



ADVESPAS (HELLWASPS)

ADVESPA LORE

Arcana DC 15: The brittle, amber-like nesting material secreted by advespas has a fascinating ability to absorb ambient magic, allowing it to freely levitate as it drains all potency from the ruined mages and planars trapped within.

History DC 10: The sting of a hellwasp (also known as advespa), for those robust enough to experience its full potency without their minds folding under the strain, is said to be excruciating to a degree that defies all reason, and is thus occasionally sought out by planar travelers seeking the extremes of mortal experience.

While so-called "hellwasp venom" can be purchased in most infernal bazaars, such concoctions are inevitably spurious; the true venom is composed of compounds so volatile that no practical means of harvesting or replicating them has yet been devised.

Nature DC 10: Despite their sophisticated powers of communication, reason, and even telepathy, advespas are usually so antisocial outside their own colonies that most infernal creatures treat them as hostile wildlife..

They readily prey upon devils they can catch unawares and are reviled throughout the hells because of it, protected from eradication only by their propensity for swarming any area where one of their colonies has been attacked.

Nature DC 15: While hellwasps can be found throughout the hells wherever prey is plentiful, they are entirely absent on the frozen layers of Stygia and Cania, indicating perhaps an aversion to cold weather somewhat unusual for devils.

The largest known colony of advespas is rooted in the hell of Malbolge, nurtured and cultivated by the archdevil Glasya, who they serve with an eager and unfailing devotion bordering on worship.

WASP OF THE BITTER END

TOMASZ JEDRUSZEK

ADVESPA ECOLOGY

Advespas are descendent clones of a long-dead demon lord killed by the archdevil Glasya, purged of their ancestral memory and raised lovingly by her as an elaborate way to spite her fallen foe.

Despite generations of infernal corruption, advespas remain opportunistic predators that will attack almost anything that does not bear Glasya's sign of approval.

They particularly prey upon planar outsiders (including devils), magical creatures, and mages; such creatures are often kept alive and used as a nexus to build the advespas' resinous nests around, held aloft as they drain magic from their inhabitants to defy gravity.

Fertile advespas are relatively rare and are commonly killed immediately at Glasya's command to prevent the loyalty of her servants from being split, but are more common in splinter nests further from Malbolge; they reproduce through parasitic parthenogenesis, giving birth to larval clones of themselves which they then implant into living hosts, often into older members of their own brood.

The larva take meticulous care to eat the least essential tissues first and secrete a mild poison that prevents infection, allowing their host to stay alive as long as possible to continue nourishing them, and for the nest itself to siphon as much magic as possible from them.

ADVESPA HANDMAIDEN

Small fiend, lawful evil

Armor Class 17 (Natural Armor)
Hit Points 9 (2d6 + 2)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Damage Immunities Fire
Senses Darkvision 60 ft., Passive Perception 10
Languages Telepathy 300 ft. (with other advespas only)
Challenge M5 (225 XP)

Vengeful Resonance. The advespa has advantage on the first attack it makes each turn against a creature that killed a friendly advespa in the last minute.

Minion. If the advespa takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the advespa takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

Actions

Ironbite Mandibles (Group Attack). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 4 piercing damage.

Venomsong Chorus (Group Action). The advespa sings out a telepathic whine, agitating the venom injected into nearby creatures.

Each creature within 30 feet that is affected by an advespa's venom takes 2 psychic damage.

If three or more advespas contributed to this action, each affected creature must succeed on a DC 12 Constitution saving throw or fall prone.

Stinghollow Stupefaction. A creature that recovers from advespa venom has its ability to experience ordinary pain and other tactile sensations dramatically diminished.

For the next tenday (or until cured by Lesser Restoration or similar magic), the creature has disadvantage on Dexterity-based checks and saving throws, and advantage on saving throws against being Dazed, Stunned, or Paralyzed.

ADVESPA MALAGYNE

Large fiend, lawful evil

Armor Class 19 (Natural Armor)
Hit Points 78 (12d10 + 12)
Speed 20 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Saving Throws DEX +5, WIS +3
Damage Vulnerabilities Cold
Damage Immunities Fire
Condition Immunities Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages Trade Infernal, Telepathy 300 ft. (with other advespas only)
Challenge 5 (1,800 XP)

Vengeful Resonance. The advespa has advantage on the first attack it makes each turn against a creature that killed a friendly advespa in the last minute.

Icy Torpor. If the advespa takes any cold damage, it is [Dazed](#) until the end of its next turn.

Actions

Multiattack. The advespa makes two attacks, one of which can be with its Hellwasp Whipsting.

Speartalon Lunge. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

A Dazed or Incapacitated creature hit with this attack is grappled (escape DC 15).

Hellwasp Whipsting. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) piercing plus 11 (2d10) fire damage and the target must make a DC 12 Constitution saving throw.

On a failure, the target is [Dazed](#), Poisoned, and [Burning](#) (1d10) for the next minute (Save Ends at end of turn). A creature that this effect ends for is afflicted with **Stinghollow Stupefaction**.

Amberbile Slather. The advespa spits a thick, foamy bile onto a creature grappled by it, which rapidly hardens into a brittle golden crust, restraining the creature (escape DC 12).

A creature restrained in this way is unaffected by gravity and is [Levitated](#) 15 feet into the air whenever a creature within 30 feet of it casts a spell of 1st level or above.

This restraint ends if the target takes any bludgeoning damage.

ADVESPA BROODREGENT

Large fiend, lawful evil

Armor Class 19 (Natural Armor)

Hit Points 150 (20d10 + 40)

Speed 20 ft., climb 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	14 (+2)	16 (+3)	12 (+1)	15 (+2)

Saving Throws DEX +7, CON +6, WIS +5

Damage Vulnerabilities Cold

Damage Immunities Fire

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Trade Infernal, Telepathy 300 ft. (with other advespas only)

Challenge 9 (5,000 XP)

Vengeful Resonance. The advespa has advantage on the first attack it makes each turn against a creature that killed a friendly advespa in the last minute.

Icy Torpor. If the advespa takes any cold damage, it is [Dazed](#) until the end of its next turn.

Hellwasp Hatchery. When the advespa dies, at the beginning of its next turn 10 **Advespa Handmaidens** emerge from its corpse.

For each 20 damage dealt to its corpse, 5 fewer handmaidens emerge.

Actions

Multiattack. The advespa makes three attacks, one of which can be with its Hellwasp Whipsting.

Speartalon Lunge. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) piercing damage.

A Dazed or Incapacitated creature hit with this attack is grappled (escape DC 17).

Hellwasp Whipsting. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) piercing plus 11 (1d10) fire damage and the target must make a DC 14 Constitution saving throw.

On a failure, the target is [Dazed](#), Poisoned, and [Burning](#) (1d10) for the next minute (Save Ends at end of turn). A creature that this effect ends for is afflicted with **Stinghollow Stupefaction**.

Bonus Actions

Implant Larva (Recharge 4-6). The advespa deposits a wriggling hellwasp larva in the wound of a Dazed or Incapacitated creature it hit with its Hellwasp Whipsting this turn (AC 12, 1 HP, remove DC 14).

Until the larva is removed, the target suffers the following effects:

- The target stabilizes automatically while at 0 hit points.
- Whenever the target fails a Constitution saving throw, it is Paralyzed until the end of its next turn.

Legendary Actions

The advespa can take 1 legendary action, choosing from the options below.

Ironwing Flit. The advespa flies up to 20 feet, then can use its reaction to regain one expended Legendary Action.

Amberbile Drain. Each creature within 300 feet that is restrained by an advespa's Amberbile Slather must make a DC 14 Constitution saving throw.

On a failure, a creature loses an unexpended spell slot, then [Levitates](#) 15 feet into the air, or is Dazed until the end of the advespa's next turn if it cannot.

Surrogate Broodcall (Recharges when a creature fails its saving throw against the advespa's Amber Drain). One intact corpse of an **Advespa Malagyne** or of a creature implanted with hellwasp larvae within 60 feet bursts open, and from it crawl 2 (1d4) **Advespa Handmaidens**.

1d6 THINGS ENTOMBED IN AN ADVESPA NEST

- 1 A newly-matured advespa queen, hiding her gravidity from the rest of her nest.
- 2 Scattered remnants of a spinagon courier, still clutching an undelivered message.
- 3 Countless infraction notices, tickets, court summons, and declarations of blood feud, all crumpled and used as nest insulation.
- 4 An angel corpse, its beautifully preserved wings emerging from the nest's amber.
- 5 A shrine to Glasya, the centerpiece of which is a perfumed letter and the carved, gilded stinger of the advespa to which it was addressed.
- 6 A barely-alive planar tourist, their magic all but drained away by nest.

ADVESPA TACTICS

Advespas hunting for food are usually solitary ambush predators that use their climb speed to lurk near the edges of cliffs and building rooftops, climbing over the edge to attack whenever potential prey draws near; often, they will plant some enticing bait close-by, such as a corpse clutching valuables, a non-functional circle of spellrunes, or a shouted cry for help in Trade Infernal or broken Common.

Within Malbolge or when deployed to other layers at Glasya's command, advespas are fanatically loyal and will die without hesitation to serve her goals, however trivial.

Most advespa nests house between 10 and 20 advespas, a third of whom emerge each turn if combat breaks out nearby.

In combat, advespas attempt to envenomate as many creatures as possible, grapple and lift them away from their allies, then affix them in the air with their Amberbile Slather.

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ART CREDITS

- Wasp of the Bitter End by Tomasz Jedruszek

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