

INSECTOPIA



HOMEBREW

Dive into the crawly world of Insectopia with this supplement for the world's greatest roleplaying game.

CHAPTER 1: RACES

BEETLEFOLK

Colorful and varied, loud, often drunk, but still reliable allies and scary foes: those are the traits of Beetlefolk. They are loved and welcomed wherever they go and you can spot a beetle in a tavern from miles away.

COLORFUL CHITIN

Blue, red, green and yellow, either dotted or striped, some wear different kinds of patterns. The chitinous plating of Beetlefolk comes in all kinds of colors and forms, it's almost deceptively beautiful, since it's actually the strongest of all the Insectoids. The small 3 to 4 feet tall Beetlefolk also have a variety of different adornments on their head, like horns, pincers or antennae, and some of Beetlefolk are bulky and stout while others are lean and frail. No other race of Insectoid in Insectopia is as diverse in appearance as the Beetlefolk.

SMALL BODIES BUT BIG PERSONALITIES

Beetlefolk are known for their strong personalities and even though they are small in size, they often take the spotlight in any room they come in. Most Beetlefolk like to drink, talk and celebrate. Everyone of them has their own way of sticking out from the crowd, either through showing of their strength or courage, or through telling the most amazing stories. This trait makes Beetlefolk quite charismatic and they are liked wherever they go. However, most Beetlefolk set out to live their lives a certain way, be it spontaneous or strict, they rarely strive from what they set their minds upon.

BUGS OF THE WORLD

Beetlefolk can be found almost everywhere in Insectopia. Even though they have a Queen that represents them in the Royal Hexagon, they aren't bound to a single place and live along side of all the other Insectoids. Beetlefolk are known to be reliable and fun folk to be with, which allows them to mingle in almost every form of society.

CURIOUS TRAVELERS

Travelling in second nature to most Beetlefolk and the urge for adventuring is found deep within each and every one of them. They set out into the unknown, without any fear, eager to experience new things and have the greatest of adventures and more stories to tell.

BEETLEFOLK TRAITS

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

Ability Score Improvement. Your Constitution score increases by 1.

Age. Beetlefolk mature at the age of 25 and can live for 300 up to 400 years.

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

Size. Beetlefolk are often slightly bigger than 3 feet. Your size is Small.

Speed. Your base walking speed is 25 feet.

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

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

Subrace. There are three subraces of beetlefolk: Rhinoceros Beetles, Stag Beetles and Harlequin Beetles. Choose one of these subraces.



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RHINOCEROS BEETLE

Rhinoceros Beetles are quite a bit stronger than other beetles. In their society, having the largest horn is seen as beautiful and the males tend to be very eager to show their worth in battle. They even tend to pick fights with Insectoids double their size.

Ability Score Increase. Your Strength score increases by 2.

Gore. Horn beetles can gore their opponents with their horn. Your horn is a natural weapon. If you hit with it, you deal piercing damage equal to $1d8 +$ your Strength modifier. Additionally, if you take the Dash action and end your turn within 5 feet of a target, you may make a horn attack as a bonus action.



HARLEQUIN BEETLE TRAITS

Harlequin beetles are more agile than other beetlefolk. They tend to be a bit more reserved, but nonetheless very pleasant bugs.

Ability Score Increase. Your Dexterity score increases by 2.

Extra Arms. You have two secondary appendages that are weaker than your primary ones. You can not effectively wield a weapon or brace a shield with these. However, you can use them to perform the somatic components of spells as well as hold a versatile weapon to gain the benefits of wielding it two-handed.

Born Climbers. You gain a climbing speed equal to your base walking speed. Additionally, you can carry a creature of medium size or smaller without any disadvantages on your speed while climbing.



STAG BEETLE TRAITS

Stag beetles are the sturdiest and most resilient of beetlekind. Like their Rhinoceros cousins they tend to work as reliable soldiers in many armies. However, Stag beetles are less aggressive and rather try to get a lot of attention through jokes and loudmouthed behaviour.

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

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



CHILOPODIANS

HUNDREDS OF LEGS

For most Insectoids, Chilopodians are large and scary monsters. And on first glance this might be true. They stand about 4 to 6 feet in height and their bodies can grow to be 8 or more feet long. They walk on rows of legs and have imposing pincers. All in all Chilopodians definitely look terrifying. However, they are actually very proud of their appearance and often try to make themselves look even more terrifying.

PROTECTIVE AND CORDIAL

Chilopodians aren't only strong and scary to look at, they actually are also very protective and cordial, making them excellent leaders. They associate with organizations or causes they feel connected to and will honor their alliances with their lives. In guilds they often take on the role of coordinators, enforcing rules strict but fair.

FOR THE GREATER GOOD

Chilopodian only strive out for adventure when there is a greater cause they vowed to fulfill. Maybe they have a quest from their deity, or their faction have a big goal to fulfill. No matter what the cause is, if a Chilopodian has set his mind on it, they will bring it to an end.



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CHILOPODIAN TRAITS

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

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

Alignment. Chilopodians are very honorable and strive to do good in the world. They associate with causes they see as righteous and make excellent leaders.

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

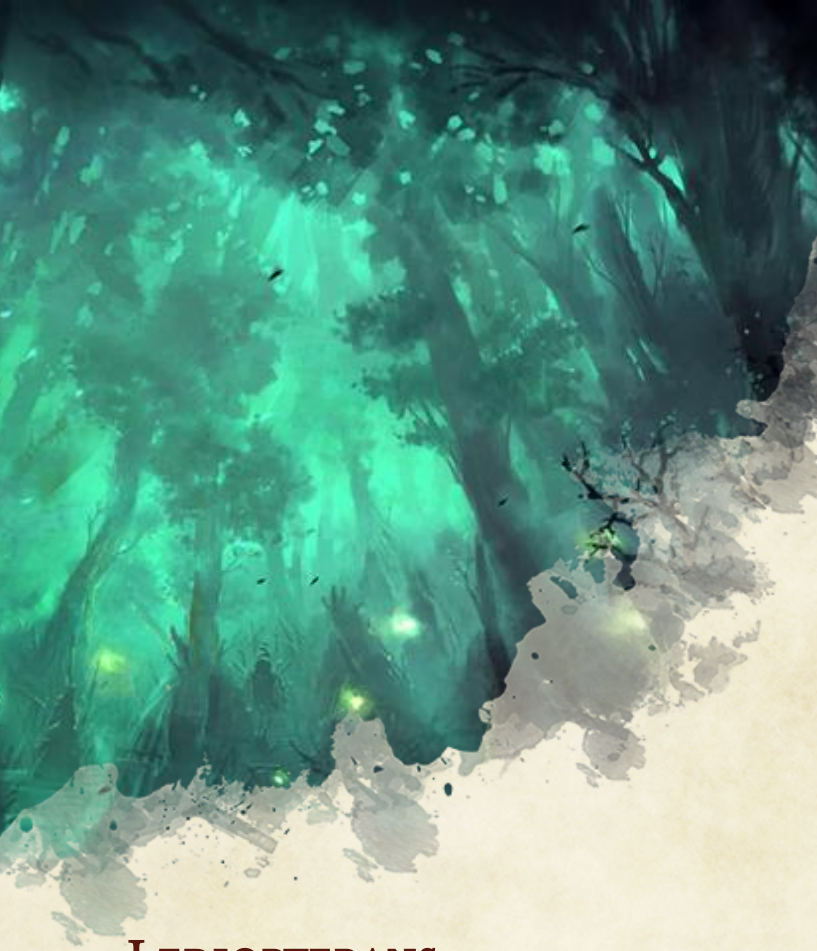
Speed. Your base walking speed is 40 feet. You also gain a climbing speed of 30 feet.

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

Rear up. You can use your action to rear up to about twice their height, if there is enough space to do so. While reared up in this way, you grow in size as per the *enlarge* spell, but you can't use your movement.

Constrict. You gain advantage on grappling checks.

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



LEDIOPTERANS

FRAIL AND FUZZY

With their frail and small stature it is no wonder that Lediopterans aren't big fighters. Lediopterans are generally about 5 feet tall, though their often stooped posture makes them look even smaller. Fuzzy hair adorns their chitin and wings. They are slow fliers as well, most often only glide through the air. The oldest Lediopterans have manes of bushy white hair around their heads and behind their beady black pupils you can see their intelligent brains working.

OLD AND WISE

Most Lediopterans can live close to a millennia, and see the life cycles of generations of other Insectoids go by. And Lediopterans use their long lives to collect and learn all the information they can get. This makes them very valuable advisers for kings and generals all over Insectopia. Many of them become wise scholars and depending on their origin they can be masters of the arcane and occult. While most of them are peaceful and loyal, Lediopterans can also be quite cunning and manipulating, orchestrating the ways of whole nations with words and dark magic.

SECLUDED SAGES

Lediopterans tend to seclude themselves from the world at a certain age, when the generation they grew up with fades and all their friends are gone. To cope with the losses a long life brings with it, they withdraw themselves from the world, into huge libraries where they collect mountains of books. Those libraries and their librarians are treasures of age long gone and show glimpses into secrets hidden away.

LEPIDOPTERAN TRAITS:

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

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

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

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

Speed. Your base walking speed is 30 feet. You have a flying speed of 20 feet.

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

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Lunar Studies. You gain proficiency in the Arcana and Nature skills.

Languages. You can speak, read and write Common, Insect - Common, Lepidopian and an extra language of your choice.





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MUSCANS

SMALL SCAVENGERS

Muscans resemble common houseflies, which are about 3 to 4 feet tall. They walk on four spindly and hairy legs and have two small Wings on their back, just big enough to get their round bodies in the air. For other Insectoids, Muscans are hideous pests. They mainly eat rotten flesh of dead Insectoids they find in the mud of swamps they inhabit. Their ghastly appearance make Muscans the creatures of nightmares for many Larvae.

LIVES TOO SHORT

Even though Muscans might seem bestial, they are actually very self aware and smart. The lives of Muscans are very short. They reach only about 40 years of age. It is a big part of Muscan society and their religion to prolong their short lifespans, or maybe even to reach immortality. To reach this goal, Muscans take to dark rituals, forbidden secrets and make living offerings to their one and only God, the great Wurm.

MARKED BY THE WURM GOD

Legends say that there is a God of colossal length, with slick gray skin and a huge toothless jaw that shall swallow the world and all its inhabitants should he arise once more. This is the Great Wurm, a worm god revered only by the chaotic and evil cults of the Muscans. Every single Muscans is confronted with the Wurm from birth, it is the central part that ties all Muscans together. They offer their own offspring in blood rituals to the worm god, to gain eternal life and dark powers. Most larvae will die from the mark the dark deity leaves on them. However, once in a while a larvae will endure all the rites and survive, marked forever by the scars and is connected closely to death. Those Muscans will live to be erratic and corrupted, but mighty necromancers. Such Muscans are feared as great menaces to the Royal Hexagon.

MUSCAN TRAITS

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

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

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

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

Speed Your base walking speed is 25 feet. Additionally you have a flying speed of 30 feet and a climbing speed of 20 feet.

Scavenger. Muscans are used to eating rotten food. You are resistant to poison damage and have advantage on saving throws against being poisoned.

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

Adhesive Limbs. You can walk upside down along ceilings. This movement requires double your climbing speed, as such each 5 feet you climb is considered to be 10 feet.

Death Touched When you reach 3rd Level, you can cast speak with dead once and regain the spell after finishing a long rest.

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

FORMICOIDS

The Formicoids make up a large group of the known Bug World and are powerful allies to the Royal Hexagon. Formicoids may look slender and frail, but they are actually very strong and durable. The strongest of them can carry loads up to 10 times their own body weight. Their workforces are the best architects and builders in the land, creating whole cities in only weeks. Luckily, most Formicoids live their lives as workers, or else their armies would have taken over the whole continent by now. A skillful Formicoid swordsman wields huge and heavy weapons with precision and speed on the battlefield, making them very scary opponents to deal with.

LEAN BODIES WITH IMMENSE STRENGTH

Formicoids are ant-like Insectoids that stand from 5 to over 7 feet tall. Most of the Formicoids look quite thin, deceptively so, as they are actually very strong. Formicoids are one of the strongest races found on Insectopia and some of them can carry loads up to 10 times their own body weight. Their chitin varies in color only slightly, from dark brown to gray and black, except for the Fire Ants which can be found in different shades of red.

SERIOUSLY AT WORK

Hard-working, serious and humorless, these are all prejudices with which Beetlefolk describe the Formicoids. Even though not every Formicoid has these traits, as a race they come quite close. Most Formicoids live their lives as eager workers for their queens. With their immense strength and durability they make excellent builders and the more intelligent of them make amazing architects. Formicoids may tolerate other Insectoids, but tend to stay with their own kind. It is rare that a Formicoid joins a divers group of bugs, but when they do it shows great trust in their allies.

CITIES BELOW THE EARTH

The Kingdoms of Formicoids have the most interesting architectures and most intriguing cities you can find anywhere in Insectopia. Their Metropoli start off with relatively small cities on the surface, called the Hills, that lead through big tunnels in their centers into huge caverns. Those tunnel systems deep below are the real masterwork of formidian architecture. Here you can find labyrinths of tunnels, leading into different underground settlements, with structures and buildings edged into the

stone and earth. In this way, Formicoids control vast spaces underneath the empires of other Insectoids.

FORMICOID TRAITS

Your Formicoid character shares a number of traits with all other Formicoids

Ability Score Increase. Your Strength score increases by 1.

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

Alignment. Formicoids are organised teamworkers and follow the orders of their queens very strictly. However, Formicoids are also very interested in expanding their territories and can be quite aggressive. They are known to fight their foes brutally, but they also show great kindness towards their allies. Your alignment tends to be lawful and neutral.

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

Speed. Your base walking speed is 30 feet.

Darkvision. Formicoids are accustomed to dark burrows and tunnels. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Powerful Build. Formicoids are incredibly strong individuals. You are count as one size larger when determining carrying capacity.

Ferocious Strength. Skillful Formicoid warriors can fight using tremendously heavy weapons. You can make attacks with a two-handed weapon using only one hand instead, but attacks made this way have disadvantage on the attack role. Two-handed melee weapons wielded in one hand still keep their two-handed property and as such can't be used for two weapon fighting. Additionally, when you attack with a weapon that has the versatile property, you always use the higher damage die, even when you are attacking with only using one hand.

Languages. You can speak, read and write Common, Insect-Common and Formidian. Similar to other Insectoid languages, Formidian is spoken not only with words, but also gestures and pheromones. Formidian is a fairly simplistic language and consists mostly of short, but very straightforward, phrases. However, there are only few languages that can convey orders and advice better than you can in Formidian.

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



BULL ANT TRAITS

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

Ability Score Increase. Your Constitution score increases by 1.

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

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

FIRE ANT TRAITS

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

Ability Score Increase. Your Dexterity score increases by 1.

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



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VESPOIDS

Vespoids are the mightiest force in the Royal Hexagon, their queens ruling over vast territories and many bugs pledge their loyalty to them. Vespooids are hardworking and loyal individuals. They are formidable worker and the best of them take up high positions in whatever field they are specialised in. The Warriors of the Vespooid - Soldiers are respected and feared, as they are well trained and would fight to the death to protect their queens.

REGAL STRIPES

The common Vespooid resembles a bee, with translucent wings, yellow to orange and black stripes, slightly furred chitin and beautiful compound eyes. For most Insectoids, Vespooids are the epitome of beauty and it is no wonder that even the lowliest Vespooid is treated as royalty. These radiant Insectoids stand up to 5 to 6 feet tall, while Bumbles even reach heights of 8 feet or more.

ROYAL AND CULTURED

The Royal Hexagon is one of the most powerful empires in Insectopia. Here six Vespooid queens rule from the safety of their giant trees and guide the world in the direction they see fit. Their Vespooid armies are the strongest and biggest over all, and Royal Hexagon soldiers are respected by their allies and feared by their enemies. They are highly trained and educated and they'll make sure you know about how much better they are than you. One of the biggest flaws of the Vespooids is their hubris and vanity, as they are raised with the mindset of being better than most of the other races.

METROPOLISES HIGH ABOVE

Vespooid Hivesties are found in the crowns of giant trees, hanging from branches, build from special kinds of wax. Only Vespooids and ambassadors of other kingdoms are allowed access to the Hivesties, since Vespooids won't let common folk into their sanctums. From their high position they send out their armies and leaders to rule over the cities they conquered on the ground.

VESPOID TRAITS

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

Ability Score Increase. Your Dexterity score increases by 1.

Age. Vespooids tend to live up to 120 years of age.

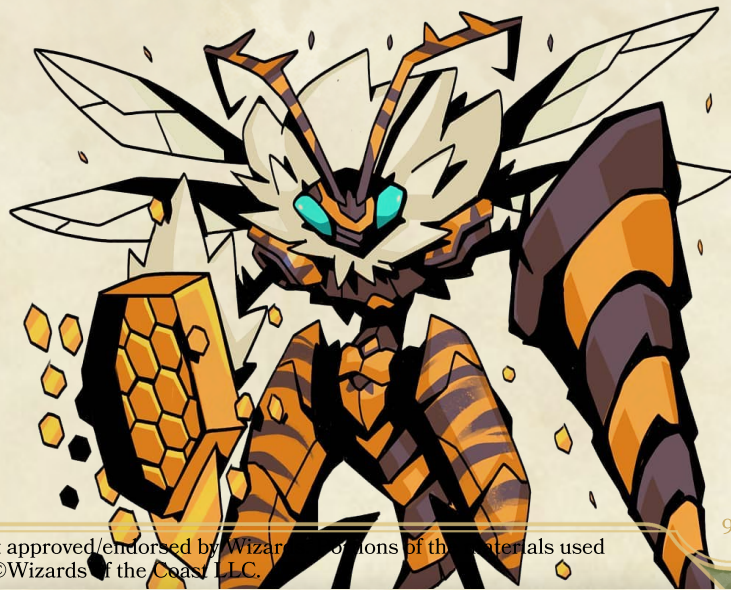
Alignment. Most Vespooids live under the strict laws of their queen and tend to be lawful. They strive to do the best work they can, being honest and loyal to their crown, thus they are often good aligned. Wasps are the black sheeps of the Vespooid family, as they are more aggressive and tend to use violence more quickly to solve their problems. Wasps are often evil and neutral or chaotic.

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

Speed You base walking speed is 30 feet. You have a flying speed of 30 feet.

Languages. You can speak, read and write Common, Insectcommon, and Vespooid. Vespooid is a language which is spoken with the use of pheromones and gestures, and as such is a mainly spoken language. Additionally, one requires wings to speak the language fluently.

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



BEE TRAITS

Bees make up the largest part of the Vespoïd population. They make up the diligent workforce and soldiers of the Royal Hexagon. Bees are wise individual and show a lot of care towards their allies. They can use pheromones to telepathically communicate with each other and work best in a swarm.

Ability Score Increase. Your Wisdom score increases by 2.

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

Swarm Tactics. While you are within 5 feet of an ally, you gain a +1 bonus to your AC.

Soothing Honey. You can produce one portion of honey, which can be ingested to heal 1d4 + 1 hit points. You can't use this ability again until you finish a long rest.



BUMBLE TRAITS

Bumbles are the powerhouses of the Vespoïds. Much larger and bulkier than their bee cousins, Bumbles are often employed in the military or protect the queens as bodyguards. They are also very adept in working with wax and paper, making them excellent forgers of papers and documents.

Ability Score Increase. Your Constitution score increases by 2.

Slow Fliers. Bumbles are slower than other Vespoïds, because of their bulky stature. Your flying speed is 20 feet.

Powerful Build. Bumbles are bigger than other Vespoïds, ranging from 8 to 9 feet. You are considered to be one size larger when determining carrying capacity.

Waxbuilders. Bumbles are masters of sculpting and using wax in all sorts of different ways. You gain proficiency with Forgery tools. Additionally, you can use 1 portion of wax to cover yourself with. It takes you 10 minutes to apply the wax. After application, you gain resistance to cold, fire and lightning damage for one hour. You can't use this ability again until you finish a long rest.

WASP TRAITS

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

Ability Score Increase. Your Dexterity and Intelligence scores increase by 1.

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

Deadly Stinger. You have a stinger that holds a dangerous poison. Your stinger is a natural weapon. When you make a melee weapon attack with your stinger and hit a creature, you deal 3 (1d4) points of piercing damage and the creature must make a Constitution saving throw, against a DC equal to 10 + your Constitution modifier. On a failed save, the creature is poisoned until cured. You can only poison one creature per long rest.

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



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CHAPTER 2: SUBCLASSES

DIVINE DOMAINS

ROT DOMAIN

Rot Domain Spells

Cleric Level Spells

1st	<i>inflict wounds, ray of sickness</i>
3rd	<i>protection from poison, ray of enfeeblement</i>
5th	<i>animate dead, stinking cloud</i>
7th	<i>blight, sickening radiance</i>
9th	<i>contagion, insect plague</i>

BONUS CANTRIP

Disciple of Disease Also starting at 1st level, your poisons are more potent. Whenever you deal poison damage to a creature using one of your cleric spells, you deal an additional 2 + the spell's level poison damage to the creature.

CHANNEL DIVINITY: ROTTING SICKNESS

Starting at 2nd level, you can use your Channel Divinity to let the body of your foes rot away.

As an action, you present your holy symbol, which emits a sickly green mist towards a creature 30 feet away from you. The creature has to succeed on a Constitution saving throw against your spell save DC, or becomes inflicted with Rotting Sickness, a disease that lasts for 1 hour. A sick creature has disadvantage on attack rolls and Constitution saving throws. They can repeat their saving throw at the end of each of their turns, ending the effect on a success.

CHANNEL DIVINITY: SUMMON VERMINS

Starting at 6th level, you can use your Channel Divinity to summon swarms of contagious birds, rats or insects upon your enemies.

As an action, you present your holy symbol, which attracts two swarms of your choice from the following: Swarm of Centipedes, Swarm of Rats, Swarm of Ravens or Swarm of Rot Grubs. You choose a space within 30 feet of you where the swarms appear. The swarm then rolls initiative. You are unable to control the swarms and they will start attacking the closest creature to them. The swarms disperse after 10 minutes.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrips.

HERALD OF PESTILENCE

Starting at 17th level, you can use your action to activate an aura of negative energy that lasts for 1 minute or until you dismiss it using another action. Any creature of your choice regain only half of their hit points when they are healed in any way.

ARCANE TRADITIONS

SCHOOL OF SOUND

BONUS PROFICIENCY

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

SOUND WEAPONS

Starting at 2nd level when you choose this school, you can attune your magic to a weapon you are proficient with and that has the light property, creating a Sound Weapon that reacts to the vibrations of your magic. Using a bonus action, you can let your weapon vibrate and let it float to a unoccupied space within 5 feet of you. When you summon your Sound Weapon, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes thunder damage equal to your weapon's damage die + your spellcasting ability modifier. Should the weapon have any additional effects, they apply as if you would be wielding or attacking with it normally. As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

PROTECTIVE VIBRATION

Starting at 6th level, you can protect yourself from attacks by letting the air around you vibrate. When a creature hits you with a ranged weapon attack, you can use your reaction to make an Intelligence saving throw. The DC for this save is equal to the attack roll that hit you. On a successful save, you stop the ammunition in mid air and destroy it.

PERFECT HEARING

Starting at 10th level, you gain the ability to distinguish sounds perfectly and your mastery of vibrations reaches new heights. You can cast all your spells without requiring vocal components, as you can use the vibrations of your magic to cast spells. Additionally, you gain advantage on all Wisdom (Perception) checks that rely on hearing and you gain blindsight within 10 feet.

ADDITIONAL SOUND WEAPON

Starting at 14th level, you can attune to an additional weapon and make it your Sound Weapon. Using your bonus action you can now move your Sound Weapons each up to 20 feet and attack with both.

CREEPY CRAWLY

Cover Art: *Armored warrior*, John Silva

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- *Bumblebee*, Thiago Lehmann (pg.10)
- *Wasp*, Thiago Lehmann (pg.10)



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