

# TOSCULI

The tosculi are a race of wasp-folk that share the Golden Song of the hive, which unites them under the command and iron rule of their queen. Each hive has its own song, and most tosculi hives are predatory, dangerous places—quick to turn to banditry, cattle theft, and raiding against small villages.

Those few tosculi who do not hear their queen's Golden Song are the Hiveless, driven out of the embrace of the hive to attempt survive on their own.

## TOSCULI DRONE

Tosculi drones are the workers of the tosculi hive; the smallest, weakest, least intelligent, and most abundant of the wasp folk. Their carapaces are mostly iridescent blue with gold abdomens and lower legs. A drone stands between 3 and 4 feet tall, and weighs around 50 lb. They have only vestigial wings, so they can glide but not truly fly.

**ONE-WAY SCOUTS.** Drones function primarily as menial workers but, during time of war, they also act as highly expendable scouts and soldiers. Because the warriors know whatever a drone knows (thanks to the hive-queen), a drone doesn't need to survive its scouting mission to deliver useful information.

## TOSCULI WARRIOR

Tosculi warriors are overseers of work crews and battle groups of drones, directing activities and relaying commands from higher up in the hive mind. They are entirely subservient to the hive-queen's orders, but if ordered to act independently or to follow their own best judgment, they're capable of doing so. Warriors are almost never encountered without drones, and tower over them. They stand 4 to 5 feet tall and weigh up to 70 pounds.

**HOST FINDERS.** The warriors' most important role in the hive, however, is procuring live hosts for tosculi eggs to hatch in. Creatures paralyzed by warriors are brought to the queen's chamber to have eggs implanted in them. An egg hatches in 1d6 weeks, and the ravenous larva devours its still-living (but mercifully unconscious) host.

## TOSCULI ELITE BOW RAIDER

Tosculi elite bow raiders are smarter and more capable than drones and common warriors, with midnight black or deep green carapaces that shine with colorful iridescence. Their wings are blood red, streaked with dark crimson veins. Elite bow raiders also tower over common tosculi—they stand over 5 feet tall and weigh 130 lb.

**WARBAND LEADERS.** Elite bow raiders lead larger raiding parties of warriors and drones to gather slaves and sacrifices. As rare and prized members of the hive, a bow raider's life is never thrown away like drones' or risked unnecessarily. Seldom does a tosculi warband contain more than a handful of these elite soldiers, and they frequently hold positions of command. Elite



bow raiders always lead the honor guard for their hive-queen, both within the hive and on those rare occasions when the queen ventures outside.

## TOSCULI HIVE-QUEEN

*This humanoid wasp's gossamer wings beat out a soft, droning buzz. Flashing blades sing in each of her four clawed hands, and the air around her crackles with arcane energy.*

**CENTER OF THE HIVE.** The hive-queen is the nerve center of a tosculi hive-city, simultaneously one of a hive's greatest strengths and weaknesses. The hive-queen serves as a unifying force. She binds her swarm with an ironclad sense of purpose through the hive mind, the psychic web that links all tosculi within a hive.

**DEADLY INHERITANCE.** A hive-queen typically has several immature daughters as her potential heirs at any given time. When she nears the end of her life, the hive-queen selects the most promising of her heirs and feeds her a special concoction. This speeds the heir's maturation and makes her ready to become a full-fledged hive-queen. The daughter's first action upon assuming power and control over the hive-city is to devour her mother and all her sisters.

**HIVE CHAOS.** If a hive-queen dies with no heir to anchor the hive mind, the city plunges into chaos. Tosculi bereft of the hive-mind go berserk. A few fortunate ones might escape and become lone renegades, but their existence without the comforting presence of the hive is miserable and short. Unless one of the hive-queen's daughters is mature enough and ruthless enough to step in and assert control, the hive is doomed.

### TOSCULI HIVE-QUEEN

*Large monstrosity, lawful evil*

**Armor Class** 17

**Hit Points** 157 (15d10 + 75)

**Speed** 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	24 (+7)	20 (+5)	16 (+3)	16 (+3)	18 (+4)

**Saving Throws** Dex +12, Con +10, Wis +8, Cha +9

**Skills** Perception +8

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Common, Deep Speech, Gnoll, Infernal, Tosculi

**Challenge** 12 (8,400 XP)

**Legendary Resistance (3/Day).** If the hive-queen fails a saving throw, it can choose to succeed instead.

**Hive Mind.** The hive-queen is the psychic nexus for every tosculi in her hive. She is aware of the direction and distance to all members of the hive, can telepathically communicate with them when they are within 20 miles, and can sense what they sense when they are within 1 mile of her. Tosculi from her hive that travel more than 20 miles away instinctively know the direction and distance to the hive and try to return. Hive-queens sometimes dispatch rescue missions to recover separated members of the hive.

### ACTIONS

**Multiattack.** The hive-queen makes four scimitar attacks.

**Scimitar.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

**Stinger.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (1d6 + 7) piercing damage, and the target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Glitter Dust.** The hive-queen produces a cloud of glittering golden particles in a 30-foot radius. Each creature that is not a tosculi in the area must succeed on a DC 18 Constitution saving throw or be blinded for 1 minute. A blinded creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Implant Egg.** The hive-queen implants an egg into an incapacitated creature within 5 feet of her that is neither undead nor a construct. Until the egg hatches or is removed, the creature is poisoned, paralyzed, and does not need to eat or drink. The egg hatches in 1d6 weeks, and the larval tosculi kills the host creature. The implanted egg can be removed with a successful DC 20 Wisdom (Medicine) check or by a spell or magical effect that cures disease.

### LEGENDARY ACTIONS

The hive-queen can take 3 legendary actions, choosing from the options below. Only one option can be used at a time and only at the end of another creature's turn. The hive-queen regains spent legendary actions at the start of its turn.

**Flight.** The hive-queen flies up to half its flying speed.

**Stinger Attack.** The hive-queen makes one stinger attack.

**Glitter Dust (Costs 2 Actions).** The hive-queen uses Glitter Dust.

## A TOSCULI HIVE-QUEEN'S LAIR

Hive-queens make their lairs in the most protected part of the hive. Huge corridors lead to this point, so all tosculi can reach their queen as quickly as possible. This is also the place where tosculi eggs hatch, making it a critical location for the survival of the hive. A tosculi hive-queen encountered in her lair has a challenge rating of 13 (10,000 XP).

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), the hive-queen takes a lair action to cause one of the following effects:

- The tosculi hive-queen releases a cloud of pheromones that drives the tosculi to fight harder. All tosculi within 60 feet of the hive-queen (including the hive-queen herself) regain 7 (2d6) hit points.
- A swarm of tiny tosculi offspring crawls from its nest and attacks a creature within 120 feet of the hive-queen, automatically doing 10 (4d4) piercing damage. Then the swarm dies.
- The ceiling above one creature that the hive-queen can see within 120 feet of her drips sticky resin. The creature must make a successful DC 15 Dexterity saving throw or be encased in rapidly-hardening resin. A creature encased this way is restrained. It can free itself, or another creature within 5 feet can free it, by using an action to make a successful DC 15 Strength check. If the creature is still encased the next time the initiative count reaches 20, the resin hardens, trapping it. The trapped creature can't move or speak; attack rolls against it have disadvantage because it is encased in resin armor; it automatically fails Strength and Dexterity saving throws; and it has resistance to all damage. The trapped creature is released when the resin is destroyed (AC 10, 20 HP, immune to cold, fire, necrotic, poison, psychic, radiant, and piercing damage).

The tosculi hive-queen can't repeat an effect until they have all been used, and she can't use the same effect two rounds in a row.

### REGIONAL EFFECTS

The region containing a tosculi hive-queen's lair is warped by the creature's presence, which creates one or more of the following effects:

1. Intelligent creatures within 6 miles suffer frequent headaches. It's as if they had a constant buzzing inside their heads.
2. Beasts within 6 miles are more irritable and violent than usual and have the Blood Frenzy trait:

**BLOOD FRENZY.** The beast has advantage on melee attack rolls against a creature that doesn't have all its hit points.

If the tosculi hive-queen dies, the buzzing disappears immediately, and the beasts go back to normal within 1d10 days.

## TOSCULI WARRIOR

*Small monstrosity, lawful evil*

**Armor Class** 15

**Hit Points** 58 (9d6 + 27)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	10 (+0)	12 (+1)	12 (+1)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Tosculi

**Challenge** 2 (700 XP)

**Skittering.** Up to two tosculi can share the same space at one time. The tosculi has advantage on attack rolls while sharing its space with another tosculi that isn't incapacitated.

### ACTIONS

**Multiattack.** The tosculi warrior makes one bite attack, one claws attack, and one stinger attack.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d4 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

**Stinger.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d4 + 5) piercing damage, and the target must succeed on a DC 13 Constitution saving throw against poison or be paralyzed for 1 minute. A paralyzed target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Prepare Host.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one paralyzed creature. *Hit:* 10 (2d4 + 5) piercing damage, and the target is paralyzed for 8 hours. The paralysis can be ended with a successful DC 20 Wisdom (Medicine) check or by a spell or magical effect that cures disease. (Because only paralyzed creatures can be targeted, a hit by this attack is automatically a critical hit; bonus damage is included in the damage listing.)

## TOSCULI DRONE

*Small monstrosity, lawful evil*

**Armor Class** 13

**Hit Points** 22 (4d6 + 8)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	4 (-3)

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Tosculi

**Challenge** 1/2 (100 XP)

**Gliding Wings.** The tosculi drone can use its wings to slowly descend when falling (as if under the effect of the feather fall spell). It can move up to 5 feet horizontally for every foot it falls. The tosculi drone can't gain height with these wings alone. If subjected to a strong wind or lift of any kind, it can use the updraft to glide farther.

**Skittering.** Up to two tosculi can share the same space at one time. The tosculi has advantage on melee attack rolls while sharing its space with another tosculi that isn't incapacitated.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

## TOSCULI ELITE BOW RAIDER

*Medium humanoid (tosculi), lawful evil*

**Armor Class** 16 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	12 (+1)	14 (+3)	12 (+1)

**Skills** Perception +6, Stealth +7

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Gnoll, Infernal, Tosculi

**Challenge** 5 (1,800 XP)

**Deadly Precision.** The tosculi elite bow raider's ranged attacks do an extra 9 (2d8) damage (included below).

**Evasive.** Ranged weapon attacks against the tosculi elite bow raider have disadvantage.

**Keen Smell.** The tosculi elite bow raider has advantage on Wisdom (Perception) checks that rely on smell.

**Skirmisher.** The tosculi elite bow raider can Dash as a bonus action.

### ACTIONS

**Multiattack.** The tosculi elite bow raider makes two longbow attacks or two claws attacks.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 17 (3d8 + 4) piercing damage.

