

# BROOD

**I** was walking through the woods on the west of town when I was ambushed by bandits. Suddenly, a huge black beetle emerged from the earth behind them and devoured one of them, tearing their flesh with large mandibles. The rest of the bandits quickly fled.

The beast then tried to communicate me with a series of guttural sounds, before it tired of me and flew away

- Encounters in Yar-Zun, *Benton Forchristsake*

Brood are a rare and ancient race of humanoid insects,



## BROOD LIFECYCLE

Once the egg of a Brood is laid, it takes a prime number of years between 100 and 500 years to hatch.

They emerge as mature adults, and it is their overwhelming mission to create offspring of their own. Their desire to find a mate means they can be found everywhere and anywhere

Brood fill the nest with food for the larvae. To give their child the best chance, some brood bury the egg with weaponry and equipment for when they hatch. The more sentimental even leave heirlooms of their own lives or information about themselves.

These nests are potentially very vulnerable - some seek to find brood eggs to sell or enslave the brood, or even just to steal these treasures. The parents exhibit dramatic dimorphism, and their bodies grow dramatically after giving birth, with the brood becoming less mobile but much stronger and tougher, and the brood will often stay by the egg protecting the site.

To protect the site Sometimes they lay traps or enchant the site

The eggs hatch at some point into an immobile larvae which eats the food prepared by the parent

## DIVERSE

Brood are a diverse race that resemble all kinds of insects that are still common place today. Their bodies and personalities are

### BROOD GUIDE

d6	Carapace finish
1	Jet Black
2	Metallic green
3	Orange with black spots
4	Red with Black stripes
5	A bark-like texture
6	Brown with white spots

  

d6	Nature
1	Bookish and lecturing
2	Compassionate and hopeful
3	Practical and lighthearted
4	Fierce and vengeful
5	Stern and judgmental
6	Kind and parental

## BROOD CULTURE

As they grow up so isolated, brood have little culture. There is one story that is commonly passed down and preserved - the great convergence. Brood tell of a future day when their eggs maturation will align, and a great wave of brood will walk the earth. This plague will lead to a great brood kingdom.

They naturally read a lot into the patterns of the sun, the moon, and the weather, placing great superstition in their positions and taking a natural interest in astrology.

## BROOD NAMES

Brood lack a society so may choose a meaningless sound as a name for themselves, or may have been given a name as they interacted with society.

## SEEING THE WORLD

Brood are intent on finding more Brood. Due to their short lifespans and long gestation periods, the odds are stacked against them, so they travel far and wide searching for others of their kind.

## BROOD TRAITS

Your Brood character has certain characteristics in common with all other Brood.

**Ability Score Increase.** Your wisdom increases by 2.

**Age.** Brood are born as adults, and can live 20 to almost 35 years.

**Alignment.** Brood are innately social, and tend towards good. Brood are often neutral or chaotic, though those who have found other brood may begin to rest and integrate into society and become more lawful.

**Size.** Brood vary in shape and size, and are between 5 and 9 feet tall and average about 130 pounds. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** You have superior vision in dark and dim conditions. You can see in dim light as if it were bright light, and in darkness as if it were dim light. Equipped with unique sensory organs, you can never discern color, only shades of gray.

**Mandibles.** You can use your sharp jaw to make unarmed strikes dealing 1d6 piercing damage.

**Carapace.** Your carapace provides natural armour of 13 + Dexterity modifier + shield. It also provides resistance to piercing damage.

**Spawn Broodling.** Brood are able to spawn small clones of themselves. Once per long rest, you can use an action to cast the spell Find Familiar. It requires no material components. You can only summon a Broodling. If the broodling drops to 0 health, you can choose to take the hit instead, and negate the damage to the broodling? Or just heal them and take a bit of damage?

## BROODLINGS

Level 1 bugs 6, 14, 8, 2, 10, 2 Bite attack: 1D4 + 2 damage, lifesteal 2d4 health (4 using fixed values) Move speed 30 feet

**Hive mind.** The minds of brood are connected telepathically when in close proximity to one another.

Brood can telepathically sense one another within a short range.

Brood can communicate via the message cantrip

Brood have advantage on insight towards other brood, and disadvantage on deception.

**Languages.** You can speak Common and one other language. Brood are very social creatures, and though born outside of society, learn to communicate quickly.

**Subrace.** Three subraces of brood exist: protector Leatherwing, Bombardier, and Rhinoceros. Choose one of them for your character.

## LEATHERWING

Leatherwing are slight Brood with developed wings that allow them to fly for short periods of time.

**Ability Score Increase.** Your dexterity and intelligence increase by 1, and your constitution and strength decrease by 1.

**Wings.** Starting at 3rd level, you can use your action to open the carapace on your back and unfurl a pair of wings.

Your transformation lasts for 1 hour or until you end it as a bonus action. During it, you have a flying speed of 20 feet.

Once you use this trait, you can't use it again until you finish a long rest.



## BOMBARDIER

Bombardier Brood have acidic saliva, and stores sacks of the acidic substance in their chest cavity.

**Ability Score Increase.** Your constitution and dexterity increase by 1, and your charisma decreases by 2.

**Acidic Saliva.** Starting at 3rd level, you gain the cantrip Acid Splash.

Additionally, once per long rest when you take damage, you may cast Acid Splash as a reaction.

## RHINOCEROS

These Brood have a distinctive large horn atop their head, which they use in battle like a lance

**Ability Score Increase.** Your constitution and strength increase by 1, and your intelligence decreases by 2.

**Crushing Horn.** As a bonus action, once per short rest, you can make a special attack with your horn. You can make as an unarmed strike dealing 1d12 piercing damage.