

WASPS

WASP LORE

History DC 15: Though the horrid creatures known as goblin wasps are often tamed and ridden by goblin air cavalry, their name actually is derived from the way in which they parasitically prey upon goblinoids, laying their eggs in goblins paralyzed by their venom.

Nature DC 15: While solitary species of wasp will sometimes avoid areas marked with wasp corpses, more social species typically respond to losses with increased aggression toward the presumed threat, triggered by attack pheromones sprayed upon a wasp's demise.

Nature DC 20: Social species of wasp rely heavily on their sense of smell to navigate and react to the world, and will often become sluggish and confused when enveloped in smoke or other pungent or toxic fumes.

More solitary species, on the other hand, are often simply agitated by attempts to smoke them out.

Goblin Wasp Parasitism. A creature infected with goblin wasp parasitism takes 3 (1d6) piercing damage whenever it completes a Long Rest, and must spend one additional hit die whenever it spends hit dice to heal or receive no benefit from that healing.

When a creature that has been infected for 24 hours or more dies, a Wasp Swarm emerges from its body.

WASP TACTICS

Wasps aggressively confront and pursue any creature that approaches their claimed territory, a range that increases exponentially in hot, dry weather when their normal food sources are disrupted. If an enemy flees back the way it came they will typically allow it to escape, but if it runs any other direction they will pursue it and sting repeatedly.

Other nearby wasps will typically ignore an ongoing conflict unless a wasp is killed, at which point they will all swarm the creature that killed it and fight to the death.

GOBLIN WASP TACTICS

Goblin Wasps behave much as smaller wasps do, but treat humanoids as prey rather than invaders, particularly targeting goblinoids. When tamed and ridden by goblins, they obey the commands of their rider, but if their rider is slain or unseated revert to wild behavior.



YELLOWJACKET WASP

Tiny beast, unaligned

Armor Class 14
Hit Points 1 (1d4 - 1)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Senses Passive Perception 8
Challenge 0 (10 XP)

Smoke Torpor. If the wasp starts its turn in a cloud of smoke or similar vapor, its speed is reduced by half and it is Incapacitated until the beginning of its next turn.

Apiphobia Aura. A creature that starts its turn in the wasp's space must succeed on a DC 9 Wisdom saving throw or immediately use all of its movement to move directly away from the wasp.

If this movement is arrested by a solid object or surface, the creature falls prone and ends its turn.

Actions

Vespid Sting. Melee Weapon Attack: +6 to hit, reach 0 ft., one creature. Hit: 1 poison damage.

If this damage causes the target to make a saving throw to maintain concentration, the creature makes it with disadvantage.

Reactions

Diminutive Dodge. When the wasp is missed with an attack, it can cause the attack to target another creature in the wasp's space, using the same attack roll.

Pheromonal Alarm. When the wasp is reduced to 0 hit points by a melee attack, it may cover the attacker in a fine pheromonal mist.

Until the target takes a Short Rest to clean itself, each wasp within 500 feet of it can pinpoint its location by scent.

TARANTULA HAWK WASP

Tiny beast, unaligned

Armor Class 14
Hit Points 3 (1d4 + 1)
Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	12 (+1)	1 (-5)	7 (-2)	1 (-5)

Senses Passive Perception 8
Challenge 1/2 (100 XP)

Apiphobia Aura. A creature that starts its turn in the wasp's space must succeed on a DC 11 Wisdom saving throw or immediately use all of its movement to move directly away from the wasp.

If this movement is arrested by a solid object or surface, the creature falls prone and ends its turn.

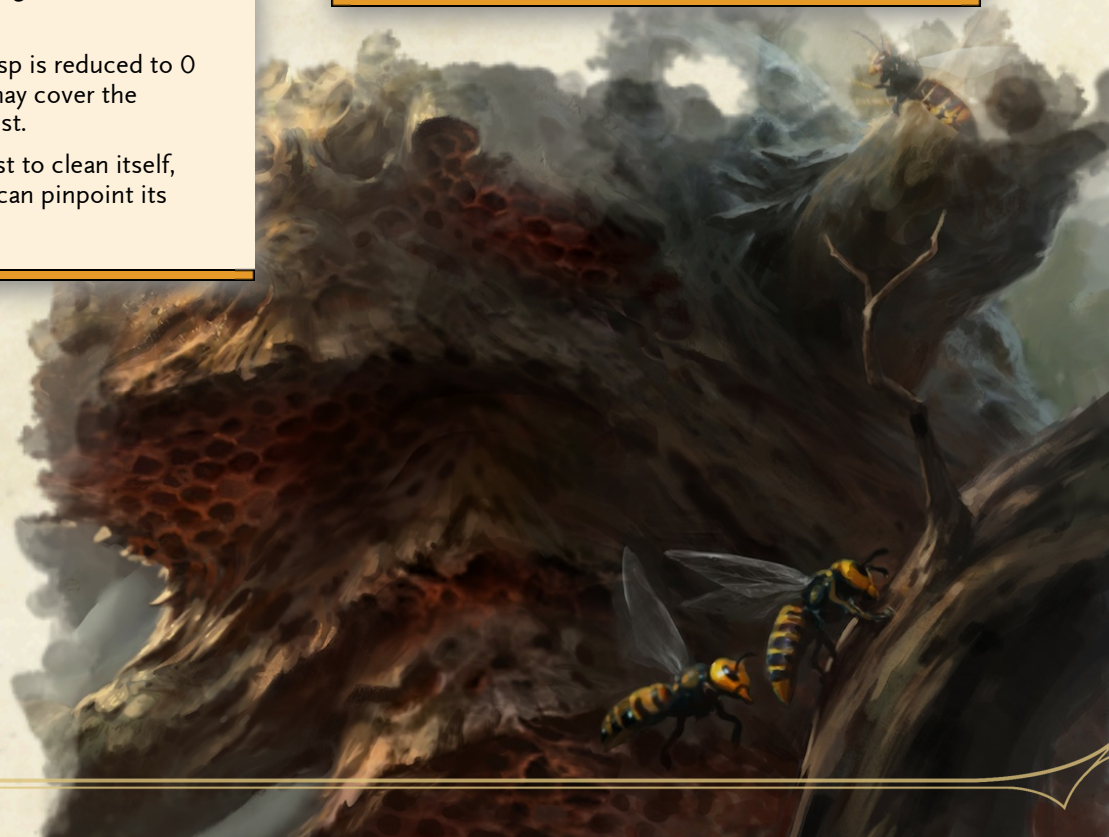
Actions

Excruciating Sting. Melee Weapon Attack: +6 to hit, reach 0 ft., one creature. Hit: 1 poison damage and the target is Stunned until the beginning of its next turn.

A target with a Constitution score of 13 or lower is instead Paralyzed until the beginning of its next turn.

Reactions

Diminutive Dodge. When the wasp is missed with an attack, it can cause the attack to target another creature in the wasp's space, using the same attack roll.



WASP SWARM

Medium swarm of tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	9 (-1)	1 (-5)	7 (-2)	1 (-5)

Damage Vulnerabilities Fire

Damage Resistances Damage from attacks

Condition Immunities Charmed, Frightened,

Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Passive Perception 8

Challenge 1 (200 XP)

Smoke Torpor. If the swarm starts its turn in a cloud of smoke or similar vapor, its speed is reduced by half and it is Incapacitated until the beginning of its next turn.

Apiphobia Aura. A creature that starts its turn in the swarm's space must succeed on a DC 9 Wisdom saving throw or use all of its movement to move in a straight line before taking an action.

If this movement is arrested by a solid object or surface, the creature falls prone and ends its turn.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny wasp. The swarm can't regain hit points or gain temporary hit points.

Actions

Rancorous Stings. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 5 (2d4) piercing damage plus 7 (2d6) poison damage, or 2 (1d4) piercing plus 3 (1d6) poison damage if the swarm has half of its hit points or fewer.

If this damage causes the target to make a saving throw to maintain concentration, the creature makes it with disadvantage.

Pheromonal Vengeance. When the swarm is hit with a melee attack, it can cover the attacker in a fine pheromonal mist.

Until the target takes a Short Rest to clean itself, each wasp within 500 feet of it can pinpoint its location by scent and has advantage on attacks that target it.

GOBLIN WASP

Medium beast, unaligned

Armor Class 16 (Natural Armor)

Hit Points 45 (6d8 + 18)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Damage Vulnerabilities Fire

Senses Passive Perception 10

Challenge 2 (450 XP)

Smoke Torpor. If the wasp starts its turn in a cloud of smoke or similar vapor, its speed is reduced by half and it is Incapacitated until the beginning of its next turn.

Actions

Multiattack. The wasp makes two attacks one of which can be with its Hedgeclipper Mandibles.

Hedgeclipper Mandibles. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 9 (1d10 + 4) piercing damage.

This attack deals an additional 5 (1d10) piercing damage on a critical hit.

Parasitic Sting. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (2d6) piercing damage plus 5 (2d4) poison damage and the target must succeed on a DC 13 Constitution saving throw or be Poisoned for the next minute (Save Ends at end of turn).

A goblinoid creature that fails this saving throw contracts Goblin Wasp Parasitism and is Paralyzed for as long as it remains Poisoned.

Reactions

Jink. When the wasp is hit with a ranged attack while it is at least 10 feet in the air, the wasp can halve the attack's damage.

Pheromonal Vengeance. When the wasp is hit with a melee attack, it can cover the attacker in a fine pheromonal mist.

Until the target takes a Short Rest to clean itself, each wasp within 500 feet of it can pinpoint its location by scent and has advantage on attacks that target it.

GOBLIN WASP RUIN SWARM

Gargantuan swarm of medium beasts, unaligned

Armor Class 16 (Natural Armor)

Hit Points 45 (6d20 + 18)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Damage Vulnerabilities Fire

Damage Resistances Damage from attacks

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Passive Perception 10

Challenge 9 (5,000 XP)

Smoke Torpor. If the swarm starts its turn in a cloud of smoke or similar vapor, its speed is reduced by half and it is Incapacitated until the beginning of its next turn.

Apiphobia Aura. A creature that starts its turn in the swarm's space must succeed on a DC 15 Wisdom saving throw or use all of its movement to move in a straight line before taking an action.

If this movement is arrested by a solid object or surface, the creature falls prone and ends its turn.

Rancorous Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium wasp. The swarm can't regain hit points or gain temporary hit points.

A creature takes 1 piercing and 1 poison damage for each 5 feet it moves through the swarm's space.

Actions

Venomshock Flurry. Melee Weapon Attack: +7 to hit, reach 0 ft., each creature in the swarm's space. Hit: 18 (4d6 + 4) piercing damage plus 18 (4d8) poison damage, or 11 (2d6 + 4) piercing plus 9 (2d8) poison damage if the swarm has half of its hit points or fewer.

A creature that takes 10 or more poison damage in this way must succeed on a DC 15 Constitution saving throw or be Poisoned for the next minute (Save Ends at end of turn).

A goblinoid creature that fails this saving throw contracts Goblin Wasp Parasitism and is Paralyzed for as long as it remains Poisoned.

Reactions

Pheromonal Vengeance. When the swarm is hit with a melee attack, it can cover the attacker in a fine pheromonal mist.

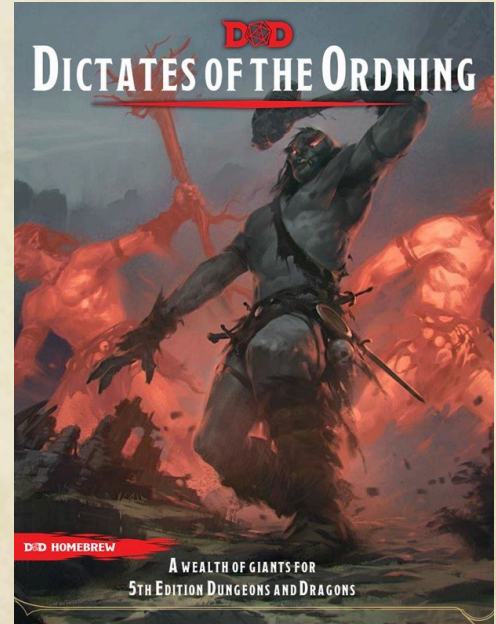
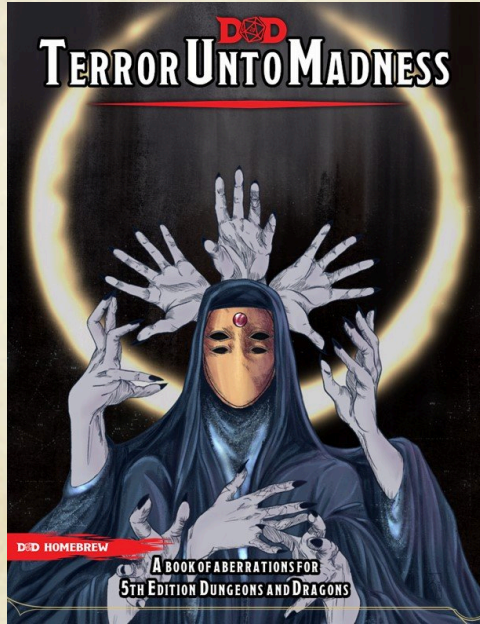
Until the target takes a Short Rest to clean itself, each wasp within 500 feet of it can pinpoint its location by scent and has advantage on attacks that target it.



ART CREDITS

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