

# EXPANDED VERMIN PART 2

**HOME BREW**

by Soniverse Labs

## VERMIN

By their very nature, most vermin tend to be quite the nuisance to humanoids in general. Thanks to their large numbers, their very adaptable diet, and their uncanny ability to find their way into any building causes many of their kind to gain the notorious reputation as a pest. However whether due to magical influences or extremely favorable environmental conditions, some vermin evolve beyond simply a pesky nuisance to a grave threat to humanoid lives as they grow to colossal proportions.

### GIANT DRAGONFLY

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For the insect world, the dragonfly is the ruler of the skies. Thanks to its unmatched speed and agility, dragonflies are able to catch their prey with ease while nimbly avoiding much larger predators such as birds. However, some dragonflies have grown to colossal proportions. These giant dragonflies definitely live up to their name as their are vicious predators swooping down onto unsuspecting prey below them.

#### DRAGONFLY TACTICS.

Driving off these predators can be quite troublesome as their retain the agility of their smaller kin seeming able to dodge blows before the even arrive. Although they are not pack hunters by nature, they are known to swarm around a lot of carrion or simply a large population of prey. Such gathering can be quite a terrifying experience as the entire area become swamped in a cacophony of buzzing wings as their swarm the skies swooping down to pick off its prey.

### DRAGONFLY LARVA

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Interestingly enough, the dragonfly's larval form is even more terrifying than its adult form. Its larval form can be described as a armored monstrosity with large bulging eyes and sickle-like claws that at its largest reaches almost 10ft. in length.

#### DRAGONFLY LARVA TACTICS

It has the ability to blend into its surroundings disguising itself as a piece of driftwood or aquatic plant striking out in the blink of the eye tearing into its prey with its claws. Although these predators typically hunt fish, turtles, and other aquatic life, there have been accounts where they have sunken small fishing vessel. It is unclear whether the larva simply mistook the vessel for a fish or it actually has acquired a taste for humanoid flesh.

### MONSTER FLY

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Flies are a very common pest practically present in any region on the Material Plane. It seems whenever any food is exposed while outside, at least one fly will magically find its way to harass the individual for their food. Unfortunately, the case is the same for the monster fly. Just like its smaller kin, the monster fly is a carrion feeder scavenging on anything it can get its claws on. Large populations of these flies are generally presence after a large battle or natural disaster, buzzing around the area akin to vultures.

### MONSTER FLY TACTICS

Although these flies prefer easy food from scavenging, they do have a voracious appetite that continually needs to be sated. Whenever, there is not enough carrion to feed on, these flies have been known to actively hunt and pursue their prey using their vicious jaws.

Some civilizations, such as goblins and kobolds have learned to tame these creatures to use them as battle mounts. Seemingly as long as their voracious appetite can be continually sated, these creatures can serve as capable airborne mounts.

### GIANT MOSQUITO

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The giant mosquito is closely related to the monster fly. Although its shares the same voracious appetite, it has a much more selective taste for food; particularly one for blood. Its keen sense of smell allows it easily detect the blood of nearby creatures. Once its prey is spotted, it uses its harpoon-like mouth to impale and tether its prey. While attacked, the giant mosquito can begin to suck the blood out of the creature, its saliva has a necrotic compound that prevents clotting. This saliva is so potent that it actively reverses in regeneration in that creature causing it to further blood loss instead.

#### GIANT MOSQUITO TACTICS

Mosquitos are tenacious predators aggressively pursuing their next source of blood. As they are drawn to blood, they tend to target the most heavily wounded prey. Open wounds typically spells doom for a creature in the vicinity of giant mosquitos for their will all hone in on the target. Using its spear-like probiscius, it typically impales its victims while attempting to fly off with it if is small enough. once it sucks its prey dry, it drops the empty corpse in midflight.



## GIANT DRAGONFLY LARVA

Large Beast, unaligned

**Armor Class** 17 (Natural Armor)  
**Hit Points** 38 (4d10+16)  
**Speed** 30ft., 30ft. climb, 30ft. swim

STR	DEX	CON	INT	WIS	CHA
21(+5)	10 (+0)	19(+4)	1 (-5)	12 (+1)	9 (-1)

**Skills** Athletics +7, Perception +3, Stealth +4  
**Senses** blindsight 30ft., passive Perception 11  
**Challenge** 3 (700 XP)

**Amphibious** The dragonfly larva can breathe in air and in water.

**False Appearance** \*While motionless, the dragonfly larva is indistinguishable from underwater debris

**Spider Climb** The larva can climb difficult surfaces without needing to make an ability check

**Ambusher** The larva has advantage on initiative checks as well as advantage on attack rolls against surprised creatures.

**Sneak Attack** When the larva makes an attack against a surprised creature, the larva deal an additional 7 (2d6) damage.

### Actions

**Bite.** +7 to hit; 5ft., , one target. *Hit* 13 (2d8+4) piercing damage. If the target is a Medium or smaller creature, it must succeed a DC 15 Strength saving throw or be grappled by the dragonfly. While grappled in this manner, the dragonfly cannot make a bite attack against another target. For the duration of the grapple, it can make a bite attack using its bonus action against that creature.

## GIANT DRAGONFLY

Large Beast, unaligned

**Armor Class** 15 (Natural Armor)  
**Hit Points** 30 (4d10+8)  
**Speed** 10ft., 10ft. climb, 80ft. fly

STR	DEX	CON	INT	WIS	CHA
16(+3)	20 (+5)	14(+2)	1 (-5)	12 (+1)	9 (-1)

**Saving Throws** Dexterity +7  
**Skills** Acrobatics +9, Perception +3  
**Senses** blindsight 60ft., passive Perception 13  
**Challenge** 2 (450XP)

**Evasion** If the dragonfly is subjected to an effect that allows it to make a Dexterity saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Airborne Agility** If a creature moves within 5ft. of the dragonfly, it can use its reaction to fly up half its movement speed away from the creature without provoking opportunity attack

**Spider Climb** The dragonfly can climb difficult surfaces without needing to make an ability check

**Flyby** The dragonfly can fly outside the reach of a creature without provoking opportunity attack

### Actions

**Bite.** +8 to hit; 5ft., , one target. *Hit* 12 (2d8+3) piercing damage. If the target is a medium or smaller creature, it must succeed a DC 13 Strength saving throw or be grappled by the dragonfly. While grappled in this manner, the dragonfly cannot make a bite attack against another target. For the duration of the grapple, it can make a bite attack using its bonus action against that creature.



## MONSTER FLY

*Large Beast, unaligned*

**Armor Class** 11 (Natural Armor)  
**Hit Points** 20 (3d10+3)  
**Speed** 30ft., 30ft. climb, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
14(+2)	13 (+1)	13(+1)	2 (-4)	15 (+2)	3 (-4)

**Skills** Acrobatics +5, Perception +6  
**Damage Resistances** Poison  
**Senses** blindsight 30ft., passive Perception 16  
**Challenge** 2 (450 XP)

**Pack Tactics** The fly has advantage on attack rolls against a creature that it within 5ft. of one of the flies allies

**Flyby** The fly can fly out the reach of a creature without provoking opportunity attacks

**Keen Smell** The Monster fly has advantage on Perception checks relying on smell

**Poison Resilience** The fly has advantage on saving throws against being poisoned

**Evasion** If the fly is subjected to an effect that allows it to make a Dexterity saving throw to only take half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Spider Climb** The Fly can climb difficult surfaces without needing to make an ability check

**Airborne Agility\*** If a creature moves within 5ft. of the fly, it can use its reaction to fly up half its movement speed away from the creature without provoking opportunity attack

### Actions

**Bite.** +4 to hit:, 5ft., , one target. Hit 7(2d4+2) piercing damage. Creatures must succeed a DC 11 Constitution saving throw or become poisoned until the end of its next turn.

## GIANT MOSQUITO

*Large Beast, unaligned*

**Armor Class** 11 (Natural Armor)  
**Hit Points** 20 (3d10+3)  
**Speed** 30ft., 30ft. climb, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
14(+2)	13 (+1)	13(+1)	2 (-4)	10 (+0)	3 (-4)

**Skills** Acrobatics +5, Perception +2  
**Damage Resistances** Poison, Necrotic  
**Senses** blindsight 30ft., passive Perception 12  
**Challenge** 2 (450 XP)

**Aggressive** The mosquito can move up to its movement speed towards a hostile creature that it can see.

**Blood Frenzy** If the giant mosquito takes the Attack action against a creature belows its hitpoint maximum, it can make an additional bloodsucking bite against that creature.

**Blood Sense** The mosquito can pinpoint the location of a creature below half its hitpoint maximum that is within 1 mile of it.

**Spider Climb** The mosquito can climb difficult surfaces without needing to make an ability check

**Life Leech** While grappled by the mosquito, the target takes 7(2d6) necrotic damage at the start of each of its turns. The mosquito regains hitpoints equal to the amount of damage dealt.

**Blood Letting** While grappled by the mosquito, creatures cannot regain hitpoints. Any hitpoints recovered is redirected to the mosquito. If the mosquito is at full hitpoints, the creatures takes necrotic damage equal to the amount healed.

### Actions

**Blood Sucking Bite.** +4 to hit:, 5ft., , one target. Hit 9(2d6+2) piercing damage. Creatures hit by are grappled by the mosquito (escape DC 12). The mosquito can regain hitpoints equal to half the damage dealt by that creature.

## GIANT MAGGOTS

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Giant maggots are the larval form of most species of monster flies. Just like their adult forms, they are avid carrion feeders. In fact, their life cycles actually begins in carrion as these flies lay their eggs within corpse. Within a day, these eggs hatching producing the plump oblong forms of maggots.

Maggots tend to stick together in large groups. Due to their voracious appetite, they often have to migrate to sources of carrion. If they find a source of carrion or food large enough to sustain them until adulthood, they will prefer to remain there until their mature.

### MAGGOT TACTICS

Because their forms are quite slow and vulnerable, they rely on numbers thanks for defense. Their first line of defense is their putrid scent which can cause on to starting convulsing and vomiting. Maggots are also extremely possessive over their claim of carrion and will aggressively attack any creature that is not a maggot that trespasses their territory. When their space has been violated, all the maggots in the area slowly converge on their enemy. Most creatures fall victim to the maggots not because of their speed or agility but because of their naseauting odor that temporarily incapacitates them as the maggots close ground upon them.

## GIANT LEECH

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Leeches are probably one of the most dangerous of all aquatic vermin. It lives most of its life patrolling the murky waters of swamps, rivers, and even sewers. They have a keen sense of smell that allows them to hone on the slightest scent of blood. Its appearance resembles that of a worm or eyeless snake with a maw filled with rows and rows of teeth. Just like the mosquito, the leech has a diet that relies completely on blood. Its jaws is especially adapted to latch onto its prey, never letting go until it sucks it dry. In fact, whenever a creature attempts to pry it off, its teeth rip flesh from the creatures body in the process as its digs in to prevent its escape.

### GIANT LEECH TACTICS

Giant leeches target the most wounded creature as it would provide the easiest access for blood. Since it lacks the small size of its relatives, it cannot rely on latching unnoticed on a creature to suck its blood, unless it encountered a truly colossal creature. Instead, it prefers to target creatures small enough for it latch onto and to carry of with it into the water. Once it acquires its prey, it enters a deep dive attempting to drown it while sucking its blood.

## GIANT FLEA

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The giant flea is the gargantuan cousin to its nearly microscopic kin. However, it retains all nimbleness and agility of its tiny relatives. However, its diet is much different as it can no longer feast as a parasitic host. Instead, fleas seem to patrol areas such as sewers in large packs of 11(2d6). Using their impressive leaping abilities, their are able to quickly run down their prey feasting upon it with a series of bites.

## GIANT FLEA TACTICS

Giant fleas are pack hunters essentially swarming their opponents using their numbers to makes up for their relatively fragile frames. They tend to use their extraordinary leaping ability on their fleeing prey. Oftentimes, prey find themselves crushed under the weight of multiple fleas as they all leap onto that creature. Once their prey is captured, they tend to rip it to pieces hardly leaving any trace of a corpse behind.

## DIRE LOCUST

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The dire locust is probably the most destructive of all pests. Although it directly does not pose a threat to humanoids, these creatures have been known to devour entire forests, farmland, and even towns in the wake of their colossal swarms. The presence of large locust swarms are often preluded by the terrifying cacophony of beating wings that have been known to disorient anyone who hears it.

Despite their destructive tendencies to infrastructure and the environment, some civilizations have learn to farm and tame these creatures using them as a source of food. Locusts also prove to be quite dependable mounts thanks to their surprising durability and their extraordinary speed and agility.

### DIRE LOCUST TACTICS

The dire locust is not aggressive to humanoids preferring to feast on foliage and at times wooden buildings. However, they can be particularly threatening to plant based life forms. In fact, they have been known to enter into a frenzy pursuing those creatures to no end.

The locust does have numerous defense if it is attacked. Its first line of defense is its wings and its legs that it uses to create a eerie cricket sound that unnerves its attackers. If that is not enough a deterrent, it will use its powerful legs and sharp mandibles to defend itself, at least long enough for it to make its escape.



## GIANT MAGGOT

Medium Beast, unaligned

**Armor Class** 11 (Natural Armor)

**Hit Points** 26 (3d8+12)

**Speed** 20ft., 20ft. climb, 20ft. burrow

STR	DEX	CON	INT	WIS	CHA
14(+2)	13 (+1)	18(+4)	1 (-5)	17 (+3)	3 (-4)

**Skills** Acrobatics +5, Perception +7

**Damage Resistances** Poison, necrotic

**Senses** blindsight 30ft., passive Perception 17

**Challenge** 2 (450 XP)

**Keen Smell** The maggot has advantage on Perception checks relying on smell

**Poison Resilience** The maggot has advantage on saving throws against being poisoned

**Spider Climb** The maggot can climb difficult surfaces without needing to make an ability check

**Stench** Creatures other than a giant maggot that first enter or start its turn within 5ft. it must succeed a DC 14 Constitution saving throw or become poisoned until the end of its next turn. Creatures poisoned in this manner spends its turn writhing wasting its action. On a successful save, creatures are not poisoned and are immune to being affected by the maggot's Stench for the next 24 hours.

### Actions

**Bite.** +4 to hit; 5ft., , one target. *Hit* 7(2d4+2) piercing damage. Creatures must succeed a DC 14 Constitution saving throw or become poisoned until the end of its next turn.

## GIANT LEECH

Large Beast, unaligned

**Armor Class** 14 (Natural Armor)

**Hit Points** 84 (8d10+40)

**Speed** 20ft., 20ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
19(+4)	8 (-1)	21(+5)	2 (-4)	15 (+2)	3 (-4)

**Skills** Acrobatics +5, Perception +6, Stealth +3

**Damage Resistances** Poison, Necrotic

**Senses** blindsight 30ft., passive Perception 16

**Challenge** 5 (1800 XP)

**Amphibious** The leech can breathe in air and in water

**Blood Frenzy** If the leech takes the Attack action against a creature belows its hitpoint maximum, it can make an additional bloodsucking bite against that creature.

**Bloodletting Jaws** If creature fails its check to escape the leech's grapple, it takes 10(4d4) piercing damage and half as much on a success.

**Blood Sense** The leech can pinpoint the location of a creature below half its hitpoint maximum that is within 1 mile of it.

**Spider Climb** The leech can climb difficult surfaces without needing to make an ability check

**Life Leech** While grappled by the leech, the target takes 9(2d8) necrotic damage at the start of each of its turns. The leech regains hitpoints equal to the amount of necrotic damage dealt.

**Bloodletting** While grappled by the leech, creatures cannot regain hitpoints. Any hitpoints recovered is redirected to the leech. If the leech is at full hitpoints, the creature takes necrotic damage equal to the amount healed.

### Actions

**Blood Sucking Bite.** +6 to hit; 5ft., , one target. *Hit* 14(4d4+4) piercing damage. Creatures hit by are grappled by the leech (escape DC 14) and must succeed a DC 14 Constitutions saving throw or take an additional 18(4d8) necrotic damage. On a successful save, the creature onll take half the necrotic damage.. The leech can regain hitpoints equal to the necrotic damage dealt to that creature



## GIANT FLEA

*small Beast, unaligned*

**Armor Class** 14 (Natural Armor)  
**Hit Points** 9 (2d6+2)  
**Speed** 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
15(+2)	17(+3)	13(+1)	1(-5)	16(+3)	6(-2)

**Skills** Acrobatics +5, Perception +7  
**Damage Resistances** Poison  
**Senses** blindsight 30ft., passive Perception 17  
**Challenge** 1/2 (100 XP)

**Pack Tactics** The flea has advantage on attack rolls against a creature that is within 5ft. of one of the flea's allies that is not incapacitated.

**Keen Smell** The flea has advantage on Perception checks relying on smell

**Poison Resilience** The flea has advantage on saving throws against being poisoned and diseased

**Spider Climb** The flea can climb difficult surfaces without needing to make an ability check

**Extraordinary Leap** The flea can expend all its movement on its turn to jump up to 90 feet vertically or horizontally, provided that its speed is at least 30 feet.

**Pounce** If the flea moves at least 20ft. and makes a bite attack against a creature on the same turn, it can force that creature to make a DC 12 Strength saving throw or be knocked prone. If a creature is knocked prone, it can use its bonus action to make another bite attack against that creature.

### Actions

**Bite.** +4 to hit; 5ft., one target. Hit 5(1d4+2) piercing damage. Creatures must succeed a DC 11 Constitution saving throw or become poisoned until the end of its next turn.

## DIRE LOCUST

*Large Beast, unaligned*

**Armor Class** 17 (Natural Armor)  
**Hit Points** 57 (6d10+24)  
**Speed** 30ft., 30ft. climb, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
20(+5)	17(+3)	18(+4)	2(-4)	10(+0)	13(+1)

**Skills** Athletics +9, Acrobatics +7, Perception +2  
**Senses** blindsight 30ft., passive Perception 10  
**Challenge** 3 (700 XP)

**Extraordinary Leap** The locust can expend all its movement on its turn to jump up to 90 feet vertically or horizontally, provided that its speed is at least 30 feet.

**Discordant Cacaphony** Creatures other than the locust that first enters or start its turn within 30ft. of the locust and can hear it must succeed a DC 14 Constitution saving throw or become deafened. While deafened in this manner, creatures have disadvantage on attack rolls and saving throws until the start of its next turn. Upon a successful saving throw, creatures are immune to this effect for 24 hours.

**Plant Bane** If the locust takes the Attack action against a plant, it can make an additional bite attack against that creature.

**Siege Monster** The locust deals double damage to buildings and objects.

**Spider Climb** The locust can climb difficult surfaces without needing to make an ability check

### Actions

**Bite.** +7 to hit; 5ft., one target. Hit 12(2d6+5) piercing damage.

**Powerful Kick.** +7 to hit; 10ft., one target. Hit 16(2d10+5) piercing damage. Creatures must succeed a DC 15 Strength saving throw or be pushed back 10ft. and knocked prone.

## SCARAB

The final species of vermin in this entry is the scarab. Scarabs are the colossal cousin of scarabs and are a common beast of burden for the Underdark thanks to their superior strength and endurance. Scarabs tend to be largely herbivores but have been known to eat creatures if given an easy opportunity. Thus it makes it very easy for one to feed and tend to these animals. Although most scarabs are the size of a wagon, some specimens have grown to colossal proportions reaching the size of a house.

Scarabs are famous for their powerful exoskeleton which shrugs off the bulk of physical damage it takes making them ideal siege mounts capable of whether most mundane weaponry. Unfortunately, this also means that scarabs are often hunted for the shells to make armor and weapons. However, thanks to their large population and rapid reproduction rate trivializes any threat that such hunting poses to the species as a whole.

## DEVIL SCARAB

The devil scarab gets its name from its devil like appearance as it sports large lance-like mandibles similar to that a fiendish horn. These horns are its most lethal weapon as it recklessly barrels into any creature foolish to battle it. Once it slams into a creature, its jaw lock into an unbreakable vice its foes from escaping. From there, it proceeds to attempt to cleave it into two. Devil scarabs also use these mandibles to engage in brutal duels between rival scarabs often resulting in the death of the loser.

Their appearance is not the only reason they have their namesake. Although they are herbivores, devil scarabs are extremely territory, attacking any creature (especially those larger than it) that intrudes upon its space. Interestingly enough, when one devil scarab is agitated, others will join in to help out its kin, even if they are rivals. So these creature are to be approached with the utmost caution.

## DUNG SCARAB

The dung scarab is a common inhabitant of location of excess waste such as sewers. These creatures eat anything it comes across but especially enjoy organic waste such as poop.

Since these scarabs are nomadic, they have learned to store extra food in their shells for extra journeys. Because of what their diet entails, these scarabs are surrounded in a nauseous miasma as its shells contains mounds of fecal matter and other waste.

This natural storage also serves as a defense mechanism as the scarab will through fecal matter from its shell at an attacker in a desperate attempt to defend itself honestly, its best to leave these scarab to their business unless one wishes to be barrage by a volley of poo.

## LOCUST SCARAB

Locust scarabs tend to be problematic for many druids and custodians of nature; they scarabs are largely herbivores feasting on any plants they can get their jaws on. If one spots one locust scarab, it is almost guaranteed that there are at least 20 more in the area. The arrival of a locust scarab swarm sometimes goes unnoticed because of their uncanny ability to blend on with their surroundings by the time their presence is detected, its often too late for that forest

When threatened, these scarabs become increasingly more violent quickly turning their sharp jaws on whatever creatures threatens them.

## CINDERBURST SCARAB

The most amusing of all scarabs is the Cinderburst scarab. The abdomen of this gives off a dull red glow wherein it creates a volatile and combustible fluid as a means of self defense. While inside the scarab, this fluid is stable, but once exposed to open air it immediately combusts. The Cinderburst scarab shell is lined with these organs which secretes this fluid whenever it is attacked;

When it feels extremely threatened and needs a quick escape, it can ignite its abdomen instantly causing a localized explosion that blasts away its attackers. This explosion is so powerful that it actually propels the scarab from its enemies, giving it a head start to escape.



## SCARAB

*Large Beast, unaligned*

**Armor Class** 15 (Natural Armor)  
**Hit Points** 68 (8d10+24)  
**Speed** 30ft., 30ft. climb, 30ft. fly

STR	DEX	CON	INT	WIS	CHA
18(+4)	10 (+0)	17(+3)	1 (-5)	9 (-1)	5 (-3)

**Saving Throws** Strength +6, Constitution +5  
**Skills** Athletics +6, Perception +1  
**Senses** blindsight 30ft., passive Perception 11  
**Challenge** 3(700 XP)

**Siege Monster** The Scarab deals double damage to buildings and structures

**Spider Climb** The Scarab can climb difficult surfaces without needing to make an ability check

**Exoskeleton** The Scarab can reduce bludgeoning, piercing, and slashing damage taken by 5.

**Protective Carapace** Whenever the scarab is forced to make a Constitution saving throw that deals damage, it takes half damage from a failed save. On a successful save, it takes no damage.

### Actions

**Bite.** +8 to hit; 10ft., , one target. *Hit* 10(1d10+4) piercing damage.

## TITAN SCARAB

*Gargantuan Beast, unaligned*

**Armor Class** 19 (Natural Armor)  
**Hit Points** 132 (8d20+48)  
**Speed** 30ft., 30ft. climb, 30ft. fly

STR	DEX	CON	INT	WIS	CHA
23(+6)	10 (+0)	22(+6)	1 (-5)	9 (-1)	5 (-3)

**Saving Throws** Strength +10, Constitution +9  
**Skills** Athletics +9, Perception +2  
**Senses** blindsight 60ft., passive Perception 12  
**Challenge** 8(5000 XP)

**Siege Monster** The Scarab deals double damage to buildings and structures

**Spider Climb** The Scarab can climb difficult surfaces without needing to make an ability check

**Exoskeleton** The Scarab can reduce bludgeoning, piercing, and slashing damage taken by 10.

**Protective Carapace** Whenever the scarab is forced to make a Constitution saving throw that deals damage, it takes half damage from a failed save. On a successful save, it takes no damage.

### Actions

**Bite.** +8 to hit; 10ft., , one target. *Hit* 23(3d10+6) piercing damage.

## DEVIL SCARAB

**Challenge Rating** Increases by 1

**Charge** If the scarab moves at least 20ft. in a straight line and hits a creature with an bite attack on the same turn, it deals an additional 11(2d10) damage and forces it to make a DC 14 Strength saving throw or be knocked prone. The DC increases to 17 if it is a titan scarab.

**Reckless** It has advantage on attack rolls but attacks against it have advantage

**Elonged Jaws** The melee attacks of the scarab increases to 10ft.

**Relentless** When the scarab drops to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoint upon a success. Upon each success, the DC increases by 5 only resetting after a short of long rest.

**Lockjaw** Medium or smaller creatures hit by its bite attack are grappled and restrained(escape DC 14). The DC is 17 for Titan scarab and creatures can be Large or smaller. While grappling a creature, the scarab cannot make a bite attack against another creature. For the duration of this grapple, it can use its bonus action to bite the grappled target as a bonus action.

## DUNG SCARAB

**Damage Resistances** Acid, Poison, Necrotic

**Challenge Rating** Increases by 2

**Stench** Creatures that first enter or start its turn within 5ft. of the scarab must succeed a DC 14 Constitution saving throw or become poisoned until the end of its next turn. If a titan scarab, the DC is 17 and the range is 10ft. Creatures poisoned in this manner cannot take actions for it spends its turn writhing. On a successful saving throw, creatures are immune to being poisoned in this manner for the next 24 hours.

**Resilience** The Dung scarab has advantage on saving throws against being poisoned or diseased

**Rapid Recovery** The Dung scarab can use an action to end the effects of being poisoned or disease.

### Action

**Dung Toss** +6 to hit; 20/60ft., , one target. Hit 11(1d10+6) bludgeoning damage. Creatures must succeed a DC 14 Constitution saving throw or be poisoned until the end of its next turn. If a Titan scarab, the attack deals 22(3d10+6) bludgeoning damage and the DC is 17.

## LOCUST SCARAB

**Floral Frenzy** When the scarab takes the attack action against a plant, it can make an additional bite attack as part of its action.

**Plant Camouflage** The locust scarab has advantage on Dexterity(Stealth) checks while obscured by ample plant cover. While these conditions are met, it can use its bonus action to hide.

## CINDERBURST SCARAB

- **Damage Resistances** Acid, Fire
- **Challenge Rating** Increases by 2

**Heated Shell** When the scarab takes melee damage, creatures within 5ft. of it take 9(2d8) fire damage.

**Illuminated Body** As a bonus action, the Cinderburst scarab can give off bright light in a 10ft. radius and dim light an additional 10ft.

**Explosive Demise** When the Cinderburst scarab drops to 0 hitpoints, creatures within a 10ft. radius must succeed a DC 14 Dexterity saving throw or take 9(2d8) fire damage + 9(2d8)acid damage. On a successful save, it takes half damage.

### Actions

**Combustion(Recharge 5-6)** Creatures within a 10ft. wide and 30ft. long line of the Cinderburst scarab must succeed a Strength saving throw or take 9(2d8) fire damage + 9(2d8)acid damage and be pushed back 30ft. and knocked prone. On a successful save, it only takes half damage. The Cinderburst scarab can move 30ft. in a straight line in a direction of its choice without provoking opportunity attacks as part of this action.

## GIANT CATERPILLARS

Caterpillars are the larval form of the beautiful winged flutterwing. They often take the appearance of a plump worm-like creature the size of a large horse. While in this form, they spend the majority of their time as most babies would: eating and sleeping. All caterpillars are known to produce beautiful silk which makes them a popular beast for domestication. Additionally, thanks to their surprising strong forms and their mild temperament, they can also easily be tamed as beasts of burden as well for food.

Some species of caterpillars have been known to grow to colossal proportions the size of a buildings. These infantile behemoths are often revered and respected by many cultures and are seen as gifts from the gods. They are often protected and guarded within sanctuaries where dedicated priests often bring it food and guarding it into adulthood.

## THORNY CATERPILLAR

Although most caterpillars tend to be quite slow and vulnerable, the thorny caterpillar is quite the exception. It is covered in the layer of poisonous quills or spines that injects agonizing poison into any foolish attacker.

The appearance of these caterpillars can vary a lot as some appear to have miniature spears protruding from its back while others have extremely fine quills that resemble soft fur. However, these quills are still just as dangerous as their spined variants.

Regardless of its quill assortments, all thorny caterpillars have the ability to shoot these spines at their enemies which further discourages any potential attacker.

## SAVAGE CATERPILLAR

Savage caterpillars are quite unique from their other kin. As most caterpillars are herbivorous, savage caterpillars are actually omnivorous. However, these caterpillars are omnivorous only in the sense that they will eat plants if their simply is not anything around to hunt.

It is quite hard to believe that these caterpillars are actually successful predators due to their somewhat clumsy-looking frame. However, they possess surprising speed for their building aggressively scuttling down their prey in large groups of about 5(1d8). They actually seem to use their vulnerable appearance to their advantage leading would-be predators to their doom. As attempts to attack one of the caterpillars, the others scuttle in wrapping it up in a cocoon of silk and then ripping it to pieces with their mandibles.

## DEEP CATERPILLARS

These caterpillars are found in the deepest parts of the Underdark. They are much hardier than their other kin as they have adapted to the subterranean dangers. Their body has developed a thick exoskeleton with crystal like protrusions that grow from it. These exoskeleton has proven to be very resilient against poison and acid as well seems to negate physical blows. The crystalline growths on its shell emits a strange light that seems to dampen magical effects within its vicinity. Its rather distinct appearance ironically provides it the perfect camouflage as it seems to resemble bioluminescent crystals whenever it is completely motionless.

## WOOLLY CATERPILLAR

The woolly caterpillar shares a lot of similarities to some of its thorny kin as most woolly caterpillars possess a coat of brightly colored fur. It is believed that it attempts to use the appearance of the thorny caterpillar to deter predators. However, this fur is not nearly as dangerous as the quills of the spiny caterpillar. However, it does possess some unique properties of its own. The fur is so thick and insulated that it actually protects the caterpillar and creatures close to it from extreme temperatures. Their coat also has the uncanny ability to redirect spell effects as well. Because of these properties, these caterpillars are quite rare as they are widely sought after by hunters and poachers.

## PLAGUEBRINGER CATERPILLAR

Although most caterpillars are not a very problematic beast unless in large numbers, plaguebringers are reviled of all their kin. Luckily for them, they prefer to reside in acidic swamps and jungles far from civilization but they at times have been known to be drawn to civilization especially with sewers. What makes them particularly reviled is their consumption and corruption of forests. As they eat, their excrement can be poisonous and wrought with disease. As a result, creatures that eat foliage that a plaguebringer touches can contract such poisons and disease thus spreading it through the entire ecosystem. Even just a dozen of these caterpillars can infect an entire grove.



## GIANT CATERPILLAR TEMPLATE

*Large Beast, unaligned*

**Armor Class** 14 (Natural Armor)  
**Hit Points** 31 (3d10+15)  
**Speed** 20ft., 20ft. climb, 20ft. burrow

STR	DEX	CON	INT	WIS	CHA
14(+2)	8 (-1)	21(+5)	1 (-5)	12 (+1)	5 (-3)

**Skills** Perception +3  
**Senses** blindsight 30ft., passive Perception 3  
**Challenge** 1 (200 XP)

**Spider Climb** The caterpillar can climb difficult surfaces without needing to make an ability check

### Actions

**Bite.** +4 to hit; 5ft., one target. *Hit* 7(2d6+2) piercing damage.

**Silk Shot:** +7 to hit\*; 30ft., Upon a hit, the creature is restrained (escape DC 15). The creature can use its action to burst free as an action with a successful Strength saving throw. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## DIVINE CATERPILLAR TEMPLATE

*Gargantuan Beast, unaligned*

**Armor Class** 17 (Natural Armor)  
**Hit Points** 101 (6d20+48)  
**Speed** 30ft., 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
24(+7)	8 (-1)	26(+8)	1 (-5)	12 (+1)	5 (-3)

**Senses** blindsight 60ft., passive Perception 14  
**Challenge** 6 (2300 XP)

**Spider Climb** The caterpillar can climb difficult surfaces without needing to make an ability check

**Siege Monster** The Divine Caterpillar deals double damage to buildings and objects

### Actions

**Bite.** +10 to hit; 10ft., one target. *Hit* 28(6d6+7) piercing damage.

**Silk Shot:** +11 to hit\*; 60ft., Upon a hit, the creature is restrained (escape DC 19). The creature can use its action to burst free as an action with a successful Strength saving throw. The webbing can also be attacked and destroyed (AC 10; hp 25; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

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## THORNY CATERPILLAR

- **Challenge Rating** increases by 1

**Poison Spines** Creatures that hit it with a melee attack or grapples it while within 5ft. of the caterpillar takes 1d8 piercing damage and must succeed a DC 15 Constitution saving throw or become poisoned until the end of its next turn. If a divine caterpillar, the creature takes 9(2d8) piercing damage and the poison save DC is 19.

### Actions

**Spine Shot:** +4 to hit; 5ft., , one target. *Hit* 7(1d8+4) piercing damage. Creatures must succeed a DC 15 Constitution saving throw or become poisoned until the end of its next turn. If a colossal caterpillar, it has a +10 to hit, the range increases to 60/240ft, it deals 16(2d8+7) piercing damage, and the poison save DC is 19.

## SAVAGE CATERPILLAR

- **Challenge Rating** increases by 1

**Pack Tactics** The caterpillar has advantage on attack rolls against a creature that is within 5ft. of one of the caterpillar's allies that is not incapacitated.

**Aggressive** The caterpillar can move up to its movement speed towards a hostile creature that it can see.

**Predator Instinct** The savage caterpillar has advantage on initiative checks. If it makes an attack against a creature that has not acted yet, it can make an additional bite attack as part of its action

## DEEP CATERPILLAR

- **Damage Resistances** Poison; Acid
- **Challenge Rating** increases by 2

**Thick Exoskeleton** The caterpillar can reduce bludgeoning, piercing, or slashing damage by 7. If it is a divine caterpillar, it is reduced by 11.

**False Appearance** While motionless, the caterpillar is indistinguishable from a rock or bioluminescent crystal

**Bioluminescent Body** The caterpillar has advantage on magical saving throws. As a bonus action, it can emit bright light in a 10ft. radius and dim light an additional 10ft. If it is a divine caterpillar, this radius is 30ft. respectively.

## WOOLLY CATERPILLAR

- **Damage Resistances** Cold; Fire
- **Challenge Rating** increases by 1

**Insulated Body** The caterpillar grants resistance to cold and fire damage to itself or any creature within 5ft. of it. They are also immune to the effects of extreme temperatures. If the creature is a divine caterpillar, it extends to 10ft.

**Spell Turning** The caterpillar has advantage on saving throws against any spell that targets only the caterpillar (not an area). If the caterpillar's saving throw succeeds, the spell has no effect on the caterpillar and instead targets the caster.

## PLAGUEBRINGER CATERPILLAR

- **Damage Resistances** Poison

**Floral Frenzy** When the caterpillar takes the attack action against a plant, it can make an additional bite attack as part of its action. It can deal a critical hit against those creatures on an 18-20

**Poison Resilience** The plaguebringer caterpillar has advantage on saves against being poisoned or diseased.

**Plague Bite** Creatures bitten by the caterpillar must succeed a DC 15 Constitution saving throw or become poisoned. This DC is 19 for the Divine caterpillar.

**Stench** Creatures other than a giant caterpillar that first enter or start its turn within 5ft. it must succeed a DC 15 Constitution saving throw or become poisoned until the end of its next turn. On a successful save, creatures are not poisoned and are immune to being affected by the maggot's Stench for the next 24 hours. For a divine caterpillar, the range for this increases to 10ft. and the DC is 19.

## GIANT FLUTTERWING

Once a caterpillar reaches maturity, it begins to use its silk to spin a cocoon to protect itself as it enters into a stasis for weeks. At the end of this period, the caterpillar undergoes metamorphosis transforming into a beautiful winged insect. There are numerous variations of flutterwings that can be found during the day and even at night. Such transformations only happen once or twice a often resulting in the a beautiful phenomenon wherein the skies are filled with flutterwings all migrating to their mating grounds.

The largest of these are viewed as divine aspects. Whether that is true or not it up to debate, but witnessing the majestic awe of one of these creature's is undeniably the experience of a lifetime. Many cultures view the appearance of such a flutterwing as a herald of oncoming prosperity or a harbinger of calamity.

## PHOENIX FLUTTERWING

The radiant of the phoenix flutterwing is truly a sight to behold. Its radiant wings glow with a blazing radiance almost akin to that of the phoenix. As beautiful this creature is, it is rather dangerous for one to approach it as they could find themselves set ablaze. Thankfully, they tend to live in volcanic regions where there blazing bodies do not pose a threat to other living creatures. When threatened, the flutterwing prefers to flee but will fire burning webs at its foes to immolate their enemies as they make an escape.

## DREAD FLUTTERWING

The dread flutterwings primary defense comes from the frightening appearance of its wings. The wings of each dread flutterwing is unique to the individual often resembling eyes or terrifying jaws. Because of its appearance, the dread flutterwing is often uses as a symbol of power for some civilizations and even as a mount of war invoking terror on enemy ranks as its flies over the battlefield.

## DEMON FLUTTERWING

Although most flutterwings are herbivorous by nature, the demon flutterwing is a very deadly predators. Whereas a flutterwing swarm is a beautiful sight to behold, a demon flutterwing swarm normally impending doom. These flutterwings tend to stick together in large flocks of 7(2d6) swooping down on prey impaling them with their probiscus. Thanks to their superior agility and speed in the air, they are able to repeatedly swoop down on to their prey and escape before they suffer any retaliation.

## FELL FLUTTERWING

The fell flutterwing can often be identified by its almost sickeningly bright shades of color on its wing. This color comes from its incredibly toxic scales that can poison a creature with a simple touch. If these scales fail to deter an attacker, the flutterwing can fire a stream of corrosive silk that poisons and burns the flesh of its attacker.

## MOON FLUTTERWING

This variant of flutterwing is especially rare as it primarily comes out at night. It gets its name for its scintillating scales that shimmer with an otherworldly light under the presence of light, especially moonlight. These scales have an innate magical properites tht can pacify any aggressive action a creature would take against the flutterwing. they also have the uncanny ability to reflect not only light but magical effects as well. This makes moon flutterwings very valuable to acquire and thus they tend to be fiercely protected by druidic circles and ranger conclaves.

## MIDNIGHT FLUTTERWING

This beautiful but extremely elusive flutterwing appears only at night or within the Underdark. Its dark wings are covered with small scales that allow it silently blend into the shadows around it. Because of this, many nocturnal or subterranean races find these creatures as ideal mounts for scouting or performing air raids.



## GIANT FLUTTERWING

Large Beast, unaligned

**Armor Class** 14 (Natural Armor)  
**Hit Points** 51 (6d10+18)  
**Speed** 20ft., 20ft. climb, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
14(+2)	18 (+4)	16(+3)	1 (-5)	12 (+1)	15 (+2)

**Skills** Perception +3, Intimidation +6  
**Senses** blindsight 30ft., passive Perception 3  
**Challenge** 2 (200 XP)

**Spider Climb** The fluttering can climb difficult surfaces without needing to make an ability check

**Erratic Flight** While it is flying, attacks against the flutterwing have disadvantage. However, its attacks are made with disadvantage as well.

### Actions

**Bite.** +6 to hit; 10ft., , one target. *Hit* 9(2d4+4) piercing damage.

**Silk Shot (Recharge 5-6):** Creatures in a 20ft. cone must succeed a DC 13 Strength saving throw or become restrained. It must use its action to break free with a successful saving throw. The webbing can also be attacked and destroyed (AC 10; hp 25; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## DIVINE FLUTTERWING

Gargantuan Beast, unaligned

**Armor Class** 14 (Natural Armor)  
**Hit Points** 162 (12d20+36)  
**Speed** 20ft., 20ft. climb, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
19(+4)	18 (+4)	16(+3)	1 (-5)	12 (+1)	20 (+5)

**Skills** Perception +4, Intimidation +11  
**Senses** blindsight 30ft., passive Perception 14  
**Challenge** 6 (2300 XP)

**Spider Climb** The fluttering can climb difficult surfaces without needing to make an ability check

**Erratic Flight** While it is flying, attacks against the flutterwing have disadvantage. However, its attacks are made with disadvantage as well.

**Siege Monster** The Divine Flutterwing deals double damage to buildings and objects.

### Actions

**Bite.** +7 to hit; 15ft., , one target. *Hit* 24(3d12+4) piercing damage.

**Wing Attack** +7 to hit; 20ft., all targets in range, *Hit* 15(2d10+4) bludgeoning damage. Upon a hit, creatures must succeed a DC 15 Strength saving throw or be pushed back 20ft. and knocked prone. The flutterwing can fly up to 30ft. as part of this action

**Silk Shot (Recharge 5-6):** Creatures in a 60ft. cone must succeed a DC 14 Strength saving throw or become restrained. It must use its action to break free with a successful saving throw. The webbing can also be attacked and destroyed (AC 10; hp 25; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## PHOENIX FLUTTERWING

- **Damage Resistances** Fire
- **Challenge Rating** increases by 1

**Blazing Aura** Creatures other than the flutterwing that starts its turn or first enters within 5ft. of the flutterwing takes 4 (1d6) fire damage. If it is the divine flutterwing, this range has 10ft. and deals 7(2d6) fire damage.

**Luminous Body** As a bonus action, the phoenix flutterwing emits a bright light in a 10ft. radius and dim light an additional 10ft. If it is a divine flutterwing, this radius increases to 30ft. respectively.

**Phoenix Silk** The webbing from the silk shot gains immunity to fire damage and creatures restrained by this webbing takes 7(2d6) fire damage at the start of each of its turns

## DREAD FLUTTERWING

- **Challenge Rating** increases by 1

**Terrifying Aura** Creatures other than the flutterwing that starts its turn or first enters within 30ft. of the flutterwing must succeed a DC 13 Wisdom saving throw or become frightened for one minute. Creatures can only repeat the saving throw to end the effect when it is at least 30ft. away from it and does not have visual with it. On a successful saving throw, creatures are immune to being frightened in this manner for the next 24 hours. If the divine flutterwing, this radius increases to 60ft.

## DEMON FLUTTERWING

- **Challenge Rating** increases by 1

**Flyby** The flutterwing can fly outside a creature's reach without provoking opportunity attack

**Pack Tactics** The Flutterwing has advantage on attack rolls against a creature that is within 5ft. of one of the caterpillar's allies that is not incapacitated.

**Skydive** If the flutterwing flies at least 30ft. to make a bite attack on the same turn, it deals an additional 8(3d4) piercing damage.

## FELL FLUTTERWING

- **Damage Resistances** Acid; Poison
- **Challenge Rating** increases by 1

**Poison Resilience** The fell flutterwing has advantage on saves against being poisoned or diseased.

**Fell Scale** Creatures that hit it with a melee weapon attack or grapple it while within 5ft. of it are poisoned until the end of its next turn.

**Fell Silk** The webbing from the silk shot gains immunity to acid damage and creatures restrained by this webbing are poisoned for the duration and takes 7(2d6) acid damage at the start of each of its turns

## MOON FLUTTERWING

- **Challenge Rating** increases by 2

**Moon Dust** Creatures that targets the flutterwing with an attack or harmful spell must succeed a DC 13 Wisdom saving throw. On a failed saving throw, it must choose a new target or lose the attack or spell. This ability does not protect against area effects. Upon a successful saving throw, creatures are immune to this effect for the next 24 hours.

**Spell Turning** The flutterwing has advantage on saving throws against any spell that targets only the flutterwing (not an area). If the flutterwing's saving throw succeeds, the spell has no effect on the flutterwing and instead targets the caster.

## MIDNIGHT FLUTTERWING

- **Challenge Rating** increases by 1

**Twilight Wings** While in dim light or darkness, the midnight flutterwing can use its bonus action to Hide. While in darkness, the Midnight flutterwing is invisible, even to creatures with darkvision

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