

EXPANDED VERMIN PART 3

A detailed illustration of a large colony of ants and beetles on a forest floor. The scene is filled with numerous ants, some carrying large, dark, oval-shaped objects (possibly eggs or pupae) on their backs. Several large, dark beetles are also present, some appearing to be carrying or interacting with the ants. The background is a dense thicket of green grass and foliage, with a soft, glowing light filtering through the leaves. The overall atmosphere is one of a busy, thriving insect community.

HOME BREW

by Soniverse Labs

VERMIN

What make some many species of vermin very dangerous is that they tend to live in large populations, often living in groups consisting of thousands or even millions of members at one time. Many of these types of vermin are social by nature living in complex communities known as hives swarms. In these groups, these creatures seem to act as one organism perfectly in sync under the command's of their hives queen.

ANTS

Ants are probably the most common of swarm-dwelling vermin. Their colonies reside in massive mounds filled with complex networks of tunnels wherein they store food. Their colonies can consist of thousands of individuals categorized in of a complex hierarchy of roles of how each member contributes to the colony. At a very high level perspective, these roles can be generalized as workers, soldiers and the queen.

Workers are the most common of all ants as they are primarily responsible for gathering food, tending to young, and building the colony. Soldiers primarily serve as defenders. They tend to be much larger and more heavily armored than the workers. They also serve as commanders that direct the rest of the hive into battle. The queen rules the entire colony through a series of powerful pheromones that can alter the mood of the entire hive in an instant. Oftentimes, the queen is often responsible for the temperament and how dangerous an ant colony can become.

Thankfully giant ant colonies are quite rare as their sheer numbers and surprising strength makes them a grave threat to any civilization. However, some settlements have learned to live alongside these creatures using them as beasts of burden or battle mounts.

SEA STRIDER ANT

As most ants tend to be extremely industrious hardly letting any obstacle stand in their way. The sea strider ant is not an exception, in fact, it has adapted to thrive upon the common hazard that most ants face regarding water. They have the unique ability to walk upon the surface of the water thanks to special hairs on their legs. As a result, the ants have been able to build large colonies that can dam up entire rivers. They are able to chew plant matter into a waterproof seal that prevents leaks in its structures. Their saliva can also create a small airtight bubble that the ant can use to dive underwater for up to one hour.

EXECUTIONER ANT

These ants are some of the most painful beasts on the Material Plane. A sting bite or sting from these creature can overload their target's nervous system incapacitating with shock. To make matters worse, their jaws are like iron vices never letting go once it latches onto a creature. Even upon decapitation, the ant's jaws will not let go until its head is physically destroyed.

TIMBERBANE ANT

Timberbane ants are an eyeless breed that lives in forested regions. These ants are a detrimental pest to forests easily capable of consuming an entire forest within months if left unchecked. Thankfully, their numbers are often kept in check as they are mortal enemies with any other kind of ant. Although they are herbivorous by nature, they become extremely aggressive when they encounter other species of ants engaging in massive skirmishes between rival swarms.

ICE ANTS

Ice ants are a bizarre species of ants that live in arctic regions. They are completely unaffected by icy terrain using it as a means for quick travel as well as transporting materials. They get their name from their exoskeleton that seems to resemble ice. This translucent exoskeleton allows them to blend into their surroundings seemingly becoming invisible amongst their surroundings.

PHALANX ANTS

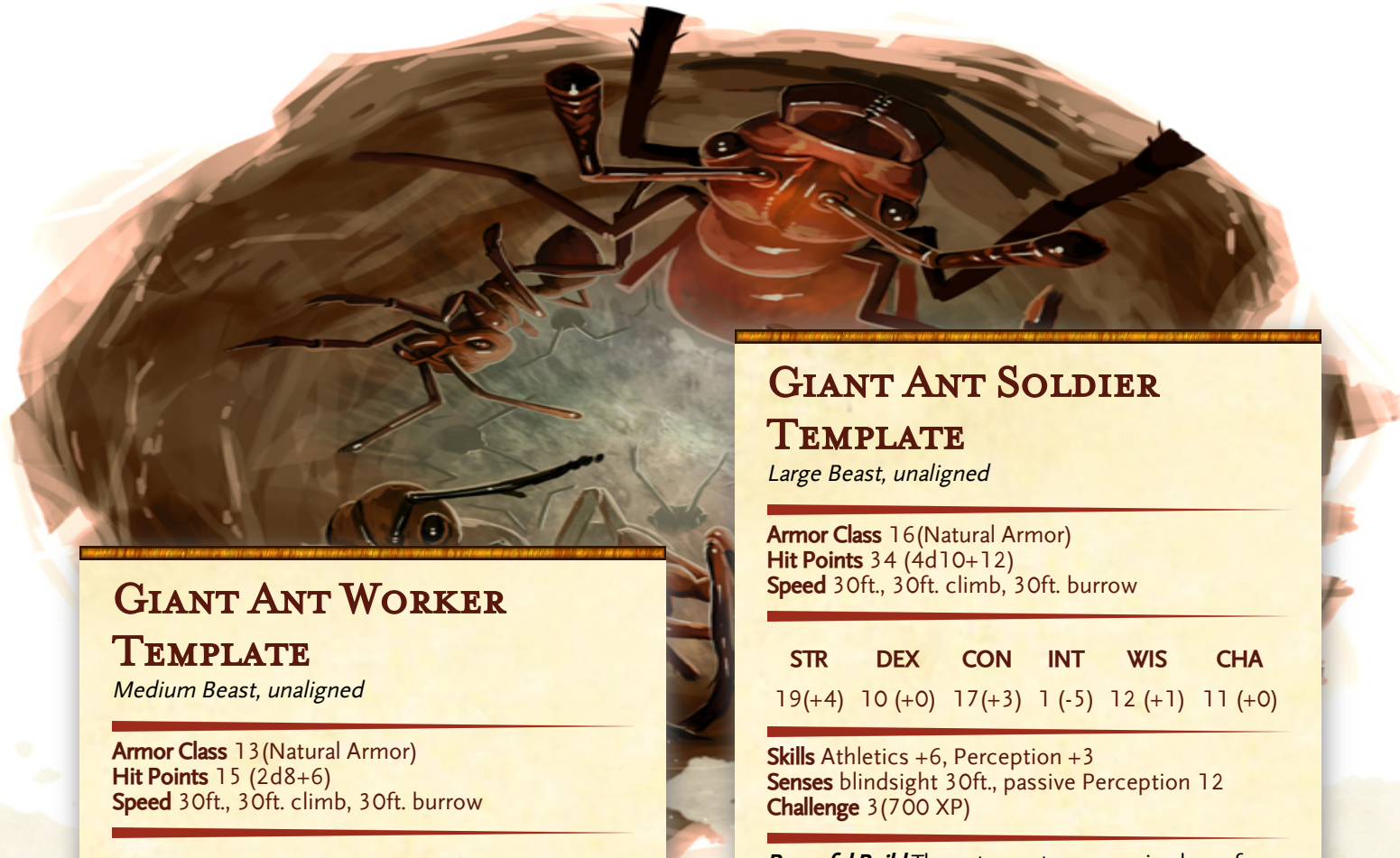
These ants tend to be larger than the rest of their kin as their head makes up nearly half their entire body size. Their extremely armored head serves as a defense mechanism for when invaders enter its hive. They are able to plug up tunnels only leaving their piercing mandibles to face oncoming attackers.

They also excel at fighting in large groups using their large heads to protect other ranks of ants. To them, offense is their best defense as their head obstructs passage from any attacker repaying their trespassing with a painful bite.

EMBERGLOW ANT

These ants have become quite a problematic nuisance as they spread much quicker than their other kin. They are easily identified by their glowing bodies that they use as a warning to deter foes as well as a method of communication through a series of flashes and signals. However, what makes them dangerous is their final act of defense. Their abdomens are filled with a luminescent compound that gives it its unique glow; however, they are able to use this compound to explode upon death as a final act of retribution against an attacker.

These ants seem to be somewhat strategic with this tactic using it to their advantage, particularly when invading other ant hives sending ants on suicide runs to weaken enemy lines. Dealing with these ants requires a lot of planning as mindless killing these ants could result in a lot of collateral damage.



GIANT ANT WORKER

TEMPLATE

Medium Beast, unaligned

Armor Class 13 (Natural Armor)
Hit Points 15 (2d8+6)
Speed 30ft., 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
14(+2)	10 (+0)	17(+3)	1 (-5)	12 (+1)	11 (+0)

Skills Athletics +6, Perception +3
Senses blindsight 30ft., passive Perception 12
Challenge 1 (200 XP)

Powerful Build The ant counts as one size large for the purpose when determining its carrying capacity, the weight you can push, drag, or lift, and creatures it can grapple.

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

Hive Tactics The ant has advantage on attack rolls against creatures within 5ft. of one of the ant's allies.

Hive Mind The giant ant is immune to being charmed or frightened

Actions

Multiattack The ant can make bite attack, and sting attack on its turn.

Bite. +4 to hit; 5ft., one target. Hit 7(1d8+2) piercing damage.

Sting +4 to hit; 5ft., one target. Hit 5(1d4+2) piercing damage. Creatures must succeed a DC 13 saving throw or take 7(2d6) poison damage. On a successful save, it takes half damage.

GIANT ANT SOLDIER

TEMPLATE

Large Beast, unaligned

Armor Class 16 (Natural Armor)
Hit Points 34 (4d10+12)
Speed 30ft., 30ft. climb, 30ft. burrow

STR	DEX	CON	INT	WIS	CHA
19(+4)	10 (+0)	17(+3)	1 (-5)	12 (+1)	11 (+0)

Skills Athletics +6, Perception +3
Senses blindsight 30ft., passive Perception 12
Challenge 3 (700 XP)

Powerful Build The ant counts as one size large for the purpose when determining its carrying capacity, the weight you can push, drag, or lift, and creatures it can grapple.

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

Hive Tactics The ant has advantage on attack rolls against creatures within 5ft. of one of the ant's allies.

Hive Mind The giant ant is immune to being charmed or frightened

Actions

Multiattack The ant can make one Hive Command, a bite attack and sting attack on its turn.

Bite. +6 to hit; 5ft., one target. Hit 15(2d10+4) piercing damage.

Sting +6 to hit; 5ft., one target. Hit 7(1d4+4) piercing damage. Creatures must succeed a DC 13 saving throw or take 14(4d6) poison damage. On a successful save, it takes half damage.

Hive Commander The Giant Ant can command another ant with 30ft. to perform one of the following actions:

1. It can move up to its movement speed to make an attack against a creature within range using its reaction.
2. It can use its reaction to repeat a saving throw against an effect

Seastrider Ant

- **Movement Speed** Swim 30ft.

Water Strider The ant can move across acid or water as if it were harmless solid ground. (It still takes damage from traversing over acid)

Water Skating While the ant is on water, it can use its bonus action to Dash

Water Bubble The ant can hold its breathe for up to 1 hour with its water bubble. However, if it takes any damage while underwater it can no longer breathe until it resurfaces again.

Ice Ant

- **Damage Resistances** Cold

Ice Walk The ant can move across and climb icy surfaces without needing to make an ability check. Additionally, Difficult Terrain composed of ice or snow doesn't cost it extra movement. While on these surfaces, it can use its bonus action to Dash

Ice Body When in icy or snowy terrain or obscured by ample snowfall, ant is invisible to creatures that rely on vision to perceive it.

False Appearance While motionless, the ant is indistinguishable from ice.

Executioner Ant

- **Challenge Rating** Increases by 2

Aggressive The executioner ant can move up to its movement speed as a bonus action towards a hostile creature it can see.

Lock Jaw When the gallows ant hits a creature with its bite attack, that creature becomes grappled (DC 12) if it is the ant's size or smaller. If it is a soldier ant the DC is 14 and if a queen, the DC is 18.

While grappled in this manner, the creature takes 5 (1d8) piercing damage at the start of its turns. This increases to 11 (2d10) for soldier ant and 22 (4d10) for queen.

If the ant is reduced to 0 hitpoints and the creature does not escape, it still takes this damage. The creature must either break free or destroy the head which has 5 hitpoints and an AC of 13. If it is a soldier ant, the head has 10 hitpoints and a 16 AC. For a queen, the head has 20 hitpoints and an AC of 16.

Agony Creatures that take damage from its bite or sting attack must succeed a DC 13 Constitution saving throw or become stunned until the end of its next turn

Phalanx Ant

- **Challenge Rating** Increase by 1.

Swarm Defender When a creature within 5ft. of the phalanx ant makes an attack against one of the phalanx ant's allies, those attacks have disadvantage.

Reactive The ant can take a reaction on every creature's turn. This reaction can only be used for opportunity attacks

Blockade Whenever a creature moves within 5ft. of the ant, it can make an opportunity attack against that creature. Upon a hit, that creature must succeed a DC 12 Strength saving throw or have its movement speed reduced to 0 until the start of its next turn. If the ant is a soldier ant, the DC is 14 and if it is a queen, the DC increases to 17.

Shield Wall Creatures within 5ft. of the ant gain the benefit of half cover.

Timberbane Ant

Floral Bane When the timber bane ant takes the attack action against a plant, it can make an additional bite attack as part of its action

Siege Monster The Timberbane ant deals double damage to buildings and objects

Emberglow Ant

- **Challenge Rating** Increases by 1
- **Damage Resistances** Acid, Fire

Death Burst Upon dropping to 0 hitpoints, creatures within 5ft. of the ant must succeed a DC 13 Dexterity saving throw or take 9 (2d8) fire damage + 9 (2d8) acid damage. On a successful save, it takes half damage. If it is a queen, the radius is 10ft., the DC increases to 17, and the damage dealt is 18 (4d8) fire damage + 18 (4d8) acid damage.

Illumination As a bonus action, the ant gives off a bright light in a 10ft. radius and dim light and additional 10ft. If the queen, this range increases by 30ft. respectively



GIANT ANT QUEEN TEMPLATE

Gargantuan Beast, unaligned

Armor Class 16 (Natural Armor)
Hit Points 132 (8d20+48)
Speed 30ft., 30ft. climb, 30ft. burrow, 30ft. fly

STR	DEX	CON	INT	WIS	CHA
24(+7)	10 (+0)	22(+6)	1 (-5)	12 (+1)	21 (+5)

Skills Athletics +11, Perception +5,
Senses blindsight 30ft., passive Perception 12
Challenge 10(5900 XP)

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

Swarmlord Ants that first enter or start its turn within 60ft. of the queen have advantage on attack rolls, ability checks, and saving throws.

Swarm Frenzy Ants that first enter or start its turn within 60ft. of the queen can make an additional bite attack whenever it takes the Attack action

Undying Servitude Whenever an ant is reduced to 0 hitpoints while within 60ft. of the queen while it has at least 1 hitpoint and is not incapacitated, it can make a DC 10 Constitution saving throw regaining 1 hitpoint on a successful saving throw.

Hive Mind The giant ant is immune to being charmed or frightened

Actions

Multiattack The ant can make bite attack, and sting attack on its turn.

Bite. +11 to hit; 10ft., , one target. *Hit* 29(4d10+7) piercing damage.

Sting +11 to hit; 5ft., , one target. *Hit* 17(4d4+7) piercing damage. Creatures must succeed a DC 18 saving throw or take 28(8d6) poison damage. On a successful save, it takes half damage.

Fury of the Swarm (Recharge 5-6) All ants within 60ft. of the queen can use its reaction to move up to its movement speed and to make an action.

Legendary Actions (3/turn)

Vitality Command (1 action) The ant queen can end one of the following effects on an ant it can see within 60ft.: blinded, deafened, poisoned, stunned, paralyzed, or unconscious

Battle Command (1 action) The ant queen can command one ant it can see within 60ft. to move up to its movement speed and make a bite attack against a creature of the queens choice.

Burrow Shift (1 action) The ant queen can travel burrow up to its full movement speed to a spot it can see. This movement does not provoke opportunity attack.

GIANT ANT QUEEN LAIR

ACTIONS

On initiative count 20(losing initiative ties), the ant takes a lair action to cause of the following effects; the ant can't use the same effect two rounds in a row

- The queen unleash a noxious aroma that stirs its colony into zealous frenzy that causes them to shrug off the harshest of blows. Any ant within 60ft of the queen gains resistance to all damage until initiative count 20 of the next round
- The queen releases a sweet aroma that fills the entire chamber. Immediately, the queen's choice of either 1 ant verminswarm, 3(1d4) soldier ants, or 5(1d8) worker ants immediately come to aid the queen.
- The queen unleashes a putrid aroma that vitalizes its loyal subjects. Any ant with 60ft. of the queen regains 14(4d8) hitpoints and ends any effects on the creature such as blinded, deafened, poisoned, stunned, paralyzed, or unconscious.

REGIONAL EFFECTS.

The region containing an ant queen is transformed by her colony which creates one or more of the following effects:

- Large mounds made of earth and trees have been constructed within 6 miles of the ant queen. These mounds contain tunnels often guarded by 11(2d10) workers, 2d6(soldier ants), and 1d4(swarms).
- Large swathes of forests have been cut down and sinkholes haphazardly appear as these ants have carved tunnels underground. These sinkhole can be spotted from a safe distance with a successful DC 15 Wisdom (Perception check). Otherwise any creatures within a 10ft. radius of the first creature to step on the thin crust covering the sinkhole must succeed a DC 15 Dexterity saving throw or fall 1d6 x 10 feet into the sinkhole. These tunnel may have either 1 ant swarm, 3(1d4) soldier ants, or 5 (1d8) worker ants patrolling that particular tunnel.
- Unusually large populations of ants can be found boldly foraging above ground 6 miles of the queen's lair.

GIANT ANT QUEEN

The queen is probably the most unique of all vermin. At least from the perspective the ant, the queen is essentially a divine entity to which the colony obeys without question. The colony provides her protection as well as gathers food for her daily. The queen is effectively the mother of the entire colony giving birth to thousands of eggs.

SOUL OF THE HIVE

The very temperament and personality of a hive often reflects the nature of the queen. Some queens tend to be extremely aggressive resulting in deadly raids from ants. Others tend to be more passive and even tolerates the presence of humanoids. Whenever a hive become dangerous or out of control, dealing with the queen is typically the most direct solution.

IMPREGNABLE STRONGHOLD

However, dealing with a queen is no simple matter. Once the colony is established, the queen rarely ever leaves the center of her colony. Only when a colony moves is when the queen will ever resurface. The queens chamber is guarded by a labyrinth of tunnels guarded by hundreds of soldiers and thousands of workers.

HIVE LORD

However, what makes her extremely dangerous are the pheromones she gives off that enhances her hive. Over long distances, she can maintain absolute control over ants of her colony, but the closer the ants are to the queen itself, the more power its effects can be. When threatened, she can grant her subjects unnatural endurance and ferocity as they give their all in defense for their queen.

GIANT WASPS

Giant wasps are another social species of vermin similar to ants. Instead of residing in underground colonies, wasps take to the skies as extremely aggressive predators. Similar to ants, they have a stratified hierarchy; however, it is not as complex as their land-dwelling kin. At the surface level, wasps can be divided between the queen and her workers.

By their very nature, wasps are extremely vicious creatures. They are extremely aggressive creatures attacking anything that enters into its territory or simply at times, just because it can. As social animals, wasps are very receptive to the pheromones of one another so typically when one becomes aggressive, it spirals into a chain reaction of furious wasps. Quickly one wasp can transform into a terrible swarm of sting death.

GIANT WASP QUEEN

All wasp hives are ruled by a queen. It shares many qualities of the ant queen such as its enlarged size, rapid rate of reproduction, and ability to control the hive with a mere thought. However, unlike the ant, it is not uncommon for the wasp queen to be seen outside of its hive engaging in hunting expeditions with the hive. However, it is often accompanied with a small fleet of wasps typically around 14(4d6) ready to defend her at the first sign of danger.

PARASITIC WASP

The parasitic wasp is a very disturbing breed of wasps. Whereas most wasps rely on the queen for reproduction, all parasitic wasps have the ability to reproduce. They are able to do this by injecting eggs into the body of a living host. On daily interval, parasitic wasp flies off in large parties of 7(2d6) searching for viable hosts to implant their eggs.

Using their superior speed they are able to quickly dive in to implant their payload before flying off. Outside the initial pain of the sting, the creatures feel no negative side effects outside of feeling extremely drained and tired after the end of each day as the infant wasp slowly saps the vitality from its host. Eventually this fatigue prove to be fatal killing the creature as the wasp fully matures.

Sometimes, the wasp is able to fully mature before killing its host. When this happen, the wasp begins to gruesomely claw and chew its way out of its host to find its way back to its hive to repeat the cycle.

HUNTER WASPS

These are aggressive of all wasps as they actively patrol their home in search of prey in small groups of 5(2d4). Hunter wasps are far more agile than the rest of their kin. Their are able to use their superior flying ability to dive down on their foes like a bullet often killing prey in a single swoop. If their quarry survives their initial blow, they are able to nimble dodge out of the way of any blow before it even hits.

TORTURER WASPS

As their name suggests, torturer wasps are the most painful of all their kin. A single sting from these monsters is able to incapacitate a humanoid from the sheer pain of it. However their suffering does not end for their poison tends to last much longer than the rest of their kin continually corroding the victims bloodstream over time as the venom spreads through its body.

TERRORWING WASP

Despite their name, the terror wing wasp tends not to be as aggressive as its kin. In fact, it seems to only attack humanoids whenever it trespasses on its territory. However, they still can be quite fickle as they become aggressive if you as much as look in the direction of its territory.

Once agitated, the sound of terrible buzzing begins to swell around the creature as any terrorwing wasp in the vicinity begins to pursue that creature. Thankfully, this dreadful swarm tends to give up chase once you leave the established boundaries of their territory.

ANGEL WASP

It turns out nature decided to preserve some of its morality when regarding wasps. Angel wasps are actually extremely friendly and even protective of humanoids. It is not entirely understood why they are so kind to humanoids; maybe its an attempt to make up for the sins of its kin. Some theorize they may have been created by a wizard or a powerful beings that wasps that were fed up with their aggressive tendencies.

Regardless of the reasoning, angel wasps drive away any predators that may poses a threat to itself or other creatures within its region, including humanoids. They have a special resentment for other wasps. In fact, they have evolved to specifically counter their kin. Their sting can send other wasps into a wild frenzy as it become temporarily disconnected from its hive mind. The angel wasps blood is also completely immune to wasp poison making it a popular source for curing wasp stings.

WOOLLY WASP

Do not let its cute and fuzzy appearance fool you, the woolly wasp is just as cruel as the rest of its kin. These wasps are covered in a thick coat of fur that acts as a magnet to pull in pollen and nectar that it uses for make honey for food and creating wax to build its colonies.

It also uses this coating of pollen to create a sweet aromatic fume that poisons and warps the mind of nearby creatures. Creatures that breathe in this poison become somewhat enthralled by the wasp refusing to attack it, While in this stupor, the woolly wasp uses it as an opportunity to barrage its prey with its stinger.



GIANT WASP TEMPLATE

Medium Beast, unaligned

Armor Class 14 (Natural Armor)

Hit Points 22 (4d8+4)

Speed 10ft., 10ft. burrow, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
12(+1)	16 (+3)	12(+1)	1 (-5)	12 (+1)	13 (+1)

Skills Acrobatics +7, Perception +3

Senses blindsight 30ft., passive Perception 12

Challenge 2 (450 XP)

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

Aggressive The wasp can move up to its movement speed towards a hostile creature it can see using its bonus action.

Flyby the wasp can fly outside the reach of a creature without provoking opportunity attack

Hive Tactics The wasp has advantage on attack rolls against creatures within 5ft. of one of the wasp's allies.

Hive Mind The giant wasp is immune to being charmed or frightened

Swarm's Fury If a creature damages one of the wasp's allies, it can use its reaction to make a sting attack against that creature if it is within range of the attacker.

Relentless When the hornet is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoint. Upon a success, the DC increases by 5. The DC resets to 10 after a short or long rest.

Actions

Sting +5 to hit, 5ft., one target. Hit 7(1d6+3) piercing damage. Creatures must succeed a DC 11 Constitution saving throw or take 14(4d6) poison damage and become poisoned until the end of its next turn. On a successful save, creatures take half damage and are not poisoned



GIANT WASP QUEEN TEMPLATE

Huge Beast, unaligned

Armor Class 14(Natural Armor)
Hit Points 76 (8d12+24)
Speed 10ft., 10ft. burrow, 60ft. fly

STR	DEX	CON	INT	WIS	CHA
17(+3)	16 (+3)	17(+3)	1 (-5)	12 (+1)	13 (+1)

Skills Acrobatics +9, Perception +4
Senses blindsight 30ft., passive Perception 12
Challenge 6(2300 XP)

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

Aggressive The wasp can move up to its movement speed towards a hostile creature it can see using its bonus action.

Flyby the wasp can fly outside the reach of a creature without provoking opportunity attack

Swarm Lord Wasps that first enter or start its turn within 60ft. of the queen have advantage on attack rolls, ability checks, and saving throws.

Swarm Frenzy Wasps that first enter or start its turn within 60ft. of the queen can make an additional bite attack whenever it takes the Attack action

Hive Mind The giant wasp is immune to being charmed or frightened

Swarm's Fury If a creature damages one of the wasp's allies, it can use its reaction to make a sting attack against that creature if it is within range of the attacker.

Hive Tactics The wasp has advantage on attack rolls against creatures within 5ft. of one of the wasp's allies.

Relentless When the hornet is reduced to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoint. Upon a success, the DC increases by 5. The DC resets to 10 after a short or long rest.

Fury When below half its hitpoint maximum, it can make an additional sting attack as part of its action.

Actions

Sting +6 to hit, 5ft., one target. Hit 14(3d6+3) piercing damage. Creatures must succeed a DC 14 Constitution saving throw or take 21(6d6) poison damage and become poisoned until the end of its next turn. On a successful save, creature's take half damage and are not poisoned.

Fury of the Swarm (Recharge 5-6) All wasps within 60ft. of the queen can use its reaction to move up to its movement speed and to make an action.

Legendary Actions (3/turn)

Vitality Command (1 action) The wasp queen can end one of the following effects on an ant it can see within 60ft.: blinded, deafened, poisoned, stunned, paralyzed, or unconscious

Battle Command (1 action) The waspqueen can command one ant it can see within 60ft. to move up to its movement speed and make a sting attack against a creature of the queens choice.

Reposition (1 action) The wasp queen can fly up its full movement speed to a spot it can see. This movement does not provoke opportunity attack.

PARASITIC WASP

- **Challenge Rating** Increases by 1

Actions

Parasitic Sting (1/day) +5 to hit; 5ft., , one target. Hit 7(1d6+3) piercing damage. A medium or larger creature must succeed a DC 11 Constitution saving throw or be implanted with an infant wasp larva on a failed saving throw.

The host can only carry one larva at a time. After 3(1d4) days the larva moves to the chest cavity gestating into a full grown wasp. For this duration, the creature has its hitpoint maximum reduced by 11(2d10) at the end of each rest. In the 24 hour period before giving birth, the host begins to feel ill suffering disadvantage on all attacks, ability checks, saving throws, and its movement speed is halved.

At birth, the wasp chews its way out in 1 round killing the host in the process.

This condition can be cured by greater restoration or greater effects which kills the larva and disintegrates it. If the creature dies before the wasp hatches, it dies with its host.

If the wasp is a queen, the DC increases to 14 and the incubation period lasts for 9(2d8) days instead growing into a fully grown queen wasp.

Regardless if the creature succeeds or fails its saving throw, the wasp cannot use this ability for the next 24 hours.

HUNTER WASP

- **Challenge Rating** Increases by 1

Skydive If the wasp flies down at least 30ft. and makes a sting attack on its same turn, it can deal an additional 11(3d6) piercing damage to the target

Evasion If the wasp 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 wasp, it can use its reach to fly up half its movement speed away from the creature without provoking opportunity attack

TERRORWING WASP

- **Challenge Rating** Increases by 1

Buzzing Dread Creatures within 30ft. of the hornet that can hear it must succeed a DC 11 Wisdom saving throw or become frightened for one minute. It can repeat its saving throw at the end of each of its turns to end the effect. If a queen wasp, the DC increases to 13.

TORTURER WASP

- **Challenge Rating** Increases by 1

Agony Venom Creatures that fails its saving throw against being poisoned are poisoned for one minute instead. While poisoned in this manner creature are stunned from the pain and take 7(2d6) poison damage at the start of its turn. Creatures can repeat its saving throw at the end of each of its turns. If a queen wasp, the DC increases to 14 and the damage taken each turn increases to 11(3d6).

ANGEL WASP

Hive Breaker If any wasp other than the angel wasp fails its saving throw against the angel's wasp's sting, it suffers disadvantage from any benefits from hive tactics, hive mind, or swarm's fury ability.

Natural Antivenom The angel wasp is immune to poison damage or being poisoned by any kind of wasp. It can still take poison damage and be poisoned from other sources.

Wasp Bane It can deal a critical hit against other species of wasps on an 18-20.

WOOLLY WASP

- **Challenge Rating** Increases by 1

Aromatic Pollen Creatures that first enter or start its turn within 5ft. of the wasp must succeed a DC 11 Constitution saving throw or become poisoned. While poisoned in this manner, it cannot target the wasp or its allies with an attack. If the wasp is a queen the DC increases to 14 and the range is 30ft.

WURM

Wurms are the largest of all vermin. These colossal behemoths can range from 50ft. to at times 200ft. of more in length. These creatures live in subterranean environments all around the Material Plane. As a result, many of these titans have adapted to live in the most extreme of environments.

When a worm decides to surface for a feeding frenzy, there is little one can do to stop it. Thankfully, much research has been put into studying the migrations and hunting grounds to keep civilization clear of the voracious appetites. However, it is not uncommon that these beasts still test their luck against the walls of a city in search for food.

Whenever they are not actively hunting, wurms prefer to wait underneath subterranean sinkholes wherein prey can unwittingly fall into its toothy maw.

MAGMA WURMS

These Wurms tend to be only found in the deepest tunnels of the Underdark near magma flows. However, they have been known to make appearances near the surface particularly near regions with volcanic activity or incursions with the Elemental Plane of Fire. As being quite attuned to such environments, the worm is completely impervious to extreme heat, actually known to swim in lava. Its body is extremely hot to the touch and given enough time, it can melt the surrounding earth into magma to take a deadly magma sinkhole where it lurks to hunt for prey.

LEVIATHAN WURM

The leviathan worm makes its home in the deepest oceans and at times, in extremely large lakes or rivers. Although they still prefer to remain under the seafloor, they are quite prolific swimmer and easily can compete for dominant predator in the open seas.

While in the open seas, wurms prefer to be quite efficient hunters expending as little energy as possible. Therefore, it tends to target largest schools of fish or aquatic life. These wurms have the unique ability to suck water into their maws in a whirlpool-like vortex. Creatures caught in this current are instantly sucked into its stomach.

SAND WURMS

Whereas the leviathan swims the ocean, the sandworm swims through the vast seas of sand of the desert. To the doom of many creatures, these wurms are often mistaken for sand dunes. Once spotted by a sand worm, there is no escape as these colossal beasts are extremely agile and are unmatched for their speed to swim through the sands.

However, they pose the deadliest threat when they lie in wait in their sinkhole traps. Creatures that fall within its sinkhole as trapped with a sinkhole. Due to the coarse nature of this trap, creatures are buried alive under layers sand as it activates its trap. For those unfortunate creature, a quick death from the worm's maw is a mercy in comparison to suffocating to death under layers of sand.

SKY WURMS

Often mistaken for a dragon, sky wurms dominate the skies even rivaling other titanic creatures such as the roc. Despite its name, the sky worm does not spend the majority of its times in the sky, instead it prefers to reside in burrows along the highest mountain peaks.

It only takes to the air when it wishes to feed. When it feeds, it tends to target highly populated areas such as dense forests or towns wherein it can use its vacuum breath to suck prey into its maw. Because of the rarity of this worm, many towns are unprepared for the arrival of a sky worm. Thanks to its large size, it can easily consume a small settlement within minutes sucking up animals, plants, people, and buildings into its all-consuming maw.



GIANT WURM

Gargantuan Beast, unaligned

Armor Class 17 (Natural Armor)
Hit Points 132 (12d12+54)
Speed 40ft., 40ft. burrow

STR	DEX	CON	INT	WIS	CHA
28(+9)	7 (-2)	22(+6)	1 (-5)	13 (+1)	4 (-3)

Saving Throws Strength +12, Constitution +9

Skills Athletics +14

Senses blindsight 60ft., tremorsense 120ft., passive Perception 14

Challenge 10(5900 XP)

Siege Monster The worm deals double damage to buildings and objects

Tunneler The worm can burrow through solid rock leaving a 10ft. diameter tunnel in its wake.

Actions

Multiattack The worm can make a bite and tail attack. It cannot make the same attack against the same target with both a bite and tail attack

Bite. +12 to hit:, 20ft. , one target. *Hit* 27(3d10+9) piercing damage. If the target is a Large or smaller creature, it must succeed a DC 20 Strength saving throw or become swallowed by the worm. A swallowed creature is blinded and restrained and has total cover from attack and effects outside of the worm. While inside the worm, the creature take 11(3d6) bludgeoning + 11(3d6 acid) damage at the start of each of the worms turns. If the worm takes damage, it must succeed a Constitution saving throw equal to half the damage dealt by the swallowed creature(minimum 10). On a failed saving throw, the worm regurgitates all swallowed creature which fall prone in a space within 20ft. of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 20ft. of movement exiting prone.

Tail +12 to hit:, 20ft. , one target. *Hit* 29(3d12+9) bludgeoning damage. Creatures must succeed a DC 20 Strength saving throw or fall prone.

Sinkhole(1/day) The giant worm can spend 10 minutes to create wherein it can patiently wait for prey to unwittingly fall into.

The trap takes the shape of a 60ft. wide and 60ft. deep cylinder that lies beneath the surface of the ground originating at the worm. Creatures can decipher this trap by spend an action to investigate with a successful Wisdom(Perception) check of 18.

As an action, when the worm detects the presence of a creature passing over it, it opens its maw sucking the ground beneath its prey's feet causing creature to fall 60ft. towards the worm's maw. Creatures must succeed a DC 18 Dexterity saving throw or take 21(6d6) bludgeoning damage and fall prone. On a successful save, creatures take half damage. The giant worm can use its reaction to make a bite attack against one falling creatures with advantage.

At the start of its turn, trapped creatures in the trap must must succeed a Strength saving throw of 18 or become restrained. Upon a successful saving throw, creatures are able to move through the pit as if it were difficult terrain. it can attempt to climb the sides of this pit with a DC 18 Athletics or Acrobatics checks.

The worm is not hindered by the the terrain of the sinkhole

Magma Wurm

- **Damage Immunities** Fire
- **Challenge Rating** Increases by 2

Flame Body Creatures that hit it with a melee attack or grapples it takes 9 (2d8) fire damage. Its melee weapon attacks also deal an additional 9(2d8) fire damage.

Magma Pit Creatures that first enter or start its turn within the worm's sinkhole takes 18(4d8) fire damage at the start of each of its turns.

Illuminated Body The giant worm gives off a bright light in a 30ft. radius and emits dim light an additional 30ft.

Leviathan Wurm

- **Movement Speed** 40ft. swim
- **Damage Resistances** Acid; Cold
- **Challenge Rating** Increases by 2

Amphibious The worm can breathe in air and in water.

Actions

Whirlpool(Recharge 5-6) The giant worm's colossal maw begins to suck in the surrounding water causing a large whirlpool sucking creatures into its maw. Large or smaller creatures in a 120ft. cone must succeed a DC 18 Strength saving throw or be pulled 120ft. and swallowed by the worm.

A swallowed creature is blinded and restrained and has total cover from attack and effects outside of the worm. While inside the worm, the creature take 11(3d6) bludgeoning + 11(3d6 acid) damage at the start of each of the worms turns.

If the worm takes damage, it must succeed a Constitution saving throw equal to half the damage dealt by the swallowed creature (minimum 10). On a failed saving throw, the worm regurgitates all swallowed creature which fall prone in a space within 20ft. of the worm.

If the worm dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 20ft. of movement exiting prone.

Creatures without a natural swimming speed have disadvantage on the saving throw. On a successful save, creatures are completely unaffected.

Sand Wurm

- **Challenge Rating** Increases by 1

False Appearance While motionless, the worm is indistinguishable from a sand dune.

Sand Treader While on loose earth such as sand, the worm can use its bonus action to Dash while it is burrowing

Sand Tomb Creatures that first enter or start its turn within the worm's sinkhole are blinded and cannot breathe for the duration that it is within the pit.

Sky Wurm

- **Movement Speed** 40ft. fly
- **Challenge Rating** Increases by 1

Actions

Vacuum Maw(Recharge 5-6) The giant worm's colossal maw begins to suck in the surrounding air causing a large vacuum sucking creatures into its maw. Large or smaller creatures in a 120ft. cone must succeed a DC 18 Strength saving throw or be pulled 120ft. and swallowed by the worm.

A swallowed creature is blinded and restrained and has total cover from attack and effects outside of the worm. While inside the worm, the creature take 11(3d6) bludgeoning + 11(3d6 acid) damage at the start of each of the worms turns.

If the worm takes damage, it must succeed a Constitution saving throw equal to half the damage dealt by the swallowed creature (minimum 10). On a failed saving throw, the worm regurgitates all swallowed creature which fall prone in a space within 20ft. of the worm.

If the worm dies, a swallowed creature is no longer restrained by it and can escape the corpse by using 20ft. of movement exiting prone. On a successful save, creatures are completely unaffected.



VERMINHIVE

Large swarm of tiny beasts, unaligned

Armor Class 13 (Natural Armor)
Hit Points 55 (10d10)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
16(+3)	16(+3)	10(+0)	1(-5)	10(+0)	1(-5)

Skills Perception +2

Damage Resistances Bludgeoning, Piercing, and Slashing damage

Conditional Immunities Charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 30ft., passive Perception 12

Challenge 4(1100 XP)

Swarm The swarm can occupy another's creatures space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm cannot regain hitpoints or gain temporary hitpoints.

Swarm Tactics Creatures that first enter or start its turn within the swarms space take 4d4 piercing damage and must treat the swarm's space as difficult terrain

Consuming Swarm Creatures reduced to 0 hitpoints by the swarm are killed. If the swarm occupies the space of a Medium or smaller corpse, it is destroyed only leaving equipment and bones.

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

Actions

Multiattack The swarm can make two bite attacks. If it is below half its hitpoint maximum, it can make one bite attack

Bite. +5 to hit.; 5ft., , all targets in the swarm's space.. *Hit* 13(4d4+3) piercing damage.

VERMINSWARM

medium swarm of tiny beasts, unaligned

Armor Class 13 (Natural Armor)
Hit Points 28 (5d10)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
11(+0)	16(+3)	10(+0)	1(-5)	10(+0)	1(-5)

Skills Perception +2

Damage Resistances Bludgeoning, Piercing, and Slashing damage

Conditional Immunities Charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 30ft., passive Perception 12

Challenge 2(450 XP)

Swarm The swarm can occupy another's creatures space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm cannot regain hitpoints or gain temporary hitpoints.

Consuming Swarm Creatures reduced to 0 hitpoints by the swarm are killed. If the swarm occupies the space of a Medium or smaller corpse, it is destroyed only leaving equipment and bones.

Swarm Tactics Creatures that first enter or start its turn within the swarms space take 4d4 piercing damage and must treat the swarm's space as difficult terrain

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

Actions

Multiattack The swarm can make two bite attacks. If it is below half its hitpoint maximum, it can make one bite attack

Bite. +5 to hit.; 5ft., , all targets in the swarm's space.. *Hit* 8(2d4+3) piercing damage.

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VERMINTIDE

Gargantuan swarm of Large beasts, unaligned

Armor Class 13 (Natural Armor)

Hit Points 210 (20d20)

Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
21(+5)	16 (+3)	10(+0)	1 (-5)	10 (+0)	1 (-5)

Saving Throws Strength +11, Constitution +3

Skills Perception +3

Damage Resistances Bludgeoning, Piercing, and Slashing damage

Conditional Immunities Charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 30ft., passive Perception 13

Challenge 12(8400 XP)

Swarm The swarm can occupy another's creatures space and vice versa, and the swarm can move through any opening large enough for a Large insect. The swarm cannot regain hitpoints or gain temporary hitpoints.

Consuming Swarm Creatures reduced to 0 hitpoints by the swarm are killed. If the swarm occupies the space of a corpse, it is destroyed only leaving equipment and bones.

Swarm Tactics Creatures that first enter or start its turn within the swarm's space take 20(8d4) piercing damage and must treat the swarm's space as difficult terrain.

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

Actions

Multiattack The swarm can make two bite attacks. If it is below half its hitpoint maximum, it can make one bite attack

Bite. +9 to hit; 5ft., , all targets in the swarm's space..
Hit 25(8d4+5) piercing damage.

Legendary Actions(3/ turn)

Shift The swarm can move up to its movement speed to a spot that it can see within range.

Tumultuous Tide Creatures within the swarm's space must succeed a Strength saving throw of 17 or fall prone.

Consume The vermintide can make a bite attack against one creature within its space.



SWARMS

By nature vermin tend to amass in large groups to make up for their small and fragile forms. Whether by natural instinct or magical influence, these swarms are able to act as one making them a much more dire threat.

Verminswarms are the most basic category of swarms one may encounter naturally. Verminhive are a bit more rare and tend to only occur by social insects such as wasps, hornets, or colonial spiders. Vermintides are extremely rare as they tend to be created by a magical effect or an extremely rare event, such as the migration of an entire ant colony. A vermintide can also represent a large swarm of dire insects. The only adjust that need to made for the statblock is that it could only squeeze through a space appropriate for the dire insect.

Since there are nearly infinite varieties of type of vermin, it would be nigh impossible to categorize each type of swarm in an effective and concise manner. The following template provides a way to make a custom swarm to fit your encounter needs both mechanically and thematically. By using each of these swarm tables, the combination additional options will increase the encounter rating respectively by 2 for each template.

If you wish to make a swarm of some of the previously established creatures in this guide, you can add its specialized characteristics to the base hive template increasing its challenge rating accordingly as well. However, be sure to make such adjustments with care as some of the base abilities of the dire insects could lead to extremely powerful abilities when applied to a swarm thus drastically changing the challenge rating.

SWARM MOBILITY OPTIONS

D4	Mobility	Effects
1	Water Skater	The swarm gains a swimming speed of 30ft. The swarm can move across acid or water as if it were harmless solid ground. (It still takes damage from traversing over acid). While on the surface of a liquid, it can use its bonus action to Dash.
2	Flying	The swarm gains a swimming speed of 30ft. It can fly outside a creature's reach without provoking opportunity attack..
3	Tunneler	The swarm gains a burrowing speed of 30ft.
4	Web Walk	The swarm ignores movement restrictions caused by webbing. It can also pinpoint the location of any creature within the web

SWARM TACTIC OPTIONS

D4	Mobility	Effects
1	Suffocating Swarm	The swarm begins to crawl inside the eyes and mouths of creature's in its space. Any creature that first enters or starts its turn within the swarm's space must succeed a DC 10 Constitution saving throw or are blinded and cannot breathe. This increases to a DC 13 for Verminhive and DC 17 for Vermintide
2	Surging Tide	Any creature that first enters or starts its turn within the swarm's space must succeed a DC 10 Strength saving throw or become grappled by the swarm. The swarm can move this creature along with it with no penalty to its movement speed. This increases to a DC 13 for Verminhive and DC 17 for Vermintide
3	Endless Stings	Any creature that first enters or starts its turn within the swarm's space must succeed a DC 10 Constitution saving throw or become poisoned until the end of its next turn. The swarm can move this creature along with it with no penalty to its movement speed. This increases to a DC 13 for Verminhive and DC 17 for Vermintide
4	Vampiric	Any creature that first enters or starts its turn within the swarm's space must succeed a DC 10 Constitution saving throw or it cannot regain hitpoints the end of its next turn. Whenever that creature takes damage from swarm tactics, the swarm gains temporary hitpoints equal to the damage dealt. This increases to a DC 13 for Verminhive and DC 17 for Vermintide.

SWARM BITE OPTIONS

D4	Mobility	Effects
1	Venomous Fangs	Creatures hit by the swarm's bite must succeed a DC 10 Constitution saving throw or become poisoned until the end of its next turn. This increases to a DC 13 for Verminhive and DC 17 for Vermintide
2	Devourer	If the swarm the attack action against a creature type of your choice, it can make an additional bite attack as part of its action
3	Blood Frenzy	If the swarm the attack action against creature below its hitpoint maximum, it can make an additional bite attack as part of its action
4	Burrowing Bites	If the target is a creature, the insects burrow into its skin and the creature takes an additional 5(2d4) damage at the start of each of its turns unless it uses its action to remove these burrowing insects.

SWARM DEFENSE OPTIONS

D4	Mobility	Effects
1	Resilient Form	The swarm gain resistance to two damage types of your choice.
2	False Appearance	While motionless, the swarm is indistinguishable from a rock or suitable terrain.
3	Stench	Creatures other than the swarm that starts its turn within 10ft. of the swarm must succeed a DC 10 saving throw or become poisoned until the end of its next turn. While poisoned in this manner, creatures cannot take actions as it is writhing and puking
4	Reactive	The swarm can take a reaction at the end of every creature's turn

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