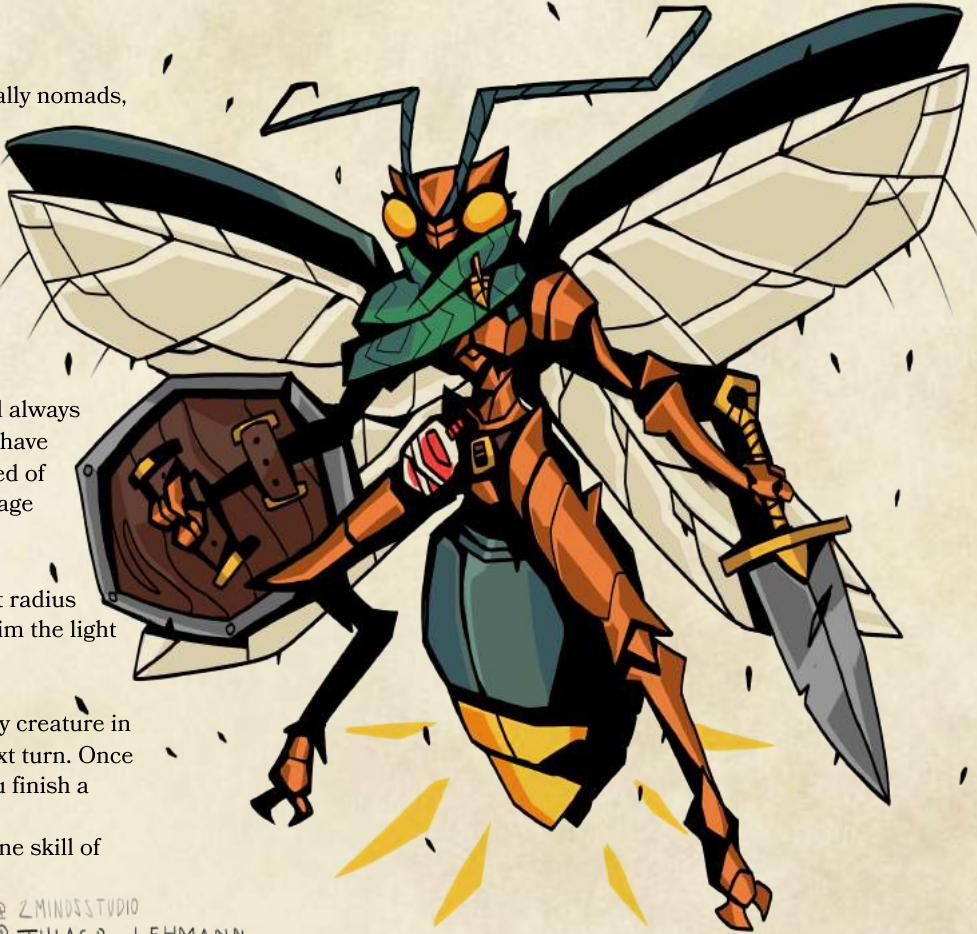
Ability Score Increase. Your Wisdom score increases by 2.

Wings. You don't take damage from falling and always land on your feet. Should you be knocked prone, have your speed reduced to 0, or are otherwise deprived of the ability to move before you land, you take damage from falling as normal.

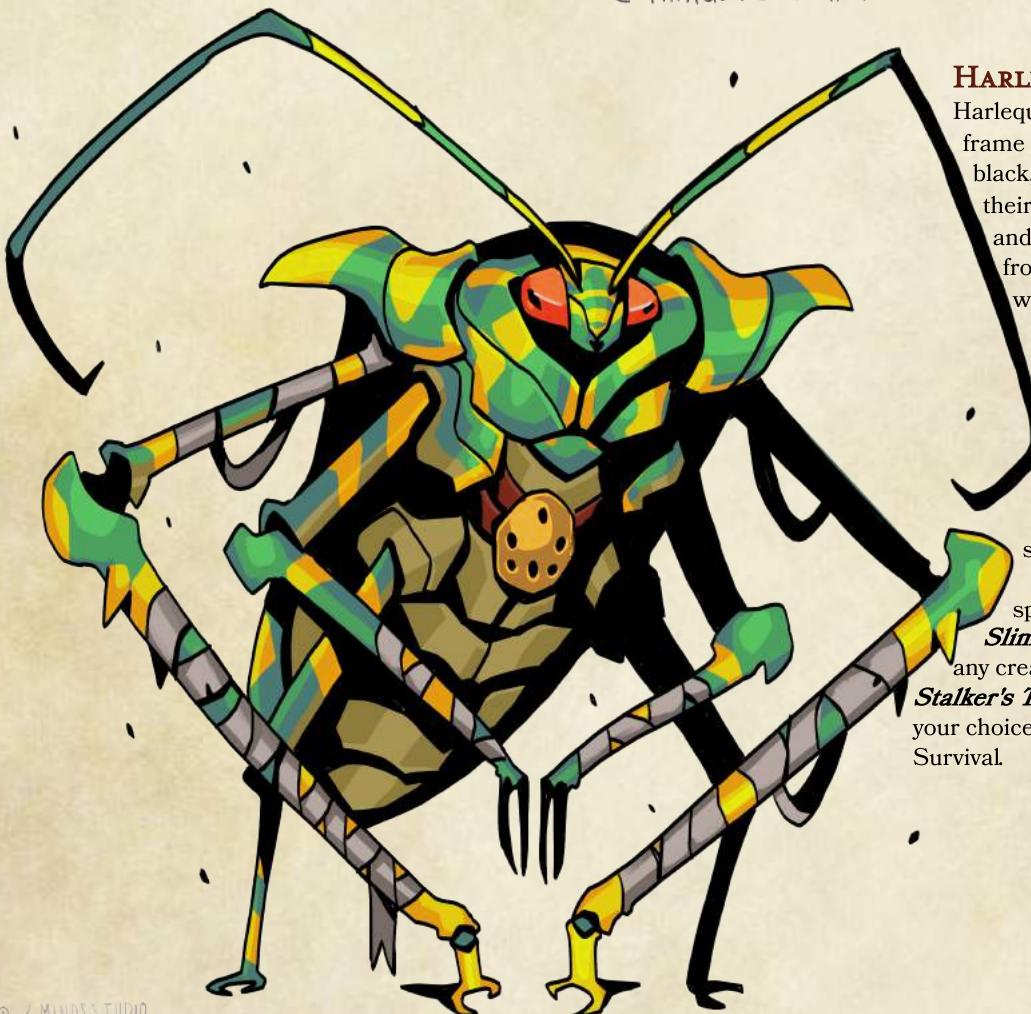
Fluorescent Body. As a bonus action, you can make your abdomen shed bright light in a 20-foot radius and dim light for an additional 20 feet. You can dim the light using another bonus action.

Additionally, using an action you can let your fluorescent organ flare up in a flash of light. Every creature in a 5 foot radius is blinded until the end of your next turn. Once you use this ability, you can't do so again until you finish a long rest.

Adventurer's Talent. You gain proficiency in one skill of your choice: Acrobatics, Perception, Nature, or Survival.



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HARLEQUIN BEETLE

Harlequin beetles have a hunched stature. Their frame is broad but thin. Elaborate patterns of black, blue, and greenish-yellow markings adorn their chitin. Their upper pair of arms is long and muscular, giving them the reach to swing from branch to branch, while they use their weaker lower pair for more minute tasks.

Harlequins like to live in remote settlements, deep within the great forest of the world. Although not outright hostile to foreigners, they enjoy their quiet way of life and don't consider people who endanger it fondly.

Ability Score Increase. Your Dexterity score increases by 2.

Born Climbers. You gain a climbing speed equal to your base walking speed.

Slim Build. You can move through the space of any creature that is of a size larger than yours.

Stalker's Talent. You gain proficiency in one skill of your choice: Acrobatics, Sleight of Hand, Stealth, or Survival.



RHINOCEROS BEETLE

Rhinoceros beetles are some of the most giant beetles of all, standing up to mighty 7 ft. in size. Their muscular frame and the huge horn protruding from their forehead make it clear to everybody that they are not to be messed with. Especially male rhinos tend to be very proud of their horns size and shape, which is seen as a sign of great prowess and strength. Rhinos are known to be fierce warriors and look back on a long line of legendary fighters. However, they are known for their hot-headedness and aggression. Many rhinos would pick a fight if just irritated slightly or just out of sheer boredom.

Ability Score Increase. Your Strength score increases by 2.

Horn. Your horn is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to $1d6 +$ your Strength modifier.

Goring Rush. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. If you end your movement within 5 feet of the target, you can immediately make one melee attack with your horn as a free action. You must end this move closer to the enemy than you started.

Brawler's Talent. You gain proficiency in one skill of your choice: Animal Handling, Athletics, Perception, or Intimidation.

LADYBUG

Most insectoids will tell you that Ladybugs are the least threatening race of Insectopia. And when you look upon their small and round stature, that statement is confirmed. Ladybugs chitin comes in striking red, black, yellows, and oranges, spotted with black, white, or red dots.

Their inviting and cute appearance is further accentuated by their demeanor. Ladybugs are naturally kind and friendly to everyone. They try to make each bug feel calm and happy. As such, many insectoids enjoy the company of a Ladybug very much.

Ability Score Increase. Your Charisma Score increases by 2.

Calming Touch. You know the *friends* cantrip. When you reach 3rd level, you can cast the *charm person* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *calm emotions* spell once and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Soothing Buzz. At the end of a long rest, you regain all your spent Hit Dice.

Doctor's Talent. You gain proficiency in one skill of your choice: Insight, Medicine, Performance, or Persuasion.



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STAG BEETLE

Stag beetles are just slightly shorter than their rhinoceros cousins but make up for it in width. Their build is broad and stocky, giving the stags their fabled constitution. Their most impressive assets are the antler-like pincers sprouting from their head, able to put even the rowdiest client into a tight chokehold.

Stags are known to be jovial people. They enjoy drinking and feasting, laughing and sharing stories amongst friendly company. Their loud-mouthed behavior might be annoying at times, but it is also what makes them so endearing.

Ability Score Increase. Your Strength score increases by 1 and your Constitution score increases by 1.

Hardy. As a bonus action, you can spend 1 Hit Die, roll it, and regain hit points equal to the number rolled. You can't use this feature again until you finish long rest.

Powerful Pincers. Stag Beetles can use their powerful Pincers to grapple their foes. You gain advantage on checks made to grapple creatures or prevent creatures from escaping your grapple. Additionally, you count as one size larger for the purpose of grappling.

Carouser's Talent. You gain proficiency in one skill of your choice: Athletics, Insight, Performance, or Persuasion.

SCARAB

The body of a scarab is small and round. Their chitin is colored in mat black and dark blue, though some are born with golden markings on their exoskeleton. These markings are often seen as signs of a promising future.

Scarabs are descendants of great empires. Their masterful architecture can be seen in well-preserved ruins that stand across millennia. In addition, their innate ability to mold the earth and natural intelligence makes them significant assets for any expanding kingdom.

Ability Score Increase. Your Intelligence Score increases by 2.

Artisans of the Ages. You gain proficiency with one of the following artisan's tools of your choice: calligrapher's supplies, mason's tools, or tinker's tools.

Scholar's Talent. You gain proficiency with two skills of your choice: Arcana, History, Nature, or Religion.

Earth Shaper. You know the *mold earth* cantrip.



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CHILOPODIANS

With a stern look, his arms crossed on his back, the Chilopodian instructor surveys the dueling practice of the new recruits, when he sees how one over-eager student throws his opponent into the sand. In the blink of an eye, the towering statue of the instructor appears in front of the ruffian, scolding him harshly for not adhering to the rules of the duel.

HUNDREDS OF LEGS

Chilopodians are genuinely one of the most imposing insectoids when it comes to their appearance. Their muscular torso is about 4 ft. to 6ft. in height and it sits on a snake-like lower body, up to 8 ft. in length. A rounded head with elongated mandibles rests on their broad shoulders and a pair of long sensitive antennae below two beady black compound eyes.

Chilopodians can move their mighty bodies astonishingly quickly, even climbing sheer walls with ease, thanks to the many pairs of legs along their lower body. Many Insectoids fear the Chilopodians. A Chilopodian that rears up on their hind legs reaching up to twice their normal height, is incredibly terrifying.

A SINGULAR PURPOSE

While their frame is imposing and terrifying, a chilopodians personality can be just as intense. A chilopodians lifespan can stretch well over 800 years, and as such, they outlive most people they know or will get to know in the future. A chilopodian knows that their relationships will fade over time. Only their determination and ideals will stay at the end.

While chilopodians, with their strict and cordial nature, still make great leaders, they won't focus on personal relationships. Instead, most will find a purpose in life to dedicate themselves to. This purpose is what drives them, and they will do everything they can to accomplish it. Many chilopodians are guild masters or high priests, decorated generals of great armies or the most feared leader of a mighty warband. No matter what cause they commit themselves to, a chilopodian will not waiver from its path and leave a legacy long to be remembered.

CHILOPODIAN TRAITS

Through your massive and imposing form, you share certain traits with other individuals of your kind.

Ability Score Increase. Your Wisdom score increases by 2 and your Strength score increases by 1.

Age. Chilopodians live long and meaningful lives. They mature at the age of 80 and live to be around 850 years old.

Alignment. Chilopodians have an unwavering dedication to the cause they dedicated themselves to, be it good or evil. Your alignment tends to be lawful.

Size. The body of Chilopodians can grow up to 8 feet long; However their upper body reaches only about 4 to 6 feet in height. Your size is Medium.

Speed Your base walking speed is 35 feet. You also gain a climbing speed of 30 feet.



For the Cause. You gain proficiency with one skill of your choice.

Many Legs. Chilopodians have advantage on saving throws made against abilities that would apply the prone condition. Additionally, you count as one size larger when determining carrying capacity.

Rear up. You can use your action to rear up to about twice your height, if there is enough space to do so. While reared up in this way, you grow in size as per the *enlarge* spell and gain its benefits, but you can't use your movement. You have to use an action to get down to your normal size before you can use your movement again.

Constrict. You gain advantage on grappling checks.

Languages. You can speak, read, and write Common, Insect-Common and Chilopian. Chilopian is spoken mostly in gestures using multiple limbs and is a very hard language to learn. It is also very taxing to speak for creatures with fewer limbs.

FORMICOIDS

A lonely Firefly adventurer stalks through an ancient tunnel. As he crawls through a particularly small crevice, he finally sees an exit. He finds himself atop a cliff on a stone wall of a gigantic cave. A vast metropolis spans out through the whole cave beneath him, houses masterfully carved into the hard stone. The streets below bustle with life, as thousands of Formicoids make their way through the city. The adventurer is in awe of the vastness that expands before him, so much so, that he doesn't notice the Formicoid soldiers that walked up behind him.

LEAN BODIES WITH IMMENSE STRENGTH

Formicoids are ant-like Insectoids that stand from 5 to over 7 feet in size. Most of the formicoids are tall and lean, deceptively so, as formicoids are one of the physically strongest races found on Insectopia, and some of them can carry loads up to 10 times their body weight. Their chitin generally varies in color only slightly, from dark browns or greens to greys and blacks.

There are exceptions, however, as some subraces of formicoids display more vibrant chitinous plating. The formicoids are among the most mundane insectoid races, though beauty is not a quality a formicoid prioritizes.

SERIOUSLY AT WORK

Hard-working, serious, and humorless, these are the prejudices many Insectoids hold against the formicoids. And even though these statements do not hold true for every individual, they come pretty close as a race.

Most formicoids live their lives as devoted workers or soldiers for their queen and hive. Formicoids strictly follow the laws of their nation. Each individual proudly fulfills their role in society, as they believe that only united they stand firm and strong. As such, a formicoid would always value the integrity and survival of their hive above their own life.

This way of thinking comes mainly from their social structure. At birth, every individual is assigned a specific role: some are trained as soldiers, others are taught to build. No matter how minuscule it would seem, each position is respected since everyone provides for the hive.



EMPIRES UNDERGROUND

On the surface, formidian settlements don't look very impressive. However, these small settlements, called Hill-Cities, are merely gateways that connect the surface world to the vast empire below.

The empires build by formicoid nations are vast and hold the test of time. In unity, they create enormous cities into tunnels and caverns far below the surface of the world. Their architects are masters at carving sturdy structures into the earth and stone. Formidian architecture might not always look stunning, but their buildings are always efficient, fulfil their functions to a point and stand against even the most destructive forces.

Formicoid empires also tend to be very militaristic. They seek to expand their borders even further and don't shy away from conquering other factions. They only ally with other nations if they are too strong to take over or would greatly benefit their empire.

FORMICOID TRAITS

Your formicoid character shares several traits with all other formicoids.

Ability Score Increase. Your Strength score increases by 2.

Age. Formicoids reach maturity quickly, reaching adulthood by the age of 10. They can live to be about 70 years old.

Alignment. Formicoids are lawful and follow the orders of their queens very strictly. They tend to keep to their people, but don't shy away from aligning themselves with others if they see a benefit in it. Your alignments tends to be lawful and neutral.

Size. Formicoids are slender and tall. They range from slightly above 5 feet to slightly over 7 feet. Your size is Medium.

Speed Your base walking speed is 30 feet.

Darkvision. Formicoids are accustomed to dark burrows and tunnels. 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 grey.

Powerful Build You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Ferocious Strength. If a weapon doesn't have the two-handed, versatile, or heavy properties, it has the light property for you.

Languages. You can speak, read and write Common, Insect-Common and Formidian. Similar to other Insectoid languages, Formidian is spoken not only with sound but also through gestures and pheromones. Formidian is a fairly simplistic language and consists mostly of short, but very straight-forward, phrases.

Subrace. There are three main Formicoid subraces: The Bull Ants, the Frost Ants, and the Fire Ants. Choose one of these subraces.

BULL ANT TRAITS

As a Bull Ant, you are born into a society of ambitious, hardworking and skillful individuals. Bull Ants are amazing architects, artisans and builders. Their cities are massive and their tunnels ever expanding. Bull Ant society is very loyal to their Queen and great allies of the Royal Hexagon. Their soldiers make up the largest part of troops in the royal army.

Ability Score Increase. Your Intelligence score increases by 1.

Accomplished Burrowers. You gain a burrowing speed of 20 feet. You can only burrow through dirt or ground of similar density.

Underground Architects. You gain proficiency with mason's tools. Additionally, whenever you make an Intelligence (History) check related to the origin of tunnels and structures underground, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal





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FIRE ANT TRAITS

As a fire ant you are a ferocious warrior with an innate proficiency for destructive fire magic. Fire Ants are a group of Formicoids that split off from the Royal Hexagon. They may not be sworn enemies to the Royal Hexagon, however their society is based on war and battle and as such conflict with the Red Empire is almost inevitable. As for all Formicoids, it is a very rare occasion that a Fire Ant leaves its hive, but such adventurers are highly searched for by marauding tribes across Insectopia.

Ability Score Increase. Your Charisma score increases by 1.

Fiery Souls. You know the *control flames* cantrip. When you reach 3rd level, you can cast the *burning hands* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *scorching ray* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this spell.

FROST ANT TRAITS

As a frost ant you are born into the ant hill of the Northern Star. You are resilient, one of the only Insectoids able to live in the arctic regions of Insectopia.

Your crystalline carapace evolved to protect you from even the harshest environments and icy cold winds.

Ability Score Increase. Your Constitution score increases by 1.

Crystal Carapace. Your carapace is hard like diamond and adapt to cold climates. When you aren't wearing armor, your AC is $13 + \text{your Dexterity modifier}$. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Furthermore, you have resistance to cold damage.



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LUNI

Between towers of giant books, the lunian mage prepares a summoning circle on the ground. His fur is covered in dust and his limbs seem frail, but his movements are still fast and precise. He finishes the last line and suddenly the circle flares up with arcane energy and a smirk crawls across the wizard's face.

FRAIL AND FUZZY

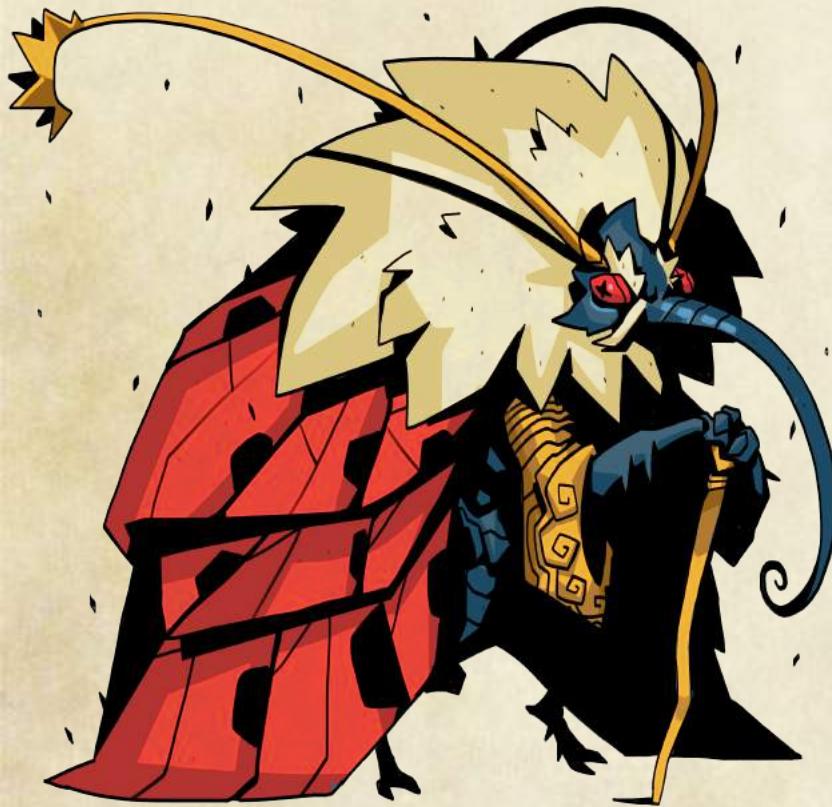
The moth-folk known as luni are about 5 feet tall, though their often stooped posture makes them look even smaller. Their frail frame is hidden between thick, fluffy hair that covers their whole body and wings. Especially the luni who have reached their seventh century have large manes of fuzz surrounding their neck.

While luni are slow fliers, their elegance while airborne is unmatched by other insectoids. Their broad and long wings let them glide through the air with ease, often leaving a trail of glittering scales behind them.

The chitin of most luni comes in dull colors. However, some outliers flaunt with aggressive reds, deep blues, or radiant yellow tones. Some even have particularly intricate patterns across their wings.

LIVING A MILLENNIUM

Luni are one of the most long-living races from among their Insectoid brethren. The oldest luni are within their 10th century, their minds holding the knowledge of an entire millennium. In young years, luni tend to have an innate curiosity for the world around them, and many stray out into the world to meet people, go on adventures, and learn about everything they can.



However, more often than not, there comes a time where every luni realizes that they will outlive most of the friends they have made. Old luni tend to seclude themselves from the world when the generation they grew up with fades into the past. To cope with the losses a long life brings with it, they withdraw themselves from the world. Some luni form communities when growing older, living among folks that live as long as they do.

WISDOM COMES WITH TIME

Luni keep their curiosity even in their last centuries, never losing the spark to collect knowledge or research the secrets of their world. Most luni find interest in astronomy, ancient literature, or the arcane arts. And they have time for everything they wish to accomplish. Luni know no urgency. Nothing needs to be rushed. For why should an uninteresting problem be fixed right now if you can do it tomorrow, next month, or in a decade?

LUNIAN TRAITS

Through your studious nature you share certain traits with other Luni.

Ability Score Increase. Your Intelligence score increases by 2 and your Wisdom score increases by 1.

Age. Luni get very old. They mature at the age of 16, but live until the age of 900 years.

Alignment. Luni tend to be loners, away from all of society. They tend to be neutral and depending on their interests, can be good or evil.

Size. Luni are on the smaller side, being about 5 feet tall. Your size is Medium.

Speed Your base walking speed is 25 feet.

Flight. You have a flying speed of 10 feet, but you must land at the end of every minute or begin to fall. When you reach 5th level, your flying speed increases to 20 feet and the time restriction is lifted. To use this speed, you can't be wearing medium or heavy armor.

Innate Spellcasting. You know the dancing lights cantrip. When you reach 3rd level, you can cast the faerie fire spell once and need to finish a long rest before you can cast it again. When you reach 5th level you can cast the moonbeam spell once and need to finish a long rest before you can cast it again. Intelligence is your spellcasting ability for these spells.

Darkvision. 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.

Lunar Studies. You gain proficiency in one skill of your choice: Arcana or Nature.

Languages. You can speak, read and write Common, Insect-Common, Lunian and an extra language of your choice. Lunian is spoken without sounds, only through elegant pheromonal notes.

MANTISES

A lone warrior stalks to a bamboo forest, on the hunt after his next meal. He disguises himself perfectly in the green scenery with his green chitin. He stands perfectly still, until suddenly he moves forward, his bladed arms striking a small rabbit with deadly precision.

Dressed in a kimono, a pink Mantis is meditating in a small shrine. She hums an enchanting tone, communing with the spirits in the shrine. Suddenly, her eyes flare up in bright violet flare and a strong wind bursts open all windows and doors in the shrine.

DIMORPHIC SEXES

A mantis can be identified by their triangular head, with bulging eyes and beak-like mandibles on a broad upper body. Most mantises are incredibly flexible and can use their natural weapons with deadly precision. These are spiky protrusions growing from their forearms that are sharp like daggers and can be used. While all mantises share these traits, there are significant differences between the males and females of the race.

Male mantises are known as Warrior Mantises, the smaller of the two subraces, standing about 4 to 5 feet tall. Their chitin ranges in colors from green to brown, making it easy for them to hide in greenery. Males are called Warriors and are often innately skilled hunters and warriors. They have lightning-quick reflexes and can stand perfectly still for hours.

The female mantises are called Orchids. They are slightly taller than their male counterparts, reaching around 5 to 6 feet. Their chitin hues range from dark violets to pastel pinks. Unlike the warriors, orchids aren't so adept at fighting. Instead, they are much more intelligent and have innate psionic abilities.

HONOR OF THE FAMILY

Mantises live in large families led by a single matriarch. She is the eldest orchid in the family and enforces her rules with absolute authority. These laws are based on longstanding traditions of how the family functioned for hundreds of years. As such, each family focuses on a specific line of work, and all members are expected to put their family's honor before themselves. Unfortunately, this makes mantis adventurers especially rare, as they often went against their family's traditions.

The warriors rarely take up higher positions within their families, acting as laborers and servants to the orchids. On the other hand, the Orchid mantises represent the family in public, managing their affairs with other clans and dealings with foreign forces. The Orchids with the most potent psionic abilities in the family are trained to confer with the family's patron spirit.

SPIRITUAL GUIDANCE

Orchid mantises are blessed with innate psionic abilities that allowed their ancestors to reach outside of time and space and pull at the chaos outside of the known universe. They drew the attention of malevolent aberrant spirits that tried to invade the Material Plane through the connection the orchids forged. However, the orchids managed to bind these spirits to the Material Plane, harnessing their abilities and slowly transforming them into benevolent forces.

Most mantis families have an ancient family heirloom or a shrine where the family spirit resides. Each generation within the family trains an orchid with powerful psionic abilities to become a sage. This prestigious position comes with an important task: to converse with the spirit and transform the aberrant being into a benevolent force for the family. In return, an appeased spirit grants the family heightened psionics or functions as an invisible protector of their grounds.

MANTIS TRAITS

In spite of the strong differences between the genders, your Mantis character shares certain traits with the opposite sex.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Male and female mantises reach adulthood roughly at the same time, at the age of 12. While male mantises often only reach the age of 70, females can become up to 150 years old.

Alignment. Most Mantises tend to be lawful or neutral. Mantises live under the code of conduct of their clan, but some Mantises leave their homes and become lone wanderers who only fend for themselves.

Size. Males are about 4 to 6 feet, whilst females are slightly bigger with 5 to 7 feet. Your size is Medium.

Speed Your base walking speed is 30 feet.

Improved Jump. When you make a long jump, you can cover a distance equal to your base movement speed. When you make a high jump, you leap into the air a number of feet equal to half your movement speed.

Mind Shielding. You have advantage on Intelligence saving throws.

Scythe Arms. Your scythed arms are natural weapons, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength or Dexterity modifier, instead of the bludgeoning damage normal for an unarmed strike.

Languages. You speak, read and write Common, Insect-Common and Mantis. Mantis is a very elaborate language, that conveys feelings through psionic bursts.

Subraces. The two different subraces of Mantis are sex specific. Male mantises are born as Warriors, while female mantises are born as Orchids (although there are exceptions).

WARRIOR MANTIS TRAITS

The male Warrior Mantis are shorter than their female counterparts, but make up for it with increased strength and reflexes. Their chitin comes in natural colors, from different shades of green to brown, making it easy for them to vanish into the foliage. As a Warrior Mantis you belong to a cast of mighty warriors, defending their clans with skill and might.

Ability Score Improvement. Your Strength score increases by 1.

Silent Predators. You gain advantage on Stealth checks while you are standing still.

Reflexive Grapple. When you hit a creature with an opportunity attack, you can attempt to grapple the creature instead of dealing damage.

ORCHID MANTIS TRAITS

The female Orchid Mantises are tall, long-lived, and beautiful creatures, their chitin shimmering in shades of pink and white. If you choose this subrace, you belong to the ruling cast of the Mantises, leading their respective clans through their psychic connections with unrivaled authority.

Ability Score Improvement. Your Intelligence score increases by 1.

Psionic Powers. You know the mage hand cantrip. When you reach level 3 you can cast the charm person spell once, and can't do so again until you finish a long rest. When you reach level 5 you can cast the detect thoughts spell once, and can't do so again until you finish a long rest. Intelligence is your spellcasting ability for these spells.



MUSCANS

The smell of rot and decay grows ever stronger the further the ritual is proceeding. The tiny larvae in the center all have metal spikes brutally shoved into their bodies. Their blood is trickling into a large puddle in the center. The clerics of the Wurm start chanting, as suddenly black tendrils rise from the puddle of blood and sap the life from all larvae. All but one. The only survivor now bears a black mark on its bruised flesh: marked by the Wurm itself! The tiny larva is praised by the clerics and will be raised to become a menace to the world.

SMALL SCAVENGERS

Muscans are small creatures, only about 3 to 4 feet tall. Their hideous round bodies are held up by four spindly and hairy legs. Their grabby claw-like hands are attached at the ends of two equally thin arms. A pair of membranous wings on their back is just big enough to get their plump frames in the air. A muscans chitin is often black or grey, with the most exotic coloration being metallic sheens of green or gold. Their relatively huge compound eyes allow no threat or prey to escape their vision.

For most other insectoids, muscans are little more than hideous pests. Their ghastly appearance makes them the monsters in many a larvae's bedtime stories. As such, muscans are shunned by most people and met with disgust because of appearance alone. Of course, it rarely helps that many muscans enjoy rotten food as a lavish meal.

LIVES TOO SHORT

Muscans are actually not the hideous beasts many expect them to be. In reality, they are pretty clever and are painfully aware of the impression they make on others.

A muscans life is short, their lifespans rarely exceeding 40 years. Many of them live in a constant state of paranoia that every day could be their last. This makes muscans seem shy or cowardly to others, even though they just try to protect the little time they have. The more knowledgeable or arcaneously gifted ones might even try to prolong their life through dark rituals or forbidden magic.

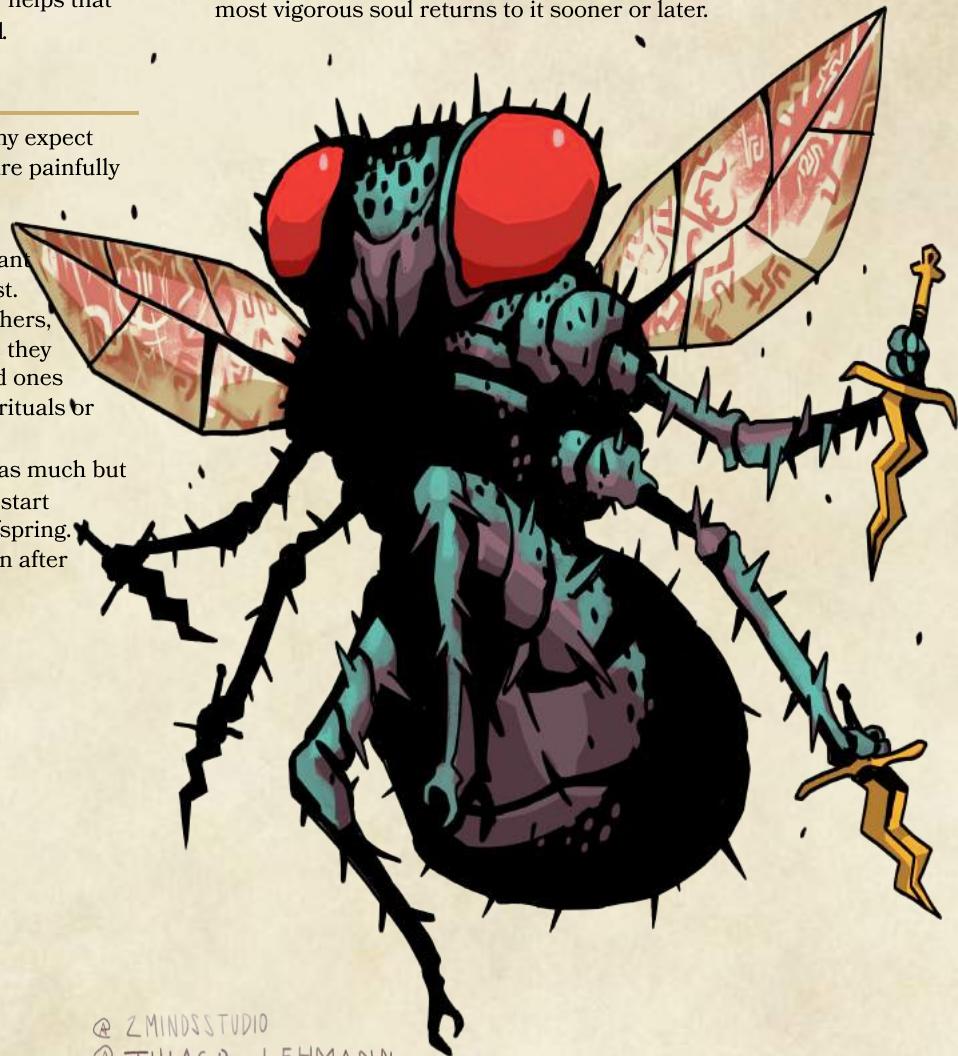
However, some muscans that don't fear death as much but see the urgency a short life brings. As such, they start huge families, passing on their legacy to their offspring. That way, their name, memories, or deeds remain after their death.

MARKED BY THE WURM GOD

In their desperation, almost paralyzed by their fear of an untimely demise, the muscans were vulnerable to the shadowy tendrils of an ancient dark being. The Great Wurm whispered to the muscans, promising them a solution to all of their problems. If they help the dark god rise, it will bring an end to their suffering. It will bring endless darkness, where no creature will be better than the other. No one will be superior in the chaos. And the muscans listened to its promises, their souls now marked by the Wurm.

The lives of all muscans are innately bound to the great Wurm. Many of them live in cults that revere this deity which most other insectoids fear. These cults want to bring about the end of times, where the Wurm swallows the world whole and plunges everything into endless chaos. For many muscans, this seems to be the only solution to finally feel equal to other races.

Only rarely does a muscan see the wrong ways of this reverence and venture out to find a nobler goal in life. Many of them quickly pick up a different faith, trying to redeem themselves and remove the dark mark on their being. However, no matter what an exile might try, the tendrils of the Wurm never loosen their grip. The further they stray from their patron, the more plentiful thoughts and dreams about their end and inferiority become, pulling many exiles back to the cult. Only the strongest can withstand the promises of the Wurm for long. However, the Wurm is patient, for even the most vigorous soul returns to it sooner or later.





MUSCAN TRAITS

Through the dark connection to their abominable deity, Muscans have a variety of inherent abilities.

Ability Score Increase. Your Wisdom score increases by 2 and your Charisma score increases by 1.

Age. Muscans mature very quickly, reaching adulthood at the age of 7. They have however very short lifespans, the oldest of them being only 40 years old.

Alignment. Muscans live secluded from other Insectoids in communities surrounding the worship of the Wurm God. As such most muscans tend to be evil creatures. They either seem to prolong their short lives with any means necessary or follow the dogma of the Wurm, to consume everything and create chaos. Flies tend to be neutral or chaotic.

Size. Muscans are frail creatures and are between 3 and 4 feet tall. Your size is Small.

Speed Your base walking speed is 25 feet.

Flight. You have a flying speed of 15 feet, but you must land at the end of every minute or begin to fall. When you reach 5th level, your flying speed increases to 30 feet and the time restriction is lifted. To use this speed, you can't be wearing medium or heavy armor.

Scavenger: Muscans are used to eating rotten food. You have advantage on saving throws against being poisoned.

Compound Eyes. You gain proficiency in Wisdom (Perception) checks that rely on sight.

Deathtouched You can choose the severed hand of a Medium or Small humanoid. You imbue the target with a foul mimicry of life, raising it as a Crawling Claw (*Monster Manual*, pg.44).

You can issue commands for the Crawling Claw to fulfill, such as opening a door or chest, carrying an object to a specific point, or making an attack. The creature will try to fulfill the command to the best of its abilities.

After 10 minutes, the Crawling Claw will turn into an inert limb. You need to take a short or long rest before you can use this feature again.

Languages. You can speak, read and write Common, Insect-Common and Muscan. Muscan is made up primarily of buzzing sounds and can only be spoken if you have wings. Even though at first glance it might seem primal, this language is actually quite elaborate, describing death, decay and pain in great detail.

NECRITES

The beetle soldier runs as fast as his little legs can carry him. He has to get to the village before it's too late. He hears the trampling of thousands of feet behind him, but he can't look back. He has to make it. Suddenly, he trips and falls flat on the ground. He doesn't have the strength to go on. He looks up at his village on the horizon. His vision fades as thousands of white bodies run past him. The last thing he sees is his home being torn apart by the white flood.

TINY AND RAVENOUS

Most would describe a necrite as a tiny ball of fury. Necrites resemble humanoid termites that average only slightly over 3 feet tall, their relatively large head making up about a third of their height. These proportions would look silly on most creatures, but the enormous mandibles of necrites make them more terrifying than comical. Necrites use these mighty pincers as weapons and as tools for burrowing through solid rock and dirt.

Their exoskeleton's coloration is usually a milky white or light brown, though their head ranges from darker shades of brown to reddish hues. The tiny and frail frame of necrites is deceiving: they are ravenous and brutal, often wielding weapons as large as themselves with tremendous speed. An opponent that underestimates a necrite will quickly be crushed between their mandibles.

BRUTAL ORDER

Necrites are incredibly selfish and egocentric creatures. Their goal in life is to achieve a position where they hold power over others. However, this does not mean that necrites are uncultured savages. On the contrary, most necrites favor order over chaos to maximize their personal gain. Through brutal laws and rigid caste structures, each individual necrite wants to further their power, even if it's at the expense of their own kin. As a result, only their closest relatives and allies can avoid their bloodlust.

THE WHITE FLOOD

The nature of necrites makes it almost inevitable that they form massive empires. These kingdoms are ruled by the strongest or most cunning of their kind. However, these tyrants are possibly the most paranoid, for every one of their subjects wants to usurp them. Thus, the tyrants of necritian empires rule either with brutal force, cunning manipulation, or fear.

Even though necritian tyrants rarely treat their subjects well, they manage to unite whole nations under their cause by appealing to their most basic desire: superiority. The hostility necrites show their own kin is nothing to what they do to other races. The White Flood is a terrifying sight to behold, as thousands upon thousands of white bodies crash into towns and cities, tearing everything and everyone they touch to shreds. It is on this united bloodlust that necritian empires are built upon.



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NECRITE TRAITS

You are one of many and as such share a number of traits with your countless siblings.

Ability Score Increase. Your Strength score increases by 2 and your Dexterity score increases by 1.

Age. Necrites are many in numbers and age just as fast. They reach adulthood when their 12 years old, but only a few of them are getting over the age of 60.

Alignment. Most Necrites live their lives in eternal servitude of their countless empires. They live by a strict set of laws, but always try to rise up the ranks by any means necessary. They are very hostile creatures. Your alignment tends to be lawful and evil.

Size. Necrites are small but strong, standing around 3 to 4 feet in height. Your size is Small.

Speed Your base walking speed is 35 feet.

Natural Diggers. You gain a burrowing speed of 20 feet. You can breathe normally while burrowed and conscious.

Bite. Your jaws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to $1d4 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Bloodlust. On your turn, when you make an unarmed strike with your Bite attack or reduce a creature to 0 hit points with an attack, you can use your bonus action to move up half your speed and make a melee weapon or Bite attack.

Iron Stomach. You are immune to poisons or diseases that would affect you through ingestion. You can also sustain yourself by consuming wood or plant fiber. Each pound of wood you consume counts as one ration.

Language. You speak Common, Insect-Common, and Necritian. Their language consists of aggressive sounding clicks and hisses.



ROACHES

In the dark tunnels of Insectopia lives a race of insectoids that are revered as masterful tinkerers: the Roaches. Even though their appearance is anything but pretty, they have keen minds, deft hands, and a natural sense of survival unrivaled in this world.

PRACTICALITY OVER BEAUTY

For most insectoids, a roach might look off-putting. The appearance of these 3 to 4 feet tall creatures is undoubtedly not very appealing. They have a broad, flattened body and their chitin's color is either reddish or dark brown or black. On top of their humpbacked torso rests a round head that looks tiny compared to their bodies. Their limbs are unnaturally long, and out of their mouth sprout two large, acid-covered fangs.

However, roaches do not put much thought into their appearance. Their bodies just need to fit the environment they are living in, and between their tough exoskeleton and resilient constitution, they are well adapted for even the most extreme environments. Furthermore, if they deem certain body parts unnecessary, too weak, or simply impractical, they replace them with crazy mechanical augmentations.

CHANGE REQUIRES ADAPTATION

One that looks at a roach today wouldn't expect the ancient history these creatures look back onto. Roaches are ancient. Their ancestors were one of the first insectoids to form empires. Their society was incredibly advanced, using craftsmanship and magic alike. They lived in abundance until they flew too close to the sun.

A great disaster struck that forced them underground and left their once lush realm destroyed and almost uninhabitable. This new and hostile environment left little room for flashy creations but required quick adaption. So this is how these ancient insectoids turned into the roaches of today.

Much of the roaches' history has been forgotten through the ages. But, unfortunately, not even the roaches themselves remember their glorious past. They only kept their innate ability to craft and a keen sense of survival.

SECLUDED UNDERGROUND

Generations of life underground have made roaches vulnerable to sunlight, and as such, they tend to stay in the dark with their own kind. Their settlements are burrows and caves, filled with all sorts of pipes and machinery. These towns seem random and poorly designed for outsiders, but there is always an underlying logic to their chaos.

Roaches are known as skillful artificers and artisans across Insectopia. They can create all sorts of gadgets and machinery. Many insectoids then utilize their work below and on the surface, even though only a few understand how it functions.



ROACH TRAITS

Roaches tend to be a lot alike and as such you share many traits with others of your race.

Ability Score Increase. Your Constitution score increases by 2 and your Intelligence score increases by 1.

Age. Roaches mature very quickly, their nymphs are already ready to walk after they spawn from their egg and mature completely when they are about 5 years old. Their lifespans range from 50 to 70 years.

Alignment. You tend to be chaotic and neutral or good. Roaches aren't a very organized race and the few laws they have most of them only follow loosely.

Size. Roaches are small creatures and are only about 3 to 4 feet tall. Your size is Small.

Speed Your base walking speed is 30 feet.

Superior Darkvision. Roaches mainly dwell in dark tunnels deep in the earth. You have superior vision in dark and dim conditions. You can see in dim light within 120 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.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Keen Survivors. Roaches are resilient and have an innate knack for crafting tools to aid them. You gain proficiency in the Wisdom (Survival) skill. Additionally, you gain proficiency with Tinker's tools.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Mechanic Augments. Parts of your body have been replaced with metallic augments and crude machinery. You choose one augment at 1st level. You gain an additional effect at 5th level, depending on which augment you chose. At 1st level, choose one of the following options:

Mechanic Gliders. When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.

At 5th level: You gain back boosters that allow you to get into the air. You gain a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Metallic Chitin. When you aren't wearing armor, your AC is $13 +$ your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

At 5th level: You gain resistance to acid and poison damage.

Respirator. This augment grants you the effects of the *water breathing* spell once per long rest for 1 hour.

At 5th level: You can breathe normally in any environment. You have advantage on Saving Throws made against harmful gases and vapors (effects like *cloudkill* and *stinking cloud*, inhaled Poisons, and the breath Weapons of some dragons)

Languages. You can read, speak, and write Common, Insect-Common and Roach. The Roach language is made up of series of clicks and hisses and sounds quite aggressive to others who don't speak the language.



SCIIONS

The Scions of the tribe gather around the bonfire under the clear starlight sky. The crackling of the fire and the shifting sand are the only sounds to be heard, as suddenly a loud hum fills the air. The elder begins the nightly ritual, and as his song grows louder, the fire's smoke seems to take the shapes of ancient Scions, traveling and hunting in the vast desert. The elder examines the signs with an approving sound as he tells his people to expect a prosperous month.

INTIMIDATING APPEARANCE

Scions are muscular scorpion-folk who stand at a tall 7 to 8 feet. Scions have two sets of arms. While their lower pair is regular, their muscular upper arms have giant pincers instead of hands that can deliver crushing force to anything or anyone unlucky enough to end up between them. However, the scariest part is the long tail with the venomous stinger at the end that can inject a potent poison into their foes.

SPIRITUAL GUIDANCE

Although they look pretty deadly, Scions rarely use lethal force against other creatures. They aspire to live in perfect balance, hunt, and produce only enough to sustain themselves and their clan. They believe that everything must have an equal cost and gain. Scions are wise and thoughtful individuals, however, they don't pray to a higher power. Instead, they commune with the spirits of times long passed to learn how to proceed in the future. Scion clans are led by a spiritual figure, often the elder of the tribe.

ANCIENT LEGENDS

Scions are said to be one of the oldest races of Insectopia. Their history spans thousands of years, to a time where the Scions ruled over a vast empire. They are said to have guarded a gateway to a plane of death and drew power out of its magic. Their downfall came at the hands of an unnamed pharaoh, who let a horrible creature from beyond pass the gate. The ruins of this once enormous empire can still be found, scattered across the vast sands.

NOMADS OF NOWHERE

Most Scions live as nomads of the endless sands. They live in big clans, often of only a few families, and don't ever stay at a place for too long. They know their desert environment very well and make excellent guides for anyone who wants to travel across the seas of sand. Only very few scions leave their clans, and even then, they rarely settle down. Most of the ones breaking away from the tribe tend to a life of adventure, abandon the balanced life their ancestors set for them and seek out their destinies.

SCION TRAITS

For Scions balance is everything in life, and as such there are many traits you share with others of your kind:

Ability Score Increase. Your Wisdom score increases by 2 and your Dexterity score increases by 1.

Age. Scions reach adulthood around 15 and live up to 120 years.

Alignment. Most Scions live the tranquil lives of nomads, without being particularly concerned with society outside of their clan. They see a need of balance in all things in the world, especially with life and death. Your alignment tends towards true neutral.

Size. Scions are tall creatures standing around 7 to 8 ft. tall. Your size is Medium.

Speed Your base walking speed is 35 feet.

Deadly Pincers. Your Pincers are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to $1d6 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Guardian of the Threshold You gain advantage on Death saving throws.

Poisonous Stinger. Your stinger is a natural weapon with a reach of 10 ft., which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to $1d4 +$ your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

When you hit a creature with your stinger, you can choose to inflict $1d6$ poison damage to the creature, and it has to make a Constitution saving throw with a DC equal to $8 +$ Proficiency + your Constitution modifier. On a failure, the creature is poisoned for 1 minute. It can repeat the save at the end of each of its turns. You must take a short or long rest before you can use this feature again.

Language. You speak Common, Insect-Common, and Scion. The Scion language is a strange and alien one, even to other insectoids. Their hissing almost sounds like a haunting melody of countless disembodied voices.

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THOPTRAS

A lone locust stalks the wilds, trailing a group of muscans who recently trespassed. Soon, he hears the sounds of panicked buzzing and the unnatural groan of the flies' undead being called. Jumping from his hiding spot amidst the branches, the locust sees his millipede wrapped around the leader of the muscans. Then, raising his bow, drew an arrow and fired. Finally, the locust drops an undead beetle to the ground, and with a stringent noise from his legs and wings, calls forth his kin to assist him.

The quiet and gloom of the night set in the tavern. Even the beetlefolk seem too tired to keep the party going. Yet a sudden musical tune cuts through the atmosphere, and a cricket, green and carrying their lute, arrives from the back, playing with glinting eyes and infectious cheer. Soon, everyone in the tavern is singing along and tossing a couple of silver for the bard, who continues to spark their audience.

A RACE DIVIDED

The thoptras hail from the Cullpines, a plane that resembles a dark and gloomy pine forest. Survival in the Cullpines is brutal; it is either kill or be killed, and only the keenest hunters have a chance to survive. These thoptras that mastered the ways of the pines became the Locusts. They sought to empower their kin and rise above the plane's dangers. However, not all thoptras shared the locust's views and sought to leave the dangers of the Cullpines behind for good. They managed to transport themselves onto the Material Plane, which strengthened their innate magic. Drunk with power, the crickets betrayed their own kin, enslaving the locusts with their magics as they sought to rise as the new leaders of their people. With their loyal and brutal locust enforces and vile spells, the crickets build a tyranny on the back of thousands of insectoid slaves. Their tyranny was stopped only through an uprising led by their locust cousins. Ever since, the two factions have been divided, driven apart by the betrayal of their own kin.

BORN HUNTERS

Locusts have an almost innate sense of hunting. Since their past in the Cullpines, they have always maintained close ties with the wilderness they dwell in. Their natural connection with beasts allows them to gain their assistance, and their own knowledge of the terrain makes their mobility almost mystical in the eyes of outsiders. Locust hunting swarms seem to work with an unearthly sense of unity and efficiency. Despite their claim of neutrality, locusts are simply distrustful of other races due to their previous enslavement under the crickets. However, most locusts are very loyal and to earn one's trust is to gain their friendship.

LIFE OF THE PARTY

While locusts still bear grudges of the past, most crickets have long since forgotten their previous position as tyrants. Having become nomads or settling in the courts of other bugs, crickets live in the present. Seeing the positives and avoiding the negatives, their laidback behavior can spark conflict with more strict figures, but many find their attitude relieving or calming during more trying times. Although a cricket's sudden mood swings often left too trusting individuals with a knife in their back and empty pockets.

THOPTRA TRAITS

While crickets and locusts couldn't be more different from each other, there are still some traits all thoptra share.

Ability Score Increase. Your Dexterity increases by 1.

Age. Thoptra reach maturity at 16 years of age and usually live up to 80 years.

Alignment. While locusts usually lean towards neutrality, focusing on their hunt and avoiding the affairs of the world, Crickets are jovial and carefree, and as such lean towards chaotic alignments.

Size. The two subraces of thoptra vary significantly in size: The locusts' lean bodies are between 4 to 6 feet tall, while the crickets' stocky build reaches only about 3 to 4 feet in height. Your size is Medium or Small.

Speed Your base walking speed is 30 feet.

Language. You can speak, read and write Common, Insect-Common, and Thoptran. Thoptran is a curious language spoken through musical and rhythmic tones. The crickets' dialect is more melodic, leaning into chirping sounds, while the locusts' dialect consists more of sharp clicks.

Subraces. The califera are divided into two subraces, the charismatic yet whimsical Crickets, and the stoic and suspicious Locusts.

CRICKET

They say there's no better entertainment than a cricket in a tavern. Those who have seen these cheerful and open figures fill the room with music and cheer. The crickets seek to enjoy life's pleasures one day at a time, with no regard for the past or future.

Ability Score Increase. Your Charisma score increases by 2.

Charming Musician. You know the *friends* cantrip. When you reach 3rd level, you can cast the *charm person* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *suggestion* spell once and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Mystical Stridulation. You can replace verbal components for your spells with sounds you create from your wings and legs.

Performer's Intuition. You gain proficiency in one skill of your choice: Deception, Performance, or Persuasion.

Standing Leap. You can jump a distance equal to your walking speed and high jump equal to half of that distance, with or without a running start.

LOCUST

Dwelling in the distant wilds are the locusts, skilled hunters, and guardians of the wilderness. Armed with bow and blade, these reclusive individuals claim to keep neutrality and focus on their own lands. Naturally connected to the creatures of the wild, locusts travel through the branches with astounding speed before bringing their prey down with a barrage of arrows.

Ability Score Increase. Your Constitution increases by 2.

Flight. You have a flying speed of 10 feet, but you must land at the end of every minute or begin to fall. When you reach 5th level, your flying speed increases to 20 feet, and the time restriction is lifted. You can't be wearing medium or heavy armor to use this speed.

Swarm Tactics. You have advantage on an attack roll against a creature if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

Prowler's Intuition. You gain proficiency in one skill of your choice: Animal Handling, Medicine, Nature, or Survival.

Speech of Beast and Leaf. You can communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you can't understand them in return. You have advantage on all Charisma checks you make to influence them.



VESPOIDS

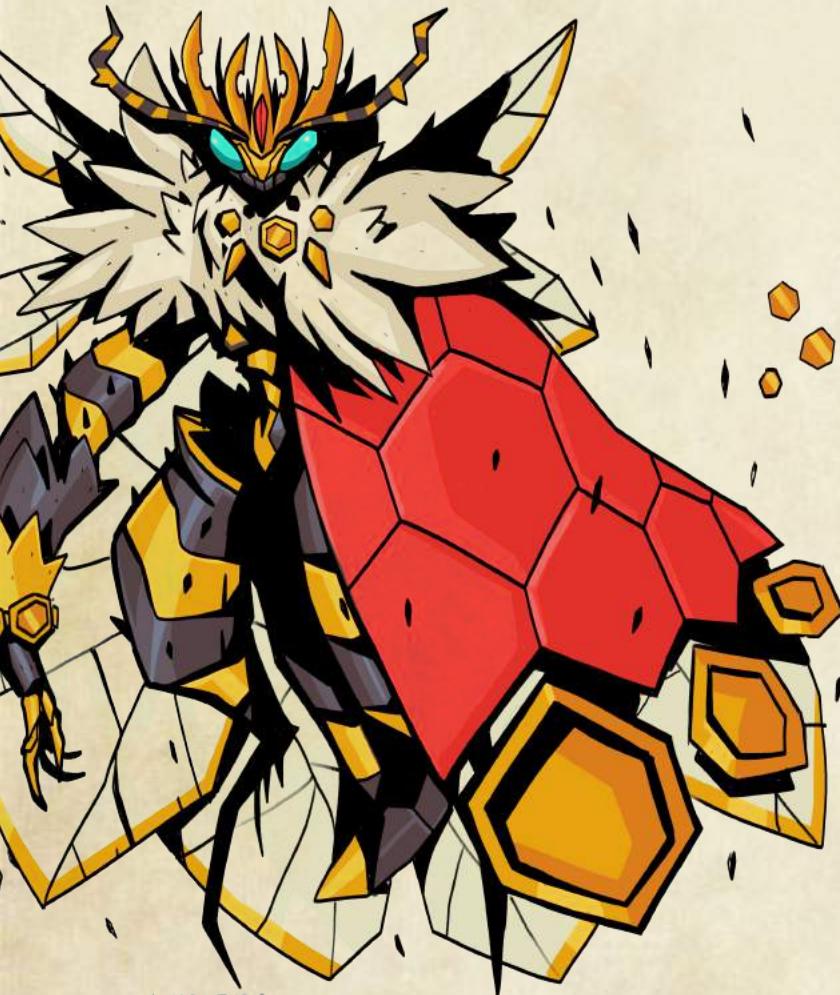
A dashing appearance, a sharp sword, and unwavering loyalty: those are the traits Vespoids value the most. Their armies soar through the skies to establish vast empires. Their workers craft the finest honey and build the most stunning cities. The vespidian empires shape the ways of the world they exist in, either through their charm or by force.

REGAL STRIPES

The common vespid resembles a humanoid bee. They stand from 5 ft. up to 7 ft. in height, and most Insectoids think of vespoids as the epiphany of beauty. On top of their segmented abdomen rests, on a slim waist, a broader upper body. Their chitinous exoskeleton ranges in color from browns to yellows and oranges. Some may even be born in red or blue. Almost like to accentuate their beauty, their chitin is adorned by brown or black stripes.

Most vespoids sprout two or four translucent wings, allowing them to soar through the skies faster than most other Insectoid races, and their heads are crowned by two delicate antennae. However, their most prized feature is the soft white fur, pushed up around their neck like the mane of a lion.

Vespoids are very proud of their appearance, and as such, most wouldn't cover their bodies with clothing, except for some accessories to accentuate their radiant looks.



UNITED IN PURPOSE

Most vespid nations are swarm-nations and as such, allegiance to their nation comes before friends and family for most vespoids. However, in vespid society, the individual is valued a lot more than in other swarm-nations.

When a female vespid gives birth to an egg, she doesn't raise it herself but gives it into the care of a comb-school. These nurseries care for the egg until it hatches and raise, educate, and train the child. So depending on the comb-school you are born into, you are put into a different role in society.

The worker caste is the lowest in vespid society. Most bumbles and some bees that stem from poor parents are born into this caste. Individuals accepted into this caste work on the vast pollen fields of their empire or as master wax-craftsmen, creating the building materials for all manner of buildings.

A step above the worker caste is the soldier caste. Most vespid nations value martial prowess highly, and as such, soldiers enjoy quite a bit of renown in their society. Moreover, vespid nations often expand into vast empires and, as such, employ masterfully trained soldiers. These soldiers, in return, swear an oath to protect and grow their nation and are fiercely loyal to their queen.

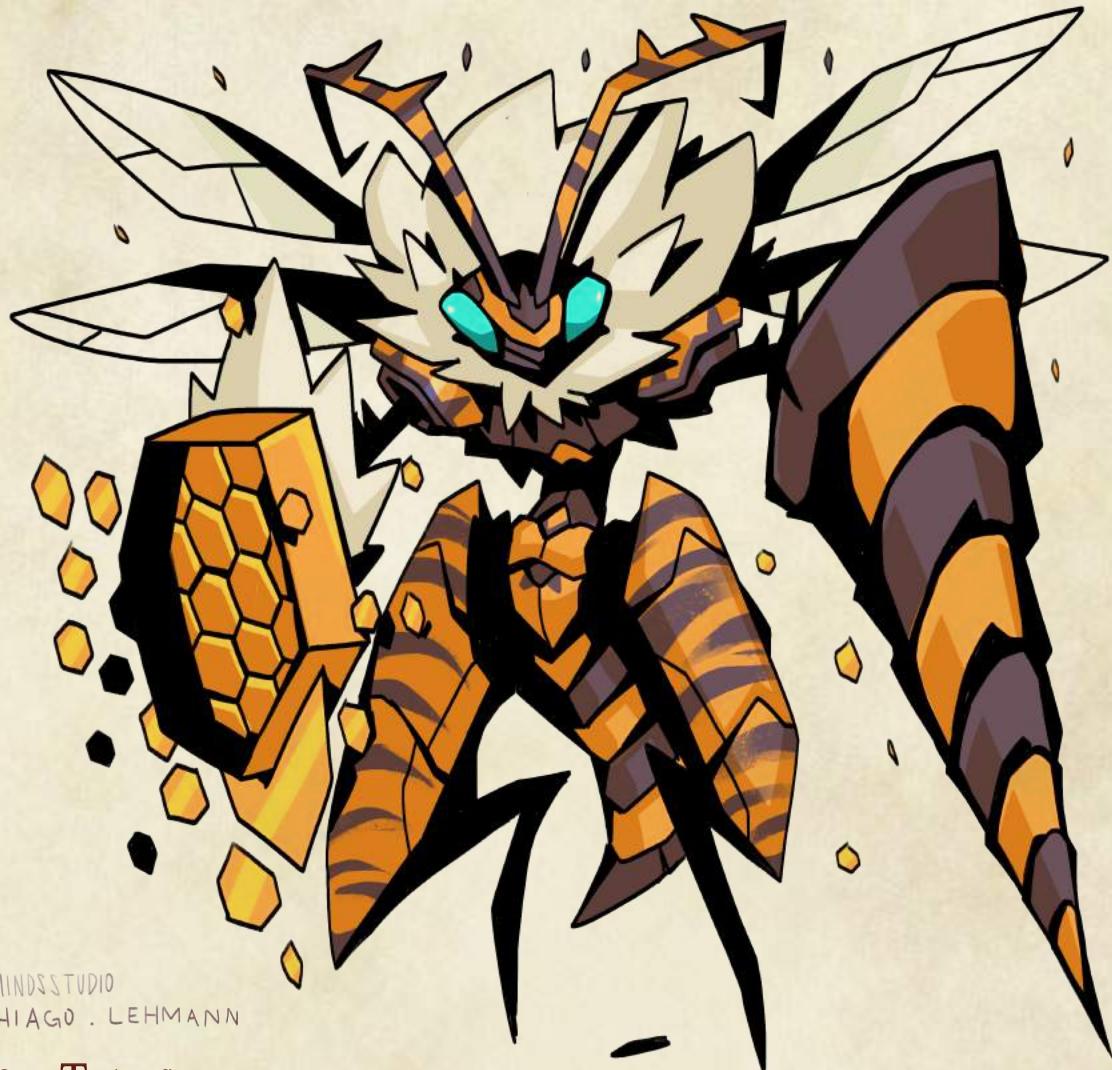
The royal caste forms the highest and most influential caste. The few individuals in this caste form the vespidian aristocracy. These are the rulers, intellectuals, and scholars that shape their nation. At the center of this caste stands the queen, the absolute monarch in most vespidian empires. A queen chooses her successor from one of the comb-schools and raises her as a wise and noble ruler.

Although it can prove quite tricky, one individual can rise in society. For example, a worker bee might prove themselves as a worthy fighter and, as such, enter the ranks of the soldiers.

Vespoids are raised with a purpose to fulfill and value loyalty above all else. A vespid would lay down their life for an ally or friend, but betray their trust, and you will have made a powerful enemy.

NATIONS IN THE SKY

As all common vespoids can fly, much of their everyday life is spent in the air. And their golden hive-cities reflect that. These massive metropolises are built high above in the canopies of giant trees. Some might even be held aloft through arcane means. They construct most of their buildings from very resilient wax that can withstand even high temperatures. Vespidian architects favor hexagonal structures and tall buildings with multiple entrances on all levels, giving their cities a very unique look.



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VESPOID TRAITS

Vespoids show significant differences within their own race, but these traits are common for all of them.

Ability Score Increase. Your Charisma score increases by 1.

Age. Vespoids mature at the age of 16 and tend to live up to 120 years of age.

Alignment. Most Vespoids live under the strict laws of their queen and tend to be lawful. They strive to perfect their profession, being honest and loyal to crown and swarm, thus they are often good-aligned. Wasps are an exception; they are more aggressive and tend to use violence more quickly to solve their problems. Wasps tend towards evil alignments more often.

Size. Vespoids vary greatly in size and bulk, but are generally from 5 feet to 6 feet tall. Your size is Medium.

Speed You base walking speed is 30 feet.

Flight. You have a flying speed of 15 feet, but you must land at the end of every minute or begin to fall. When you reach 5th level, your flying speed increases to 30 feet and the time restriction is lifted. To use this speed, you can't be wearing medium or heavy armor.

Imperious. You have proficiency in the Charisma (Intimidation) skill.

Vespid Weapon Training. You have proficiency with rapiers, shortswords, longswords, and shortbows.

Languages. You can speak, read and write Common, Insect-Common, and Vespid.

Vespid is a language which is spoken with the use of pheromones and gestures, and as such is a mainly spoken language. Additionally, one requires wings to speak the language fluently.

Subrace. There are three subraces of Vespoids and they vary greatly in their appearance and abilities: Bees, Bumbles and Wasps. Choose one of these subraces.

BEE TRAITS

Bees are the most common representatives of the Vespid race. They are the most charismatic amongst their race and much of their lives revolve around their status in society. Bees are very social creatures and show great care towards their allies, but also fierce aggression to anyone that threatens their swarm.

Ability Score Increase. Your Dexterity score increases by 1 and your Charisma score increases by 1.

Pheromonal Telepathy. You can create a telepathic link to one willing creature, using your pheromones. For the next 10 minutes, you can talk to the creature telepathically, while you are within 120 feet of them. You can't use this ability again until you finish a long rest.

Swarm Intelligence. When an ally within 10 ft. of you has to make a saving throw, you can use your reaction to give them an additional $1d4$ to the roll.

Soothing Honey. Using a bonus action, you can produce one portion of honey, which can be ingested to heal $1d4 + \text{half your level}$ (rounded up) hit points. You can't use this ability again until you finish a short or long rest.

BUMBLE TRAITS

Bumbles are the giant powerhouses of the vespoths. They tower over their Bee cousins with an average of 7 ft. and up to 8 ft. in height. Their naturally very broad and muscular build makes them excellent workers and warriors. Bumbles don't mind getting their hands dirty. If they aren't fighting in their nation's military, they tend to form the main workforce of their kingdom. As such they tend to have a lower standing within vespid societies that are more focused on intellectual matters. However, that doesn't mean that they don't value the extra muscle a Bumble brings with them, and their fierce loyalty, unparalleled even within their race.

Ability Score Increase. Your Strength and Constitution scores increases by 1.

Slow Fliers. Bumbles are slower than other Vespoths, because of their bulky stature. Your flying speed is 10 feet at 1st level and increases to 20 feet at 5th.

Furthermore, you do not need to land at the end of your turn when flying in a strong wind.

Powerful Build Bumbles are bigger than other Vespoths, ranging from 7 to 8 feet. You are considered to be one size larger when determining carrying capacity.

Waxbuilders. Bumbles are masters of sculpting and using wax in all sorts of different ways. You gain proficiency with one artisan's tool of your choice.

Bumble Bulk. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.



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WASP TRAITS

Long ago one part of the vespid swarm split off and left for the Dark Woods. Those vespoths later became what is now known as Wasps. Wasps vary greatly from their vespid brethren, only their yellow and black stripes signaling some kind of relation between them. They have smooth chitin plates instead of fur, they are slender and tall and their feature seems jaggeder. They have a poisonous spike they use to attack. Most wasps are live alone or in small families. They are cunning and intelligent creatures, though they are also quite aggressive, making them dangerous for other bugs. Only few criminal organizations, like the Black Leaf, employ Wasps, due to their uncontrollable temper.

Ability Score Increase. Your Dexterity score increases by 2.

Poison Adepts. You gain proficiency with the Poisoner's Kit.

Deadly Stinger. Your stinger is a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to $1d4 + \text{your Strength modifier}$, instead of the bludgeoning damage normal for an unarmed strike. You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes made with your stinger.

Hidden Flight. You gain advantage on Dexterity (Stealth) checks made while flying.



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CHAPTER 2: SUBCLASSES



This chapter presents new subclasses to supplement those in the fifth edition core rules. These subclasses are closely connected to the different factions in Insectopia and as such can make your character feel more immersed in the setting.

ARTIFICER SPECIALIST

WEAVER

An Artificer specializing as a Weaver employs threads to control and capture their opponents. They use a magical gauntlet that produces string and enhances nets with arcane energy.

TOOL PROFICIENCY

You gain proficiency with weaver's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

WEAVER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Weaver Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Artificer Level	Spells
3rd	<i>entangle, snare</i>
5th	<i>hold person, spider climb</i>
9th	<i>glyph of warding, slow</i>
13th	<i>fabricate, grasping vine</i>
17th	<i>hold monster, planar binding</i>

WEAVER'S GAUNTLETS

At 3rd level, your tinkering leads you to create a magical gauntlet which produces magically reinforced threads, known as a weaver's gauntlet. Creating a weaver's gauntlet takes an hour of uninterrupted work, which can coincide with a short or long rest, and requires the use of weaver's tools and 30 gp of materials. The first gauntlet you create is free. The gauntlet is specially designed for you and is ineffective when used by other creatures. You are proficient with the weaver's gauntlet.

Spool Charges. The abilities your weaver's gauntlet grants you use a resource known as **spool charges**. Your weaver's gauntlet has a number of spool charges equal to $3 + \text{your Intelligence modifier} + \text{your Proficiency bonus}$. The charges replenish after you finish a long rest.

Using these charges, your weaver's gauntlet can produce a multitude of items:

Net Shooter. Using an action, you can expend one spool charge to make a ranged spell attack with your gauntlet against a creature within 30 feet of you as you shoot a net at the target. A Large or smaller creature hit by the net is restrained until freed.



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A creature can use its action to make a Strength check against your spell save DC, freeing itself or another creature within its reach on a success.

Dealing slashing damage equal to $5 \times \text{your Proficiency bonus to the net (AC 10)}$ also frees a trapped creature without harming it, ending the effect and destroying the net. Furthermore, if the net is exposed to fire, it burns away within one round.

The net does not restrain creatures that are formless or creatures that are Huge or larger.

Rope. Using an action, you can expend one spool charge and shoot a rope from your weaver's gauntlet at a point you can see. The rope is up to 30 ft. long and sticks to any solid surface it touches. After the rope is produced, it can be detached from the weaver's gauntlet. You can spend additional spool charges to lengthen the rope by 30 feet per charge spent.

The rope is flammable. Any 5-foot of string exposed to fire burns away within one round.

Whip. Using a bonus action, you can expend a spool charge to create a piece of rope in an unoccupied hand. This rope can be used as a whip, and you are proficient in attacks made with it. The damage of the whip increases to 1d8 slashing damage. You can add your Intelligence modifier, instead of Strength or Dexterity, to the attack and damage rolls.

Web. You can cast the *web* spell from your weaver's gauntlet by spending two spool charges. Casting the spell in this way does not require vocal or material components.

ARCANE WEAVER

Also, at 3rd level, you gain the ability to infuse the string from your weaver's gauntlets with arcane energy to create arcane nets.

When you use the **Net Shooter** ability from your weaver's gauntlet, you can spend an additional spool charge to transform the net into an arcane net.

You learn how to create three arcane nets of your choice, detailed in the "Arcane Nets" table below.

You gain knowledge of one additional arcane net at 5th, 9th, and 15th level. Each time you gain a new arcane net, you can also replace one arcane net you know with a different one.

While the net doesn't restrain huge or larger creatures, they are still affected by the special effects of the arcane net until they use an action to remove the net from themselves, no Strength check is required.

ARCANE NETS TABLE

Arcane Net	Special Traits
Barbed	This net deals 1d4 piercing damage on a hit. Additionally, a creature restrained by this net takes 1d4 piercing damage each time it attempts to escape from it or makes an attack. The damage increases by an additional 1d4 at 5th, 9th, and 15th level.
Disrupting	Creatures restrained by this net are deafened.
Enlarging	This net can restrain creatures of huge size.
Ethereal	This net can affect ethereal and formless creatures.
Flaming	Creatures restrained by this net take 1d4 fire damage at the start of each of their turns. The damage increases by an additional 1d4 at 5th, 9th, and 15th level.
Reinforced	This net has resistance against slashing damage.
Shocking	This net deals 2d4 lightning damage on a hit. Furthermore, a creature that is restrained by this net can't use reactions. The damage increases by an additional 1d4 at 5th, 9th, and 15th level.
Umbral	Creatures restrained by this net are blinded.
Weighted	Creatures restrained by this net have disadvantage on their Strength checks to remove it.

BINDING THREAD

Starting at 5th level, whenever a creature restrained by one of your arcane nets or spells attempts to move out of the space they occupy by using a spell or an ability, it must first make a Wisdom saving throw against your Spell save DC. On a failure, the creature's movement is interrupted and the spell slot or use of its ability is wasted. On a success, the creature is unaffected and can use its spell or ability normally.

ARCANE TAPESTRY

At 9th level, you learn how to combine different magic threads to craft stronger arcane nets. Whenever you create an arcane net, you can spend an additional spool charge to add an additional special trait to the net of the ones you know. An arcane net can have a maximum of 2 effects.

When reaching 15th level, the maximum of special traits a net can have increases to 3.

PERFECT COCOON

At 15th level, you can cast forcecage without expending a spell slot, without preparing the spell, and without providing the material component, provided you use weaver's tools as the spellcasting focus. The cube the spell creates appears as a cocoon made out of translucent webbing. Once you cast the spell with this feature, you can't cast that spell with it again until you finish a long rest.

ARTIFICER INFUSIONS

At 2nd level, an artificer gains the Artificer Infusions feature. When an artificer gains this feature, the following additional infusions are available to them.

The description of each of the following infusions details the type of item that can receive it, along with whether the resulting magic item requires attunement.

Some infusions specify a minimum artificer level. You can't learn such an infusion until you are at least that level.

Unless an infusion's description says otherwise, you can't learn an infusion more than once.

FLOATING WEAPON

Prerequisite: 10th-level

Item: Any simple melee weapon (requires attunement)

By using a bonus action to speak a command word, the weapon starts to float in the air in an unoccupied space within 5 feet of the wielder. As a bonus action on the wielder's turn, they can move the weapon up to 20 feet and make a melee spell attack against a creature within 5 feet of the weapon using your spell-attack modifier. On a hit, the weapon deals damage equal to the weapon's damage die + your Intelligence modifier.

The weapon can return to the wielder's hand by using a bonus action while the weapon is within 5 feet of them.

PERIAPT OF POISON IMMUNITY

Item: A pendant or amulet

While wearing this pendant, a creature gains resistance to poison damage and immunity to the poisoned condition.

WHIP OF ENSNARING

Prerequisite: 6th-level artificer

Item: a whip

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

The weapon has 4 charges. When the wielder of this weapon hits a Large or smaller creature with an attack roll, they can expend 1 charge to ensnare their target. The creature has to succeed on a Strength saving throw against your spell save DC, or become restrained. The wielder can't attack with the whip as long as it is restraining a creature. The creature can use their action to repeat their saving throw to break free from the whip.

The weapon regains 1d4 charges daily at dawn.

PRIMAL PATHS

PATH OF THE SYMBIOT

The symbionts are strange, mimic-like entities. Many scholars believe they came from the Far Realm to Insectopia, but they do not know why. Alone they are mere specks, barely noticeable for most creatures. However, when they find a worthy host, the symbionts unleash their true and terrifying potential.

Barbarians of the Path of the Symbiont draw their power from connecting with exactly those alien creatures. When entering a rage, the symbiont takes over and turns the host into a violent, bloodthirsty monster, wielding the symbiont as a tangible weapon with deadly precision. The symbiont hungers, and its primal fury affects its host. A symbiont may not always be evil, but with a need to feed and an appetite for conflict, a benign host is rare to find, much less a symbiont.

SYMBIOTIC BLADE

Beginning at 3rd level, you bonded with a symbiont, an alien creature that takes the shape of various weapons. When you enter a rage, the symbiont empowers you granting you the following benefits:

- You manifest your symbiotic weapon. You decide on the weapon's appearance. The weapon has the versatile property and deals $1d10 + \text{your Strength modifier}$, or $1d12 + \text{your Strength modifier}$ if wielded with two hands, necrotic damage.
- Your symbiotic weapon cannot be disarmed.
- You gain a +1 bonus to your AC.

The benefits last for the duration of your rage.

Additionally, when your features from this subclass subject a creature to a saving throw, the DC is equal to $8 + \text{your Proficiency bonus} + \text{your Strength modifier}$.

APEX PREDATOR

Starting at 3rd level, the symbiont begins to further alter your physique. You gain darkvision with a range of 120 feet and a Climbing Speed equal to your Walking speed. While raging, you ignore the drawbacks imposed by difficult terrain.

ELDRITCH CONNECTION

Beginning at 6th level, your Symbiont gains the thrown(20/60) property.

You can use a bonus action to call the weapon back to an unoccupied hand while it is within 60 feet of you. If you do so, the weapon spins back through the air towards you. Each creature in a straight line between yourself and the symbiotic weapon, must succeed on a Dexterity saving throw or take $2d6$ necrotic damage, or half as much on a successful one.

ASSIMILATION

At 10th level, the bond with the symbiont slumbering inside you grows even stronger, making you a master at pursuing and slaying your prey. You can manifest your symbiotic weapon as a bonus action while you aren't raging.

Additionally, whenever you finish a long rest, you can allow your symbiont to assimilate a magic weapon in your possession. You can only assimilate a melee weapon you are proficient with. Your symbiotic weapon gains any bonus to attack and damage rolls and any properties of the assimilated weapon, but maintains its damage die. If the weapon required attunement for any of its abilities, you can use them as if you were attuned to it. You can only have one weapon assimilated at a time. You can replace the assimilated weapon with another whenever you finish a long rest.

SYMBIOTIC RAGE

At 14th level, you can release the beast inside you and let the symbiont take over. When you are raging, you can use a bonus action to enter a symbiotic rage. While you are in this form, you gain the following benefits:

- You gain blindsight in a range of 15 ft.
- You regenerate 1 hit point at the start of each of your turns.
- Your symbiotic weapon gains a reach of 10 ft.
- The bonus to AC from your symbiotic weapon increases to +2.
- You gain resistance to necrotic, poison, and psychic damage.

If your turn ends and you haven't hit and damaged a creature since your last turn, your symbiotic rage ends. You can take $1d12$ necrotic damage to prolong the duration for one additional round. The damage you take from this ability can't be reduced by any means.



BARD COLLEGES

COLLEGE OF PHEROMONES

Bards of the College of Pheromones aren't mere performers like those of the same profession. They are masterful alchemists who express themselves not through story or music alone but also alluring lights and entralling pheromones. Their grand displays incite heroic actions in their allies.



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BONUS PROFICIENCIES

When you join this college at 3rd level, you gain proficiency with alchemist's supplies.

PEROMONAL ORDERS

Also, at 3rd level, the pheromones you create incite sudden reactions in your allies. You can use your bonus action to choose one allied willing creature within 10 feet of you. You can then expend one use of your Bardic Inspiration. The chosen creature then makes one of the following actions listed below, of your choice:

- **Attack!**: The chosen creature makes an attack roll against a creature within range of it.
- **Move!**: The chosen creature can move up to its movement speed.
- **Disengage!**: The chosen creature uses the Disengage action and moves 5 feet in a direction it chooses.
- **Dodge!**: The creature gains the benefits of the Dodge action.

PEROMONAL DISPENSER

Starting at 6th level, you learn how to craft pheromonal concoctions, which you use through pheromonal dispensers. Pheromonal dispensers are incense sticks or smoke bombs that can be either thrown or put on the ground and lighted by using an action. When used, they emit a cloud of pheromones in a 10-foot-radius sphere for 1 minute, affecting any creature standing inside the area.

Whenever you finish a long rest, you can create a number of pheromonal dispensers equal to your proficiency bonus.

Creating a pheromonal dispenser requires you to have alchemist supplies on your person, and any dispenser you create with this feature lasts until it is used or until the end of your next long rest.

You choose the kind of dispenser you create from the list below:

Raging Pheromones These spicy pheromones incite aggression in any creature affected by it. A creature that hits with a melee attack while standing in the sphere's radius deals an extra 1d6 force damage.

Regenerative Pheromones These flowery pheromones accelerate the natural healing process of organisms. A creature that ends its turn in the sphere regains two hit points.

Nimbleness Pheromones These citrusy pheromones awaken the minds of creatures, making them more alert to any attack coming their way. Creatures within the sphere's radius gain a +1 bonus to their AC.

Cleansing Pheromones These stimulating pheromones cleanse body and mind. A creature that ends its turn within the sphere's radius and is either charmed, frightened, paralyzed, petrified, or poisoned is no longer affected by the condition.

CONTROLLING PHEROMONES

Also, at 6th level, your pheromones can now affect your enemies. You can cast the *suggestion* spell at will.

ALLURING LIGHT

At 14th level, you can target up to two creatures when you use your Pheromonal Orders feature or cast the *suggestion* spell.

DIVINE DOMAINS

ROT DOMAIN

The gods of rot uphold the natural cycle of life and death. And their clerics maintain this cycle by returning organic matter to the earth. To that end, they perform rituals and use magic to speed up the decay of corpses.

On Varzzen, the mysterious Mush-Folk are often clerics of the rot domain. They ensure that through rotting the old, new life can thrive in its place.

Clerics of the Theocracy of the Wurm also worship this domain in the name of their chaotic deity. However, they don't uphold life's cycle. Instead, their only desire is for everything to decay, so all can become one in endless chaos.

ROT DOMAIN SPELLS

Cleric Level Spells

1st	<i>bane, inflict wounds</i>
3rd	<i>blindness/deafness, ray of enfeeblement</i>
5th	<i>bestow curse, slow</i>
7th	<i>blight, sickening radiance</i>
9th	<i>contagion, enervation</i>

BONUS PROFICIENCY

At 1st level, you gain proficiency with heavy armor.

ROTTING TOUCH

At 1st level, your touch alone can cause organic matter to degrade rapidly.

As a bonus action, you can touch a creature and force it to make a Constitution saving throw against your spell save DC. The creature takes 1d10 necrotic damage on a failed saving throw, and half as much damage on a successful one. When you reach 8th level in this class, the damage increases to 2d10.

Additionally, you can use a bonus action to touch the corpse of a creature, a non-magical plant, or an object made from organic material. Over the next minute, the thing rapidly decomposes, turning into mulch.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: ROTTING SICKNESS

Starting at 2nd level, you can use your Channel Divinity to inflict creatures with sickness that gnaws at their very flesh.

As an action, you present your holy symbol and one creature of your choice that is within 30 feet of you must make a Constitution saving throw against your spell save DC. If the creature fails the saving throw, it becomes inflicted with Rotting Sickness, a disease that lasts for 1 hour.

Rotting Sickness is a magical disease that rapidly decays the flesh of creatures infected with it. An infected creature has disadvantage on attack rolls and Constitution saving throws.

The creature can repeat the saving throw at the end of each of its turns, shaking off the disease on a success.

DISCIPLE OF DECAY

Starting at 6th level, when a creature fails its saving throw against your Rotting Touch feature, it can't regain hit points. It can repeat the saving throw at the end of its turns to end this effect.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with necrotic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

HERALD OF ENTROPY

Starting at 17th level, your divine powers force structured organisms into disarray. Every time you damage a creature with a cleric spell of 3rd level or higher, you can force them to make a Constitution saving throw against your spell save DC. On a failed save, you choose an ability score. The creature has disadvantage on attack rolls, ability checks, and saving throws made with the chosen ability score.

The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A remove curse spell ends this effect as well. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this feature for the next 24 hours. You can only target one creature per spell with this effect.

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DRUID CIRCLES

CIRCLE OF MUTATION

All Druids have the ability to shapeshift, transforming into wild beasts. Druids of the Circle of Mutation, however, use their primal magic to improve and manipulate the very structure of their bodies. They assimilate the aspects of terrible monstrosities to go against the natural order, to become more than their mortal forms allow them to.

As such, other druids often look upon the unnatural rituals performed by these individuals with disgust and terror. However, even they can't deny that circle of mutation druids achieve results far beyond a common druids capabilities.

MONSTROUS ASPECT

When you choose this circle at 2nd level, you have learned how to change your body in more drastic ways than other druids, gaining the abilities of terrifying monstrosities.

You can choose two monstrous aspects from among the ones described below. After you finish a long rest, you can choose which aspect of the ones you know you want to attune to. You can only attune to one aspect at a time, and it grants you certain benefits as specified below.

When you reach certain levels in this class, you gain additional aspects, as shown in the Monstrous Aspects Known table.

MONSTROUS ASPECTS KNOWN

Druid Level	Number of Aspects
3rd	2
6th	3
10th	4
14th	5

The following aspects are available to you when you gain an aspect. If an aspect has a level requirement, you must be at least that level in this class to learn the aspect.

Aspect of the Displacer. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage and fail the saving throw, you can use your reaction to re-roll the saving throw. You must use the new roll.

Aspect of the Froghemoth. While attuned to this aspect, you can use your Wisdom modifier for Constitution saving throws, ability checks, and calculating your hit points.

Aspect of the Hook Horror. While attuned to this aspect, you can see in dim light within 120 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.

Aspect of the Amber Brute. (*Prerequisite: 6th level*) You gain a base AC of 17 (your Dexterity modifier doesn't affect this number). You gain no benefit from wearing armor, but if you are using a shield, you can apply the shield's bonus.

Aspect of the Remorhaz. (*Prerequisite: 10th level*) You gain resistance to cold and fire damage.

Aspect of the Roc. (*Prerequisite: 10th level*) You gain advantage on Wisdom (Perception) checks that rely on sight.

Aspect of the Astral Dreadnought. (*Prerequisite: 14th level*) You have advantage on saving throws against spells and other magical effects.

Aspect of the Tarrasque. (*Prerequisite: 14th level*)

While you are attuned to this aspect, you grow in size as per the *enlarge* spell.

WILD MUTATION

Starting at 2nd level, as an action, you can expend a use of your Wild Shape feature to truly embody your monstrous aspect, rather than transforming into a beast form, and you gain 4 temporary hit points for each level you have in this class.

While you embody your monstrous aspect, you retain your game statistics, but your body mutates to resemble the monstrous aspect you have active at the moment.

Furthermore, you grow a natural weapon, depending on your attuned aspect, as detailed below. It counts as a simple melee weapon for you, and you add your Wisdom modifier to the attack and damage rolls when you attack with it.

These benefits last for 1 hour or until you use your Wild Shape again.

Depending on which monstrous aspect you are attuned to, you gain the following benefits:

Aspect of the Displacer Beast. Activating your Monstrous Form while attuned to the aspect of the displacer beasts causes you to grow two barbed tentacles from your shoulders.

The tentacles have the reach property and deal 1d4 piercing damage on a hit. Once on each of your turns, when you attack with your tentacles using the Attack action, you can make one additional tentacle attack as part of the same action.

Furthermore, you can project a magical illusion that makes you appear to be standing near your actual location. When a creature you can see targets you with an attack roll, you can use your reaction to impose disadvantage on the attack roll.

Aspect of the Froghemoth. Activating your Monstrous Form while attuned to the aspect of the Froghemoth causes one of your arms (your choice) to turn into a slimy tentacle.

The tentacle has a reach of 10 feet and deals 1d8 bludgeoning damage on a hit. Instead of attacking with it, you can grapple a creature with your tentacle, making a Wisdom (Athletics) check instead of using Strength. While grappling a creature in this way, you cannot use your tentacle on another target. However, you can still attack the creature you are grappling with your tentacle.

You also gain a swimming speed equal to your walking speed, and you can breathe both air and water.

Furthermore, you grow a sticky prehensile tongue. You can use an action to target a creature no more than one size larger than you within 20 ft. of you. The creature must make a Strength saving throw against your spell save DC or be pulled up to 15 feet towards you. On a failed save, the creature also takes 1d6 points of acid damage.

Aspect of the Hook Horror. Activating your Monstrous Form while attuned to the aspect of the Hook Horror transforms one arm of your choice into a fierce bony hook. If you hit with it, the hook deals 2d6 piercing damage.

You also gain a climbing speed equal to your walking speed.

Furthermore, you gain blindsight within a radius of 30 ft. around you. While you are deafened, you can't use your blindsight.

Aspect of the Umber Hulk. Activating your Monstrous Form while attuned to the aspect of the Umber Hulk, each of your hands transforms into a brutal jointed claw, which you can use as a natural weapon if it's empty. It deals 1d8 slashing damage on a hit.

You gain tremorsense up to 10 feet and a burrowing speed of 20 feet. You can also burrow through solid rock at half burrowing speed and leave a 5-foot wide by your height high hole in your wake.

Furthermore, you can cast the *confusion* spell centered on yourself without spending a spell slot, requiring no verbal, somatic, or material components. You can't use this feature again until you expend another use of your Wild Shape feature to activate your monstrous aspects.

Aspect of the Remorhaz. Activating your monstrous form while attuned to the aspect of the Remorhaz will cause you to grow scales, fangs, and fins. Your fangs are natural weapons that deal 1d10 piercing damage. Additionally, all of your melee weapon attacks deal an additional 1d6 fire damage.

Furthermore, any creature that touches you or hits you with a melee attack takes 1d6 fire damage.

Aspect of the Roc. Activating your Monstrous form while attuned to the aspect of the Roc causes your arms to become mighty wings and your feet to become powerful talons.

Your size becomes Large, and you gain a flying speed of 40 feet.

You can use Wisdom instead of Strength when calculating carrying capacity, the weight you can push, pull or lift, and for Strength (Athletics) checks made to grapple another creature, and you gain advantage on Strength checks made to push, pull, lift, or break objects.

Your talons deal 1d8 slashing damage on a hit. When you hit a creature with your talons, you can immediately make a grapple check against the creature. While you are grappling a creature with your talons, you can't use your talons on another target.

Aspect of the Astral Dreadnought. Activating your monstrous form while attuned to the aspect of the Astral Dreadnought transforms one arm of your choice into a bulky claw. It deals 2d6 piercing damage on a hit.

Furthermore, your gaze creates an area of antimagic, as in the *antimagic field* spell, in a 30-foot cone. At the start of each of your turns, you decide which way the cone faces. The cone doesn't function while your eyes are closed or while you are blinded.

Aspect of the Tarrasque. Activating your monstrous form while attuned to the aspect of the Tarrasque lets you grow an almost impenetrable carapace and a thick muscular tail capable of crushing walls. It deals 1d12 bludgeoning damage on a hit and double damage to objects and structures.

You gain a bonus to your AC equal to your Wisdom modifier (minimum of +1). When you are targeted by a spell that requires a ranged attack roll, roll a d10. On a 1 to 8, you are affected by the spell as normal. On a 9, you are unaffected by the spell. On a 10, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target.

CONTROLLED TRANSFORMATION

Starting at 6th level, you have advantage on saving throws against any spell or effect that would alter your form.

MONSTROUS PROWESS

At 10th level, while your aspect is active, your attacks with your natural weapons count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks and damage.

Furthermore, you can attack with your natural weapons twice, instead of once, whenever you take the Attack action on your turn.

RAPID CELL DIVISION

At 14th level, you are able to imbue your mutations to your allies. When you expend your Wild Shape to embody your monstrous aspect as specified in the wild mutation feature, you can choose a number of willing creatures within 30 feet of you equal to your Wisdom modifier. Until your wild mutation feature ends, the chosen creatures gain the same number of temporary hit points you gain from this feature.





MARTIAL ARCHETYPE

WINGED KNIGHT

Winged Knights are masters of aerial combat. First, they dexterously soar through the air, summoning the chaotic winds of the elemental plane of air as they move. Then they unleash them in thunderous bursts, sweeping the battlefield.

TAILWIND

When you choose this archetype at 3rd level, the winds always seem to blow in your direction. As a result, you gain a flying speed of 10 feet. This speed increases by 10 ft. at 5th, 7th, 10th, and 15th level.

You can fly for up to 10 consecutive turns. You fall if you are in the air at the end of the tenth turn. When you reach 5th level, the time restriction is lifted. You can't fly with this feature if you are wearing heavy armor.

WIND WAKER

At 3rd level, you learn the *gust* cantrip and can cast it at will. Dexterity is your spellcasting ability for this spell.

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TYPHOON'S CHAMPION

Additionally, at 3rd level, you learn how to empower your movement and strikes with strong wind gusts.

Gust Techniques. You learn two Gust Techniques of your choice, detailed under "Gust Techniques" below.

Some Gust techniques enhance an attack in some way. You can use only one Gust technique per attack action.

Whenever you reach a level in the Fighter class that grants the Ability Score Improvement feature, you can replace one gust technique you know with a different one.

You learn one additional Gust Technique at 7th, 10th, 15th, and 18th level.

Gust Points. You have a pool of Gust Points that fuel your Gust Techniques. Whenever you use your flying movement, you gain one additional Gust Point. You can only gain one Gust Point per round in this way. Additionally, you gain a Gust Point each time you use the Dash action or score a critical hit. If you don't use your flying movement on your turn and have Gust Points left, you lose all of your Gust Points at the end of your turn. You can gain Gust Points up to a maximum equal to your Proficiency bonus.

Saving Throws. Some of your Gust Techniques require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Typhoon's Champion Save DC = 8 + your proficiency bonus + your Dexterity modifier

EXPERT AERONAUT

At 7th level, your maneuverability while airborne is unparalleled. You have proficiency in Dexterity saving throws while flying.

Furthermore, you have advantage on saving throws against being knocked prone while airborne and take only half the damage from falling.

ZEPHYR STEP

Starting at 10th level, while you are flying, you can use your bonus action to use the Dash or Disengage actions.

AVATAR OF THE SKY

Starting at 15th level, when you use your action surge feature, you also gain the benefits of the Dash and Disengage actions. Furthermore, you also gain a Gust Point.

GUST TECHNIQUES

Air Shield When you or an ally within 30 feet of you are hit by a ranged weapon attack, you can use your reaction to spend one or more Gust Points to deflect the missile. When you do so, the damage you or your ally take from the attack is reduced by 1d6 + your Dexterity modifier + your fighter level.

For every additional Gust Point you spend on this feature, the damage from the attack is reduced by an additional 1d4.

Airstream. You can use a bonus action to create one or more airstreams. Each stream is 5 feet wide, and its length is equal to twice the flying speed of your Tailwind feature. The stream has to originate from your current position and lasts until the start of your next turn.

The area of the airstream is considered difficult terrain, except for you and any creature of your choice. While inside the stream, you or a chosen creature can spend 1 foot of movement to move 2 feet. If the stream crosses already-existing difficult terrain, you or a chosen creature can move through the space at your normal speed. In addition, while inside the stream, the jump height and length of you and your chosen creatures are doubled.

Each stream costs one Gust Point to create. You can create a number of streams equal to your proficiency bonus each turn.

Eye of the Cyclone. (Prerequisite: 10th level) You can use an action to spend four Gust points to create a 50 ft. high and 30 ft. wide cyclone centered around you. A creature that enters the cyclone must succeed on a Strength saving throw against your Typhoon's Champion save DC, taking 4d6 bludgeoning damage on a failed save or half as much on a successful one.

The cyclone dissipates at the beginning of your next turn unless you spend 2 Gust points to keep it active. The cyclone moves with you if you move while it is active.

Hurricane Ward You can use a bonus action to spend one or more Gust Points to create a 10-foot wide and 10-foot tall pillar of strong wind (20 miles per hour) in an area within 30 feet of you. The wind has the effects of the *warding wind* spell. The wind disperses at the start of your next turn.

For every additional Gust Point, you spend on this feature, the pillar of strong wind grows 10 feet wider and higher.

Squall Stride. (Prerequisite: 7th level) You can use an action to spend one Gust Point to strengthen the winds that carry you. You can immediately move up to your speed. During this turn, while you move, you can move through the space of any hostile creature. If you do so, you can force the creature to make a Strength saving throw against your Typhoon's Champion save DC. On a failure, the creature is pushed 10 feet away from you in a straight line. On a success, the creature is unaffected, but you can still move through the creature's space. You still can't end your movement in another creature's space.

You can only push creatures of Medium or smaller size, and a creature can't be pushed by this ability more than once per turn.

If you spend an additional Gust Point, you can push creatures of Large size.

Updraft. When you hit a Medium or smaller creature with a melee weapon attack, you can spend 2 Gust Points to create an intense burst of wind below the creature. The creature must succeed on a Strength saving throw against your Typhoon's Champion save DC. On a success, the creature is unaffected. On a failed save, the creature is lifted 10 feet straight up into the air.

If the creature is airborne and fails its save, it is raised 10 feet higher and falls prone.

If you spend an additional Gust Point, you can use this ability on a Large creature.

Gale Slash. When you hit a creature with a melee weapon attack, you can spend one or more Gust Points to create a burst of wind in a 20-foot long and 5 feet wide line that starts from the creature you hit and extends directly away from you. Each creature in that line must succeed on a Strength saving throw against your Typhoon's Champion save DC or be shoved back 20 feet in a straight line.

For every additional Gust Point you use on this feature, the burst's distance grows by 10 feet.

Wind Wall (Prerequisite: 7th level) You can use an action to spend three or more Gust Points to cast the *wind wall* spell. Dexterity is your spellcasting modifier for this spell. The Wall disperses at the start of your next turn.

For every additional Gust Point you spend on this feature, the wind wall lasts for an additional round.

MONASTIC TRADITIONS

WAY OF THE MANTIS

The Way of the Mantis is a path not many monks choose to tread. To master this tradition, one has to master absolute patience first. Only monks that achieve complete serenity within themselves can focus their strikes precisely enough to disable the flow of ki in living creatures. Monks of the Way of the Mantis stay in perfect stillness, not moving a single muscle, waiting for just the right time to strike.

MANTIS STANCE

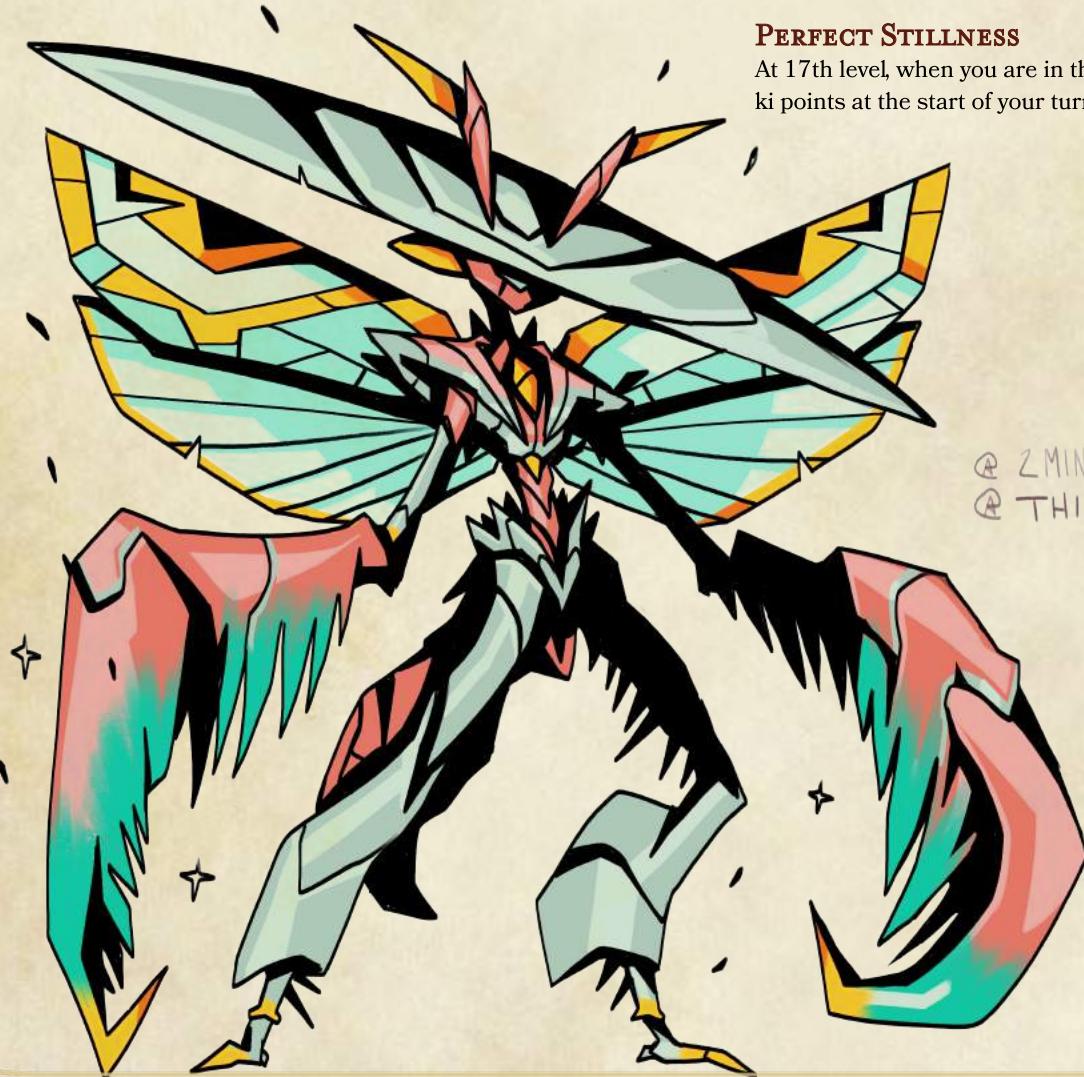
Starting when you choose this tradition at 3rd level, you can use your bonus action and spend 1 ki point to enter a defensive stance that lasts for 1 minute. During this duration, you can use a bonus action to go in and out of the stance.

While in the Mantis Stance, you can't use your movement. Additionally, you can use your Patient Defense feature without spending ki points.

Furthermore, when a creature misses you with a melee weapon attack, you can use your reaction to make an unarmed attack against it.

SERENE COUNTER

Also at 3rd level, through stillness of mind and body, you can react quickly to the happenings on the battlefield. While in the Mantis Stance, you can spend 2 ki points to make one additional reaction. You can do so only once per turn.



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PRESSURE STRIKE

At 6th level, you learn how to debilitate your foes by cutting off their flow of ki. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows feature, you can choose which body part you want to target. The creature must succeed on a Constitution saving throw or suffer the effects detailed in the table below. The creature can't suffer the effects of a body part it doesn't possess.

Body Part	Effect
Arm	The creature can't make weapon attacks until the end of its next turn.
Eyes	The creature is blinded until the end of its next turn.
Legs	The creature is knocked prone.
Throat	The creature is silenced and can't speak until the end of its next turn.

REACHING TIBIA

At 11th level, while you are in the Mantis Stance, the reach of your unarmed attacks increases by 5 feet.

In addition, while you are in the Mantis Stance, any enemy you hit must make a Constitution saving throw. On a failure, the creature loses all of its movement speeds except walking speed (such as flying, climbing, and swimming speeds), as well as the ability to jump until the end of its next turn.

PERFECT STILLNESS

At 17th level, when you are in the Mantis Stance, you regain 2 ki points at the start of your turn.

SACRED OATHS

OATH OF THE SWARM

The Oath of the Swarm is seldom sworn to a single deity. Instead, paladins of this oath vow themselves to their nation and people. They believe that to achieve greatness as a community, its people have to come together as one. However, these Paladins go even further than that. They do not only unite their people but unite them to strike down that which threatens their nation. They are masters in weaponizing their people. As it is always said: Offense is the best defense.

TENETS OF THE SWARM

The exact Tenets of the Oath of the Swarm may vary; they depend on which group the paladin belongs to. However, they generally emphasize the following tenets:

One Body. The swarm is only as strong as its weakest link. So help the weak and raise them, for every member is essential for the whole.

One Mind The swarm must work together to survive. Therefore, one must assess all viewpoints before deciding on the correct one.

One Spirit. The swarm is connected not only through body and mind but also spirit. Therefore, if they are to survive, the hive must make sure that there are no sources that could corrupt this spiritual bond.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE SWARM SPELLS

Paladin Level Spells

3rd	<i>dissonant whispers, shield of faith</i>
5th	<i>enhance ability, warding bond</i>
9th	<i>aura of vitality, enemies abound</i>
13th	<i>aura of purity, phantasmal killer</i>
17th	<i>geas, synaptic static</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Swarm Smite. As a bonus action, you can imbue the strikes of your companions with divine power. You can choose a number of creatures up to your Charisma modifier within 30 feet of you. The next time a chosen creature hits a creature with a melee weapon attack, it deals an additional 1d8 psychic damage.

Hivemind As an action, you can create a telepathic link between your companions. You can choose a number of willing creatures up to your Charisma modifier within 60 feet of you. For one minute, all chosen creatures and yourself can talk telepathically to each other while on the same plane of existence. Furthermore, if a creature linked in this way has to make a Wisdom or Charisma saving throw, they can choose to use your ability score modifiers instead.

MINDSHIELD

Starting at 7th level, you and friendly creatures within 10 feet of you have resistance to psychic damage and advantage on saving throws against being charmed.

At 18th level, the range of this aura increases by 30 feet.

SOOTHING HYMN

Beginning at 15th level, when you use your lay on hands ability to heal any number of hit points, every creature linked through your Hivemind Channel Divinity ability regains the same amount of hit points.

SWARM LORD

At 20th level, you extend your mind to lead your swarm to victory. For 1 minute, you gain the following benefits:

- If one creature linked by Hivemind can see or hear a creature or an object, all creatures linked by Hivemind can see or hear it.
- You can use Swarm Smite and Hivemind without expending your channel divinity.
- Once per turn, as a bonus action, you can choose an allied creature within 30 feet of you. It can immediately make a melee or ranged weapon attack or move up to 1st speed.

Once you use this feature, you can't use it again until you finish short or long rest.



RANGER ARCHETYPES

HIVE LORD CONCLAVE

While most rangers feel a deep connection to the environment around them, others use their magical connection to reach beyond the barriers of our multiverse. Those weak-minded will find only madness when experiencing the Far Realm's abstract world, but those who don't go insane in the process can become a Hive Lord. These rangers gain an even deeper understanding of their surroundings through telepathy and can call upon aberrant spirits that take the shape of giant insects to lend them a helping hand in combat.

HIVE LORD MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Entomologist Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

HIVE LORD SPELLS

Ranger Level	Spells
3rd	<i>command</i>
5th	<i>web</i>
9th	<i>hypnotic pattern</i>
13th	<i>confusion</i>
17th	<i>Synaptic Static</i>

CALL DRONE

At 3rd level, as an action, you can magically summon an aberrant spirit from the Far Realm or another alien realm of madness, called an Insect Drone. It appears in an unoccupied space of your choice within 30 feet of you.

The drone is friendly to you and your companions, and it obeys your commands. See its game statistics in the accompanying Insect Drone stat block, which uses your proficiency bonus (PB) in several places. Whenever you summon the drone, choose a drone type: Bulwark Beetle, Stinger Wasp, or Trap Spider. You can determine the cosmetic characteristics of the drone; your choice does not affect its game statistics.

In combat, the drone shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the drone can take any action of its choice, not just Dodge.



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The drone remains for 1 hour until it is reduced to 0 hit points, or until you die. You can dismiss the drone early as a free action. Anything the drone was wearing or carrying is left behind when the drone vanishes.

You can use this feature a number of times equal to your Proficiency Bonus + your Wisdom modifier and regain all uses after you finish a long rest.

You can summon and control an additional drone at 7th and 11th level. You cannot summon a type of drone you already control. When you take your bonus action on your turn to command your drones to take an action, all drones you currently control may take an action.

HIVE MIND

At 7th level, you can use a bonus action to mark a creature within 90 feet of you with a psychic tag for 1 hour. Any damage dealt by your weapon attacks or your drones to the marked creature changes its damage type to psychic. Furthermore, if a tagged creature turns invisible, it is still visible to you and your drones.

If the target drops to 0 Hit Points before this feature ends, you can use a bonus action on a subsequent turn of yours to mark a new creature.

You need to finish a short or long rest before you can use this feature again.

SAVAGE SWARM

At 11th level, when you command your drones to take the Attack action, the drones can make two attacks.

Furthermore, if your drones are forced to make a saving throw, they can use your modifiers instead.

METAMORPHOSIS

At 15th level, your psychic connection to the Far Realm allows you to summon stronger spirits. When summoning a spirit, you now choose from Adamantine Beetle, Executioner Wasp, Hunter Spider. They have all the abilities of their previous forms in addition to the abilities detailed in the Evolved Drones table below.

EVOLVED DRONES

Drone Type Metamorphosis

Adamantine Beetle The AC of the beetle increases by an amount equal to your Wisdom modifier. Additionally, when a creature moves into 5 feet of the beetle, it can use a reaction to make a pincer attack against the creature.

Executioner Wasp The wasp's flying movement speed increases by 10 feet. Additionally, when using its sting action to attack a creature, it can attack again using its bonus action.

Hunter Spider The spider can now trap up to three creatures in range using its Web Shot action. Additionally, the range of Web Shot increases to 60 feet.

BULWARK BEETLE

Small aberration, true neutral

Armor Class 13 + PB

Hit Points 3 + three times your ranger level (the drone has a number of Hit Dice [d8s] equal to your ranger level)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Senses passive Perception 10

Languages understands the languages you speak

Actions

Pincer. *Melee Weapon Attack:* +2 plus PB to hit, range 5 ft., one creature. *Hit:* 1d6 + 2 + PB bludgeoning damage, and a Large or smaller target is grappled (escape DC equals your spell save DC). Until this grapple ends, the target is restrained, and the blight can't drone can't use its Pincer attack against another target.

Charge. The drone immediately moves 20 feet in a straight line in a direction you choose. If the drone passes through a creature's space, the creature has to succeed on a Strength saving throw against your spell save DC or be knocked prone.

STINGER WASP

Small aberration, true neutral

Armor Class 11 + PB

Hit Points 2 + two times your ranger level (the drone has a number of Hit Dice [d8s] equal to your ranger level)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	8 (-1)	10 (+0)	8 (-1)

Senses passive Perception 10

Languages understands the languages you speak

Actions

Sting. *Melee Weapon Attack:* +2 plus PB to hit, range 5 ft., one creature. *Hit:* 1d8 + 2 + PB piercing damage.

Stinger Shot. *Ranged Weapon Attack:* +2 plus PB to hit, range 60 ft., one creature. *Hit:* 1d6 + 2 + PB piercing damage.

TRAP SPIDER

Small aberration, true neutral

Armor Class 12 + PB

Hit Points 2 + two times your ranger level (the drone has a number of Hit Dice [d8s] equal to your ranger level)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	8 (-1)	14 (+2)	8 (-1)

Senses passive Perception 12

Languages understands the languages you speak

Spider Climb. The drone can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

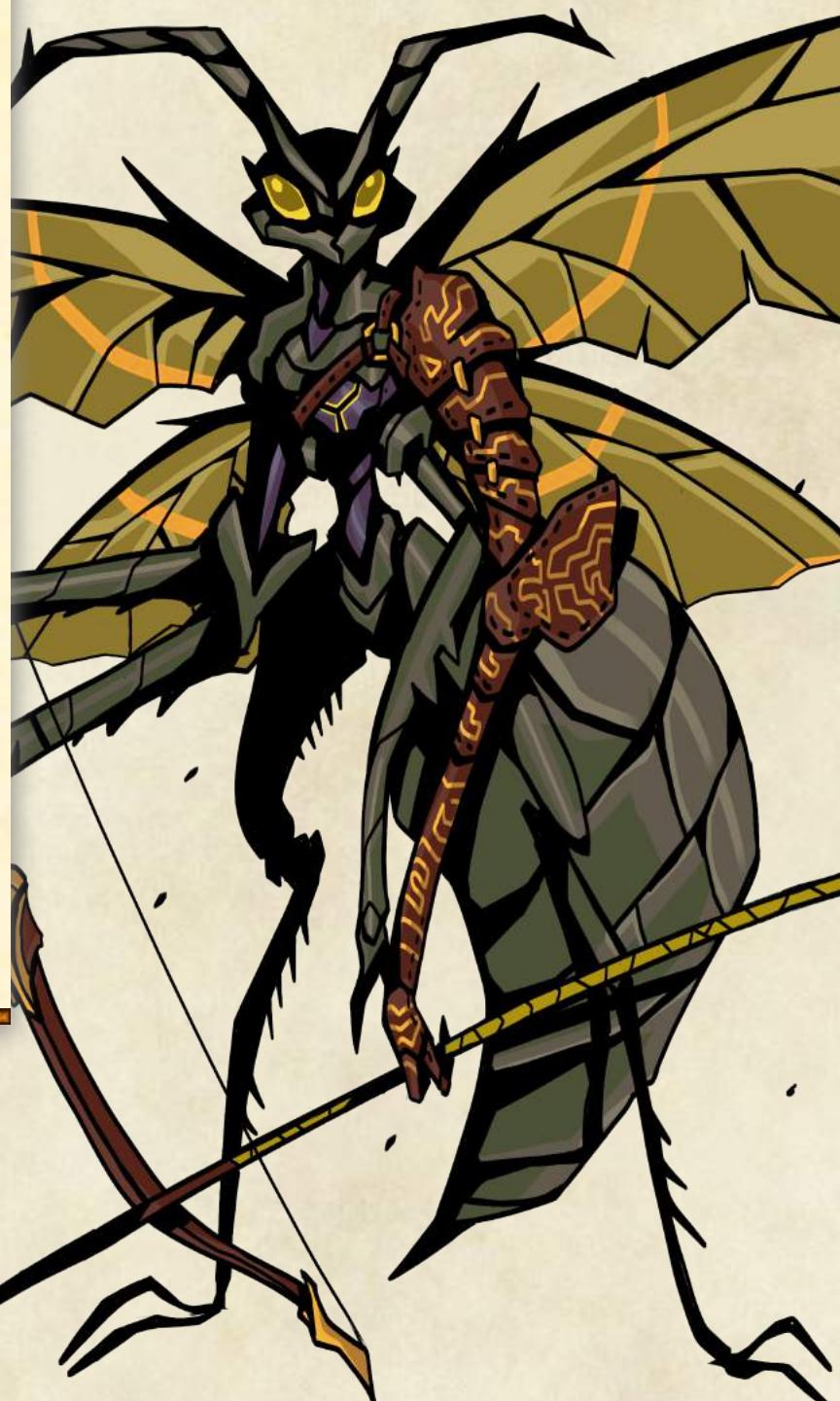
Web Sense. While in contact with a web created from the drone's *Sticky Web* action, the drone and you know the exact location of any other creature in contact with the same web.

Actions

Fangs. *Melee Weapon Attack:* +1 plus PB to hit, range 5 ft., one creature. *Hit:* 1d4 + 1 + PB piercing damage.

Web Shot. Choose a creature within 30 feet of the drone. The target must succeed on a Dexterity saving throw against your spell save DC, or be restrained by a sticky web for the next minute. As an action on each of its turns, a restrained creature can make a Strength saving throw against your spell save DC to break free.

Sticky Web (Recharge 5-6). The drone spins a web on a horizontal or vertical surface in a 30-foot circle centered on the drone. Any creature of your choice moving across the webbed surface is unaffected by difficult terrain and can climb vertical surfaces using their movement speed without making an ability check. For other creatures, the web's area is considered difficult terrain.



ROGUISH ARCHETYPES

THE MIMIC

Those Rogues who take it upon themselves to embody the Mimic archetype take after the monstrosities they are named for. With a suite of abilities involving mimicry of both form and skill, Mimic Rogues are not only powerful friends, but dangerous foes. They use an innate magically ability, that allows their shadow to shape and form into copies of what they can perceive.

MIMICRY

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit.

Furthermore, you can cast the *alter self* spell at will, choosing only the *Change Appearance* option.

IMPERSONATION

Also at 3rd level, you can perfectly impersonate another humanoid, taking on its form. You need to spend at least one hour studying a small or medium humanoid (or creature of similar shape) you want to impersonate. You can only impersonate a creature with a CR or class level equal or lower to your rogue level. After that, you can use an action to polymorph into the humanoid.

You can use this feature twice. You regain expended uses when you finish a long rest.

You can impersonate a creature for a number of hours equal to half your rogue level. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit point, or die.

You can remember a number of impersonations equal to your proficiency bonus. You can replace one of your impersonations by studying another humanoid for another hour, gaining the new form, and forgetting the old.

While you are impersonating a creature, the following rules apply:

- You retain your alignment, personality, hit points, Hit Dice, languages, weapon and armor proficiencies, and Intelligence, Wisdom and Charisma scores.
- You retain all of your equipment and do not gain any equipment the impersonated creature owns. Any non-magical clothing you wear changes to accommodate your new form but doesn't change in material or style. Your other equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear merges with it or falls to the ground (your choice). Equipment that merges with the form has no effect until you leave the form.
- You can't use or benefit from your racial or class features while impersonating a creature.
- Your Strength, Dexterity, and Constitution modifiers, all skill, saving throw, and tool proficiencies are replaced by those of the creature you are impersonating. Furthermore, you gain any weapon and armor proficiencies of the impersonated creature and can speak any language that the creature knows.

- Your movement speed changes to that of the creature, and you gain any type of special movement the impersonated creature has.
- You look indiscernible to the creature you impersonate. If you rouse suspicion, or if a wary creature suspects something is amiss, you have advantage on any Charisma (Deception) check you make to avoid detection.

IMITATE

Starting at 9th level, when a creature you can see is using an action or bonus action or a triggered ability, such as an Imp's polymorph or a wolf's pack tactics, you can use your reaction to mimic it.

If the creature is unwilling, you need to succeed on an Intelligence (Investigation) check against a DC equal to 10 + the target's level or challenge rating to copy the ability. You gain the benefits of the copied ability until the end of your next turn or until you use it once. You can only copy one feature at a time.

You can't imitate features inherent to a magic item, and you can't mimic spells or a creature's spellcasting ability.

You can use this feature a number of times equal to your Proficiency modifier and regain all expended uses when you finish a long rest.

MASQUERADE

At 13th level, you perfect your ability to imitate other creatures. When using your Impersonation feature, the following additional rules apply:

- You can use all of your class features while impersonating a creature. You can cast any spell you know, as long as your new form can perform the needed somatic and verbal components. You cannot use any spell or ability that would alter your shape.
- You can use most of the features the impersonated creature has, including racial-, class- and background features.
- You can't cast any spells the target can, and you can't use a feature that requires a spell slot. You can't use Channel Divinity, Eldritch Invocations, Artificer Infusions, or similar features. If the impersonate creature can change its shape, you can't use that feature. You can't use features that use a class-specific DC, like a monk's ki. However, you can use Unarmored Defense, Bardic Inspiration, Divine Sense or similar features.
- If the creature has any legendary actions or lair actions, you can't use them.

SHADOW IMPERSONATION

At 17th level, you can use an action to shape your shadow into one of the impersonations you know. The shadow impersonation looks exactly like that impersonation and has the same statistics, features, and abilities you would have while impersonating that creature. However, the shadow impersonation has only half of your hit points.

The shadow impersonation also can't change its form with the Impersonation feature, nor can it create a shadow impersonation of its own.

The shadow impersonation is created with copies of your equipped weapons, armor, and clothes but otherwise doesn't have access to your equipment. Any copies of magic items with charges have no charges left. Any equipment removed from the shadow impersonation disappears into a cloud of smoke.

As a bonus action on your turn, you can move the clone up to your movement speed to a space you can see, but it must remain within 120 feet of you. It can then immediately use an action. The clone lasts for 10 minutes or if it drops to 0 hit points.

You need to finish a long rest before you can use this feature again.



SORCEROUS ORIGINS

THE RUPTURE

While other sorcerous bloodlines have an overabundance of arcane energy, Ruptures are the exact opposite. They are irregularities in the Weave, points where no arcane energy exists.

Many military organizations gladly take these ruptures into their ranks, training them to be used as efficient weapons against any spellcaster that would otherwise prove difficult to subdue.

MAGICIAN'S BANE

Starting at 1st level, you are drawn to magic like a shark towards blood. You can cast *detect magic* at will, without expending a spell slot.

SUNDERING SHIELD

Also, at 1st level, when you use your innate magic to cast a spell, you can leech on some of the spell's magic to protect yourself. Whenever you cast a spell of 1st level or higher, you can create a shielding aura on yourself that lasts until you finish a short or long rest. The shield has hit points equal to the level of the spell. Whenever you take damage, the shield takes the damage instead. If this damage reduces the shield to 0 hit points, you take any remaining damage.

At 2nd level, you can spend 2 sorcery points when you create the shield. When you do so, the shield has hit points equal to twice your sorcerer level + the level of the spell.

The shield has resistance against damage dealt by spells. However, any bludgeoning, piercing, and slashing damage dealt to you, ignores the shield and damages your hit points directly.



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You need to finish a short or long rest before you can use this feature again.

DISRUPTIVE MARK

Starting at 6th level, you can disrupt the concentration of spellcasters. On your turn, you can choose a creature you can see within 30 feet of you and place a disruptive mark on it. For the next minute, while the marked creature is within 30 feet of you, you gain the following benefits:

- Whenever the creature casts a spell, it must first succeed on a Constitution saving throw against your spell save DC to maintain concentration. On a failed save, the casting is disrupted, the spell fails, and the spell slot is wasted.
- Whenever the creature starts its turn while concentrating on a spell, it must make a Constitution saving throw against your spell save DC to maintain concentration. On a failed save, it loses concentration on the spell.

You can mark only one creature with your disruptive mark at any time.

You can use this feature a number of times equal to your Proficiency bonus. You regain all expended uses when you finish a long rest.

ARCANE NULLZONE

At 14th level, your presence alone is disruptive for magical effects. If you are the target of a damaging spell effect cast by a creature you can see, you can use your reaction to spend a number of sorcery points equal to the spell's level (a minimum of 1) and halve the damage the spell would deal to any creature affected by it.

OVERPOWER

At 18th level, you can cast the *counterspell* and *dispel magic* spells at 3rd level against the target of your disruptive mark without expending spell slots. If the marked creature is within 30 feet of you, you have advantage on the spellcasting ability check for these spells. You can cast these spells against a marked creature even if you don't know them.

You can cast both spells at a higher level by spending a number of sorcery points equal to the spell's level. For example, if you want to cast *counterspell* at 5th level, you can spend 5 sorcery points instead of a 5th level spell slot.

METAMAGIC

The following section presents new metamagic options for the sorcerer. These metamagic options follow the same rules as metamagic options found in the 5th edition core rules.

DARK ECHO

When you take damage through a spell, you can use your reaction to spend a sorcery point to cast the same spell against the original caster. A spell cast in this way uses a spell slot like casting it normally would. Furthermore, you must provide any material components that the spell requires. The damage type of the spell changes to necrotic.

LEECHING SPELL

When you roll damage for a spell that targets a single creature, you can spend 3 sorcery points to regain hit points equal to half the amount of damage dealt, to a maximum amount of half of your total hit points.

OTHERWORLDLY PATRONS

THE GREAT WURM

Millennia have passed since the terrifying being, known as The Great Wurm, was banished by the Radiant Cocoon. However, the Wurm has left a festering scar on the Material Plane, from which its tendrils still stretch out to touch the souls of unlucky mortals. Outcasts, driven away from their hives. Those who have been mistreated their whole lives for being different. Folk that can't find a place to fit in. When these kinds of beings cry out their pain into the void, the void calls back with a promise to fix all their problems.

Warlocks of the Wurm become harbingers of the maw. These beings become insatiable creatures that want to see the world plunged into the eternal nothingness of chaos. For in chaos, nobody is different.

EXPANDED SPELL LIST

The Wurm lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

WURM EXPANDED SPELLS

Spell Level Spells

1st	<i>chaos bolt, inflict wounds</i>
2nd	<i>barkskin, enlarge/reduce</i>
3rd	<i>life transference, stinking cloud</i>
4th	<i>stoneskin, vitriolic sphere</i>
5th	<i>antilife shell, destructive wave</i>

UNNATURAL RESILIENCE

Starting at 1st level, you gain a bonus action that you can use on each of your turns to gain temporary hit points equal to your warlock level + your proficiency bonus, replacing any temporary hit points you already have.

Additionally, starting at 10th level, as part of this bonus action, you can spend hit dice to add to this temporary HP. The additional temporary hit points equal the number you roll on your hit dice, plus your proficiency bonus. You can spend a number of Hit Dice at once equal to half your Proficiency bonus rounded up.

GLUTTONOUS PHYSIQUE

Also at 1st level, your resilience makes you an unstoppable force in combat. You can use your Constitution modifier, instead of Strength, for melee weapon attack and damage rolls. You can also use your Constitution modifier, instead of Strength, when making an Athletics check to initiate or escape a grapple or shove another creature.

Furthermore, you gain resistance to acid damage and proficiency in shields and medium and heavy armor. Finally, when you don heavy armor, the strength requirement needed to wear it is reduced by 2.

SPAWN OF THE WURM

Starting at 6th level, when you hit a creature with a melee weapon attack, you can summon a leech to attach itself to the creature. The leech is a tiny beast with AC 6, 1 hit point, a 2 (-4) in every ability score, and a speed of 1 foot. While on the target's skin, the leech can be killed by normal means or scraped off using an action.

At the start of each of the creature's turns, the leech deals 1d4 points of piercing damage to it, and you regain hit points equal to the amount of piercing damage dealt.

Once a leech has dealt 24 points of damage, it falls off the creature and dies, dealing no further damage to it.

You can create a number of leeches equal to your Proficiency bonus. You regain all uses of this ability after you finish a short or long rest.

INSATIABLE

At 10th level, if you already have temporary hit points and receive more of them, you can add them together instead of replacing them.

You can't gain temporary hit points from the same source more than once unless your current pool of temporary hit points is depleted or you replace your current temporary hitpoints. Replacing your current temporary hitpoints also allows all other sources to be stacked again.

The number of sources you can stack this way equals half your proficiency bonus.

CONSUME

At 14th level, you can make your insatiable hunger tangible and absorb the life force of creatures around you. Each creature within a 10-foot cube originating from you must make a Constitution saving throw, taking 4d6 necrotic damage on a failed save or half as much damage on a successful one. You regain hit points equal to half of the damage dealt.

Once you use this feature, you can't do so again until you finish a long rest.

PACT BOONS

If the Game Master allows it, at 3rd level, the warlock gains the following additional choice of pact boon.

PACT OF THE MAW

The pact with your patron transforms your esophagus into the entrance to the maw, a spherical demiplane roughly 10 feet in diameter. When swallowing an item or creature, you can use a bonus action to open the gateway to the maw. Anything you swallow while the entrance is open is transported inside the maw, and you don't take damage when swallowing something in this way. The weight of objects inside the maw doesn't increase your weight. While the gateway to the maw is open, you can expand your mouth to swallow larger objects. The object can't be larger than 5 feet in all dimensions. You can close the gateway to the maw as a free action.

Additionally, you can use an action to enlarge your mouth to swallow a medium-sized or smaller creature. Make a melee spell attack against the creature. On a hit, the creature is transported to the maw. You must finish a short or long rest before you can use this feature again.

A creature inside the maw can make a Strength saving throw against your spell save DC at the start of each of its turns to break free. If it succeeds, you regurgitate the creature in an unoccupied space within 5 feet of you. A creature inside the maw can't interact with any objects inside it, and you can have only one creature inside the maw at a time.

If an extradimensional space created by a bag of holding, Heward's handy haversack, portable hole, or similar item is placed inside your maw, it destroys the item immediately, and a gate to the Astral Plane is opened in your space. Any creature (including yourself) within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. The following new options are available for that feature. If an eldritch invocation has a prerequisite, you must meet it to learn the invocation. You can learn the invocation at the same time that you meet its prerequisite. A level prerequisite refers to your level in this class.

GIFT OF THE ALL CONSUMER

Prerequisite: 7th level, Pact of the Maw feature

You can eat an endless amount without suffering ill effects, including generally inedible materials (like wood, metal, or earth), though only food will sustain you.

Additionally, during a short rest, you can consume food to regain vitality. You regain a hit die for every day's worth of food you consume. If you are at your maximum amount of hit dice, you immediately regain hit points as if you'd expended a hit die. You can benefit from a number of rations equal to half your warlock level (rounded up) for each short rest.

GLUTTON'S DELIGHT

Prerequisite: 18th level, Pact of the Maw feature

You can cast *heroes' feast* once without expending a spell slot and without providing material components. You can't do so again until you finish a long rest.

SLAVERING GORGE

Prerequisite: Pact of the Maw feature

Your tongue grows in size and lashes out to grapple a creature within 30 feet of you. You can use an action to make a ranged spell attack against a creature within range. On a hit, the creature is grappled (escape DC is equal to your spell save DC) by your tongue and pulled to an unoccupied space adjacent to you.

While grappling a creature in this way, you have disadvantage on any attack roll against creatures other than the grappled creature.

When you use the swallow action from your pact boon against the grappled creature, you have advantage on the melee spell attack.





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ARCANE TRADITIONS

SCHOOL OF SONOMANCY

While bards use enchanting melodies to cast their tantalizing spells, the wizards from the school of sonomancy view sound differently. While the songs of bards flow with emotion, the sounds of sonomancy vibrate with logic. They use their arcane abilities to create vibrating Sound Weapons, stop projectiles in mid-air, or cast their spells without the need for vocal components.

Wizards of this school are often found in battle, and many of them are battle-hardened veterans. Many foes of such wizards only hear a faint hum before realizing that a vibrating dagger plunged into their hearts.

CHANNELING SOUND

When you select this school at 2nd level, you gain proficiency with one instrument of your choice, and you can use that instrument as a spellcasting focus.

Furthermore, as you learn to shield yourself against forceful sounds preemptively, you gain resistance to thunder damage.

SOUND WEAPONS

Also at 2nd level, you learn how to control weapons with the vibrations of your magic. Whenever you finish a long rest, you can touch one weapon you are proficient with, which has the light property. The weapon becomes your Sound Weapon.

You can also transform a magic weapon into a Sound Weapon.

Using a bonus action, you can make your Sound Weapon vibrate, letting it float in an unoccupied space within 5 feet of you for 1 minute. When you animate your Sound Weapon in this way, you can immediately make a melee spell attack against a creature within 5 feet of the sound weapon.

When attacking with your Sound Weapon in this way, it deals thunder damage instead of bludgeoning, piercing, or slashing damage.

Should the weapon have any additional effects, they apply as if you would be wielding or attacking with it normally.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

You can catch your Sound Weapon when it is within 5 feet of you and stop the vibrations as a free action. If you fall unconscious, your Sound Weapon drops to the ground in its floating space.

You can use this feature to let your Sound Weapon float twice. You regain all expended uses when you finish a short or long rest.

PROTECTIVE VIBRATION

Starting at 6th level, you can protect yourself from attacks by letting the air around you vibrate.

When a creature hits you with a ranged weapon attack or ranged spell attack, you can use your reaction to block the attack from truly reaching you. When you do so, the damage you take from the attack is reduced by $1d10 + \text{your wizard level}$.

PERFECT PITCH

Starting at 10th level, you gain the ability to distinguish sounds perfectly, and your mastery of vibrations reaches new heights. You can cast all your spells without requiring vocal components.

Additionally, you gain advantage on all Wisdom (Perception) checks that rely on hearing, and you gain blindsight within 10 feet.

ADDITIONAL SOUND WEAPON

At 14th level, you can create an additional Sound Weapon.

Using your bonus action, you can make both Sound Weapons vibrate and move each of your Sound Weapons up to 20 feet, and attack with both individually.

CHAPTER 3: RACIAL FEATS



eveling up in a class is the main way a character evolves during a campaign. Some Game Masters also allow the use of feats to customize a character. Feats are an optional rule in the 5th edition core rules. The Game Master decides whether they're used and may also decide that some feats are available in a campaign and others aren't.

The insectoid races of Insectopia are varied and diverse. The additional feats presented in this chapter allow you to dive deeper into your character's race and develop them further in the process. These feats are each associated with a race from this compendium, as summarized in the Racial Feats table. A racial feat represents either a deepening connection to your race's culture or a physical transformation that brings you closer to an aspect of your race's lineage.

RACIAL FEATS

Race	Feat
Akitu	Glimmering Magic
Akitu	Mystic Evasion
Arach	Spellweaver
Beetlefolk (firefly)	Shining Star
Beetlefolk (harlequin)	Reach
Beetlefolk (ladybug)	Experienced Healer
Beetlefolk (rhinoceros)	Trampling Charge
Beetlefolk (scarab)	Ancient Knowledge
Beetlefolk (stag)	Adamantine Chitin
Chilopodians	Crushing Grip
Formicoids	Winged
Formicoids (bull)	Teamwork
Formicoids (ice)	Cold Refusal
Formicoids (fire)	Burning Blade
Luni	Death Chirp
Mantis (orchid)	Mind's Eye
Mantis (warrior)	Blind Spot
Muscans	Mark of the Wurm
Necrites	Vicious Feast
Roaches	Hard to kill
Scions	Descendant of the Damned
Thoptra (cricket)	Inspiring Musician
Thoptra (locust)	Perfect Hunter
Vespoids (bee)	Royal Authority
Vespoids (bumble)	Master Waxcrafter
Vespoids (wasp)	Terminal Velocity

The feats are presented below in alphabetical order.

ADAMANTINE CHITIN

Prerequisite: Beetlefolk (stag)

Your shell has become as strong as adamant, capable of withstanding even the mightiest of attacks. You gain the following benefits:

- Increase your Constitution score by 1, up to a maximum of 20.
- You gain a +1 bonus to AC.
- When you suffer a critical hit, you can use your reaction to turn that attack into a normal hit. You can't use this feature again until you finish a short or long rest.

ANCIENT KNOWLEDGE

Prerequisite: Beetlefolk (scarab)

You are especially studious and pick up new skills with ease. You gain the following benefits:

- Increase your Intelligence score by 1, up to a maximum of 20.
- You gain one skill proficiency of your choice, one tool proficiency of your choice, and fluency in one language of your choice.
- Choose one skill in which you have proficiency. You gain expertise with that skill, which means your proficiency bonus is doubled for any ability check you make with it. The skill you choose must be one that isn't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.

BLIND SPOT

Prerequisite: Mantis (warrior)

You evolved some psionic capabilities, seldom seen in Warrior. You gain the following benefits:

- Increase your Intelligence, Charisma, or Wisdom score by 1, up to a maximum of 20.
- As an action, you can choose a creature within 30 feet of you to make an Intelligence saving throw (DC 8 + your proficiency bonus + your Intelligence, Wisdom, or Charisma modifier). On a failed save, the creature perceives you as if you were invisible for 1 minute. Should the creature have special senses which allow it to see invisible creatures, such as blindsight, you still appear invisible to it. If the creature takes damage from you, it can repeat the saving throw, ending the effect on a success. You have to finish a short or long rest before you can use this feature again.

BURNING BLADE

Prerequisite: Formicoid (fire)

You further master the destructive fire magic of your people. You gain the following benefits:

- Increase your Strength, Dexterity, or Charisma score by 1, up to a maximum of 20.
- You learn the *flame blade* spell, and can cast it once without expending a spell slot. You regain the ability to cast the spell in this way when you finish a long rest. Charisma is your spellcasting ability for the spell.
- When making a melee spell attack with the *flame blade* you can use Strength or Dexterity modifiers for the attack roll.
- When you roll fire damage for a spell you cast, you can reroll any roll of 1 on the fire damage dice, but you must use the new roll, even if it is another 1.



CRUSHING GRIP

Prerequisite: Chilopodian

The power of your grapple is able to crush the bones of your enemies with ease. You gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to a maximum of 20.
- While reared up, you can grapple a creature while both of your hands are occupied, using your body to coil around the creature. When you are grappling a creature in this way and get down to your normal size, you let go of the creature and it is no longer grappled by you.
- On the start of each of their turns, a creature grappled by you takes 1d4 bludgeoning damage.

COLD REFUSAL

Prerequisite: Formicoid (frost)

Your crystal carapace is coated in frigid ice. You gain the following benefits:

- Increase your Strength or Constitution score by 1, up to a maximum of 20.
- You gain resistance to fire damage.
- Cold, fire, and nonmagical slashing damage you take is reduced by 3.
- At the end of a long rest, you gain temporary hit points equal to your level. If a creature hits you with a melee attack while you have these hit points, the creature takes cold damage equal to $5 \times$ your proficiency bonus.

DEATH CHIRP

Prerequisite: Luni

- Increase your Constitution score by 1, up to a maximum of 20.
- You can use an action to emit a high pitched sound in a 15-foot radius around you. Each creature in that area must make a Constitution saving throw ($DC = 8 +$ your Constitution modifier + your proficiency bonus). On a failed save, the creature takes 1d8 thunder damage, loses concentration on a spell it is currently concentrating on and is deafened until the end of its next turn. On a successful save, the creature only takes half as much damage, is not deafened, and doesn't immediately lose concentration on a spell it is currently concentrating on. This damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d10).
- You can use your Death Chirp a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

DESCENDANT OF THE DAMNED

Prerequisite: Scion

Wandering the sands of your ancestors and viewing the deaths of many, your Scion blood sings the songs of those beyond. You gain the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, up to a maximum of 20.
- Your unarmed strikes made with your natural weapons count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
- When you roll piercing damage for an attack made with your natural weapons, you can add halve your proficiency bonus (rounded up) to the damage dealt.
- You gain resistance to necrotic damage.

EXPERIENCED HEALER

Prerequisite: Beetlefolk (*ladybug*)

You are a master of the physician's art, you gain the following benefits:

- Increase your Charisma score by 1, up to a maximum of 20.
- You gain proficiency in the Medicine skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- During a short rest, you can clean and bind the wounds of your allies. If a creature spends a number of Hit Die during this rest, you can make a Wisdom (Medicine) check against a DC equal to $8 + \text{the number of Hit Dice spent by the creature}$. On a success, the creature regains all spent Hit Dice. You can tend to a number of creatures equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

GLIMMERING MAGIC

Prerequisite: Akitu

You acquire knowledge of the magic of the mystical Flittermarsh, granted through the Archfey patron of your tribe.

- You learn the *faerie fire* spell and can cast it at will, without expending a spell slot.
- You also learn *phantasmal force* and *blink*, each of which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest.
- Charisma is your spellcasting ability for all three spells.

HARD TO KILL

Prerequisite: Roach

As a Roach you've survived through most of the hardships the world could throw at you, becoming even harder to kill. You gain the following benefits:

- Increase your Constitution or Intelligence score by 1, up to a maximum of 20.

- When you succeed on three death saving throws or roll a natural 20 on your death saving throw, you regain 1 hit point and become conscious. You also gain the benefits of the Dodge action until the start of your next turn.
- When you fail a death saving throw, you can choose to reroll the saving throw. You must use the new roll. Once you use this feature you can't do so again until you finish a long rest.

INSPIRING MUSICIAN

Prerequisite: Thoptra (*cricket*)

Even the music you play hums the tune of enchantments. You gain the following benefits:

- Increase your Dexterity or Charisma score by 1, up to a maximum of 20.
- You gain proficiency in the Performance skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- Your legs and wings count as musical instruments. When you make an ability check to play music with them, you are considered proficient with them.
- You can spend 10 minutes playing a mystical tune for your companions, bolstering their morale for the next fight.

When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you. Once until it finishes a short or long rest, when the creature makes an attack roll, ability check, or saving throw, it can roll a d6 and add the number rolled to the roll. A creature can't benefit from this feat again until it has finished a short or long rest.

MARK OF THE WURM

Prerequisite: Muscan

You have been touched by the dark god itself, giving you the ability to cast more of its destructive magic.

- You learn the *toll the dead* spell and can cast it at will.
- You also learn *bane* and *ray of enfeeblement*, each of which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest.
- Charisma is your spellcasting ability for all three spells.

MASTER WAXCRAFTER

Prerequisite: Vespid (*bumble*)

Bumbles are masters of sculpting and using wax in all sorts of different ways. You gain the following benefits:

- Increase your Strength, Constitution, or Charisma score by 1, up to a maximum of 20.
- You gain proficiency with the Forgery kit. Whenever you finish a short or long rest, you gain 1 clump of wax. You can create additional clumps of wax by spending 1 gp and 1 hour of uninterrupted work.
- Additionally, you can use 1 clump of wax and apply it to yourself or another creature. As an action you can apply the wax to one creature of your choice upon which the wax is consumed. The creature gains resistance to cold and lightning damage for one hour.

MIND'S EYE

Prerequisite: Mantis (orchid)

Your psionic powers grow ever stronger as your mind is expanding. You gain the following benefits:

- Increase your Dexterity, Intelligence, or Wisdom score by 1, up to a maximum of 20.
- When you cast the *mage hand* cantrip using your *psionic powers* trait, the hand is invisible.
- You gain expertise in the Wisdom (Insight) skill, which means your proficiency bonus is doubled for any ability check you make with it. If you aren't already proficient in the Wisdom (Insight) skill, you gain proficiency with it. Should the skill already benefit from a feature that doubles your proficiency bonus, such as Expertise, your proficiency bonus is only doubled once.
- The spells you cast through your *psionic powers* trait require no verbal or somatic components.

MYSTIC EVASION

Prerequisite: Akitu

The glimmering veil of the Flittermarsh quickens your flight and misdirects attackers. You gain the following benefits:

- Increase your Dexterity score by 1, up to a maximum of 20.
- You gain advantage on saving throws against falling prone while flying.
- When a creature you can see hits you with a ranged attack while flying, you can use your reaction to gain a bonus to AC against that attack, potentially causing it to miss you. The bonus is equal to your Proficiency bonus. You can't use this feature again until you finish a short or long rest.

PERFECT HUNTER

Prerequisite: Thoptra (locust)

- Increase your Dexterity, Constitution, or Wisdom score by 1, up to a maximum of 20.
- You gain proficiency in the Survival skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- You learn the *hunter's mark* spell. You can cast it a number of times equal to your Proficiency bonus without expending a spell slot and regain all expended uses after you finish a long rest.

REACH

Prerequisite: Beetlefolk (harlequin)

You are impressively long-limbed. You gain the following benefits:

- Increase your Dexterity score by 1, up to a maximum of 20.
- When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

ROYAL AUTHORITY

Prerequisite: Vespid (Bee)

You are a leader by nature and your voice and stature makes that clear to everyone. You gain the following benefits:

- Increase your Dexterity, Wisdom, or Charisma score by 1, up to a maximum of 20.
- Your proficiency bonus is doubled for any check you make with the Charisma (Intimidation) skill.
- As an action, you can let your voice boon to confirm your superiority. Each creature of your choice within 30 ft. of you has to make a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier). On a failed save, a creature becomes frightened of you for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success. You can't use this feature again until you finish a short or long rest.



SHINING STAR

Prerequisite: Beetlefolk (*firefly*)

Your intuition always leads you safely back home. You gain the following benefits:

- Increase your Wisdom score by 1, up to a maximum of 20.
- Traveling at a fast pace doesn't impose the normal -5 penalty on your passive Wisdom (Perception) score.
- You can create a guiding light that leads you to your destination. If you concentrate on a location you have been to on the same plane of existence, you can create a floating globe of light that leads you along the most direct physical path to the specified location. The light can't lead you to a destination on another plane of existence, a destination that moves, or a destination you haven't personally been at. You have to concentrate on the light as if it were a spell and it vanishes after 1 day or if you lose concentration. You can't use this feature again until you finish a short or long rest.

SPELLWEAVER

Prerequisite: Arach

Further delving into your aberrant heritage, you have grown in your mastery of their alien magic. You gain the following benefits:

- Increase your Charisma score by 1, up to a maximum of 20.
- You can use your legs to perform the somatic components of a spell. If you are restrained you are unable to use this feature.
- You learn 1 cantrip from the Warlock spell list. Charisma is your spellcasting ability for this spell.
- You know the *web* spell and Charisma is your spellcasting modifier for it. Once you cast this spell through this feature, you need to finish a long rest before you can do so again.

TEAMWORK

Prerequisite: Formicoid (*bull*)

You excel at lending your allies a helping hand. You gain the following benefits:

- Increase your Strength, Constitution, or Intelligence score by 1, up to a maximum of 20.
- When a creature within 5 feet of you has to make a saving throw, you can use your reaction to grant them the benefits of the *help* action on that roll.
- When you use the *help* action to aid a creature with an ability check or attack roll, they can add a d4 to the roll.

TERMINAL VELOCITY

Prerequisite: Vespid (*wasp*)

Your flying speed and ferocity with your stinger are unparalleled. You gain the following benefits:

- Increase your Strength, Dexterity, or Charisma score by 1, up to a maximum of 20.
- Your flying speed increases to 20 feet, or 40 feet if you are 5th level or above.

- Immediately after you use the Dash action on your turn while flying and move at least 20 feet, you can make one melee attack with your stinger as a bonus action. When you make an attack in this way, you can add your Proficiency bonus to the damage dealt.

TRAMPLING CHARGE

Prerequisite: Beetlefolk (*rhinoceros*)

Your mighty horn grows even larger, making a stab with it extremely dangerous for anyone on the other side of its pointy end. You gain the following benefits:

- Increase your Strength score by 1, up to a maximum of 20.
- When you hit a creature that is no more than one size larger than you with the attack from your *Goring Rush* trait, it must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked prone.
- Your horn attacks deal double damage to objects and structures.

VICIOUS FEAST

Prerequisite: Necrite

You relish in the taste of battle. You gain the following benefits:

- Increase your Strength or Dexterity score by 1, up to a maximum of 20.
- When you make an unarmed strike with your Bite attack or reduce a creature to 0 hit points, you can spend one Hit Dice to heal yourself. Roll the die, add your Constitution modifier, and regain a number of hit points equal to the total (minimum of 1).

WINGED

Prerequisite: Formicoid

You sprout translucent wings. With your wings, you have a flying speed of 20 feet if you aren't wearing heavy armor.



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