

# BATTLEZOO ANCESTRIES

## SWARMBLOODS



**ROLL FOR**  
**COMBAT**

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**5<sup>E</sup>**









## From the Archives of Aitheria Nyx

### One or Many

No one is a monolith. We seem to inherently understand this when thinking about ourselves. Our every inconsistent act is justified by circumstance or mood. But we oversimplify others and try to shrink down their expansive multifarious nature into a single label so that we can more easily reason about them or create a narrative. We don't have the time or attention to understand every person around us in full, but these simplified caricatures that allow us to function and attempt to make decisions can also do great harm. Even more so for beings who are composites. Almost every species has members who are plural systems, but few more so than species that are literally composed of many different living organisms and yet function as one creature. These creatures possess what is known as a hivemind, and they can appear in many different forms—a worm that walks, a mellifican hive, or a swarmblood.

For a swarmblood, the whole is greater than the sum of its parts; the gestalt is capable of anything a humanoid species can do, while the individual swarm creatures inside can emerge as necessary to provide various benefits, in the same way that our blood is full of tiny structures smaller than the eye can see, each with their own function. The difference is that a swarmblood's internals are much larger and resemble tiny animals that normally live independently in the world around them. This leads many people to treat swarmbloods apprehensively; when they've come to understand animals in the "normal" way they expect to encounter them, it's much harder to grasp their mind around a person with hundreds or even thousands of them inside. Even some who can understand the concept of the hivemind still look down on animals and thus assume that a creature composed of many animals on the inside must be bestial or unintelligent. This is far from accurate—in fact, swarmbloods are said to be able to multitask and process several trains of thought at once much better than other species can, but it's a prejudice that persists nonetheless.

Understanding a swarmblood completely requires us to be willing to see them as a three-dimensional being composed of a multitude, just as every living creature can be. We have to abandon our heuristics and stereotypes, the simplifications that allow us to make snap judgments but prevent us from truly understanding the depths of another person. There aren't "good people" or "bad people," "saints" or "monsters," based purely on our first impressions or quick analysis to sort them into a category. There are only people, in their glorious, beautiful and messy complexity. Swarmbloods aren't so different. We, all of us, are many.

— Aitheria Nyx, Herald of the Space Element, Advocate of Monsters





# Swarmblood

*The uncanny sensation of movement pulsing beneath your skin, the knowledge that anything could wriggle inside your skull while you sleep, and the fear of a parasite making your body its home and stealing your vitality for itself are all very real. Swarmbloods are an unenvied few, humanoids whose bodies belong not only to themselves but who share their skin with an infestation with a thousand minds of their own.*

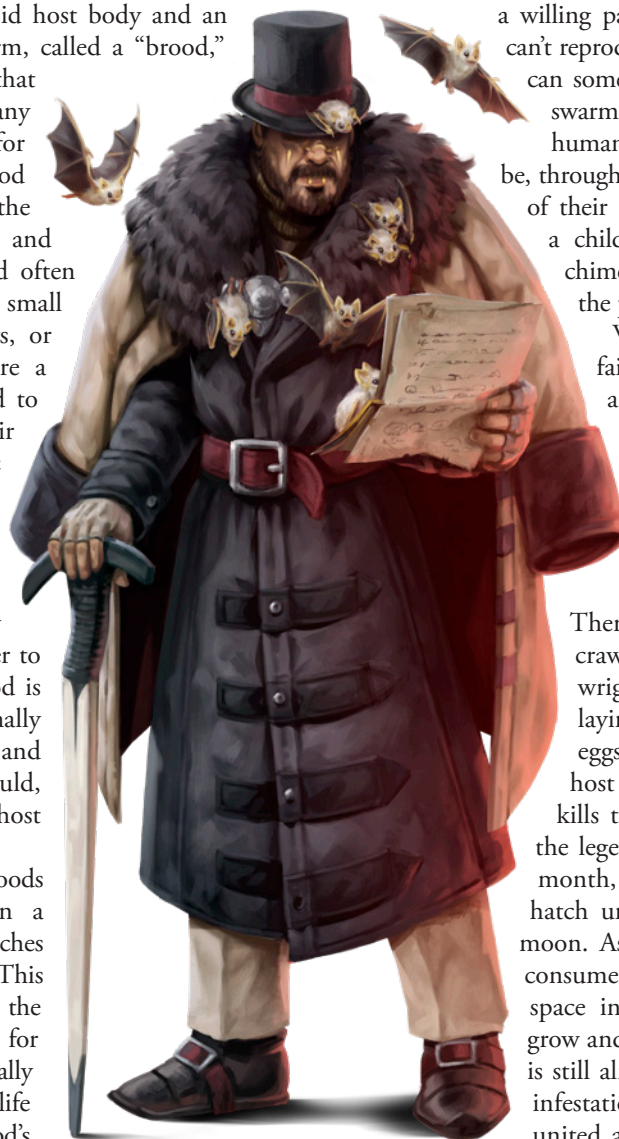
Linked as intrinsically to the cycles of the moon as they are to the strange, symbiotic creatures that live inside their bodies, a swarmblood is most accurately described as multiple creatures who live in a state of harmony: a humanoid host body and an unusual symbiotic swarm, called a “brood,” that lives inside that body, carrying out many processes and functions for the composite swarmblood that would normally be the role of various organs and fluids. While the brood often resembles a swarm of small animals like rats, crows, or bees, these creatures are a single collective bonded to each other and to their host by a weak telepathic net. Broods can’t survive independently; just as they serve a vital function in the host’s body, so too do they require the host in order to live. Once a swarmblood is born, the bond normally can’t be severed, and attempting to do so would, at best, kill both the host and the brood.

New swarmbloods are usually born when a swarmblood brood branches off into a new host. This donation weakens the swarmblood slightly for a time, so it normally happens to save the life of the new swarmblood’s host due to organ failure or a similar malady that inheriting the brood can fix. There are also tales of the majority of a brood passing on from a dying host into a new willing host, causing

the previous host and the remaining brood to die but some of their memories and legacy to live on in the new host. Both of these processes involve a large number of members of the brood, occur fairly quickly, and require a willing participant. Swarmbloods usually can’t reproduce with other species, but they can sometimes have children with other swarmbloods, regardless of the type of humanoids their outer bodies appear to be, through a process that involves a mixing of their two broods which can produce a child with a brood that look like chimeras between the two animals in the parents’ broods.

While these three methods are fairly benign, rumors abound of another possibility that some powerful swarmbloods with particularly sturdy broods can manage. Such a swarmblood, the legends say, could break off a single member of their brood from the collective. Then, that single member would crawl inside another humanoid, wriggling beneath the skin and laying numerous small, jelly-like eggs and quickly returning to their host body before the separation kills them. After that initial deposit, the legends say that over the following month, the brood’s eggs begin to hatch under the light of the changing moon. As the brood grows, they slowly consume their host’s organs, making space inside the body to continue to grow and reproduce... all while the host is still alive. After a full lunar cycle, the infestation is complete: host and brood united as both many and one by their swarmblood state. While some believe

this rumor is unreliable, especially the connection to the moon, which could be simply based on distorted stories of werereatures, many swarmbloods attest to





the sense of peace and solace their brood feels when they are bathed in moonlight.

Whether performed quickly to save a life or slowly by a powerful swarmblood infesting another with eggs, the transformation into a swarmblood is painful and often frightening, and the process of choosing a new host for the brood requires great prudence and care. While the curse could heal those with weak or dying organs, a host with a frail enough constitution might not survive the change; the stress on their body could kill them during the process, especially the slower month-long infestation, which requires time for the brood to mature. Understanding both the advantages and drawbacks of living with an infested brood, most swarmbloods value consent above all else in the process, which is part of why unwilling infestations remain a legend. Even those who choose this path voluntarily might not be prepared for the pain of the transformation or the unnerving changes it brings about.

If you want to play a character with a horrifying secret hiding under their skin, who has a swarm of tiny creatures inside of them and at their command, or to explore the trauma of undergoing a frightening transformation and suddenly sharing a body with creatures who have never known another home, you should play a swarmblood.

## You Might...

- Think of yourself and your brood as a collective (we) rather than an individual (I).
- Identify any group of people you regularly associate with as a community with collective interests, seeking out actions and solutions that maximize the benefit to the whole group rather than the individual.
- Focus on keeping your swarm fully under your skin and out of sight when dealing with others who don't understand you.

## Others Probably...

- Avoid your company, finding you or your presence creepy and discomforting.
- Misunderstand the connection between you and your swarm if they are even aware of it.
- Worry you might be a zombie or other type of undead creature or a parasite likely to infect them.

## Names

Though not all swarmbloods feel compelled to choose a new name, some do, and these names often either reflect their new lives as a collective of many minds or take after the creatures of the swarmblood's brood. A collective noun normally used for a group of the animals in a swarmblood's brood are also popular choices,

such as Mischief for a swarmblood infested by rats. Among the covenant, it's customary for a progenitor to bestow a new name to a swarmblood child they infest once their transformation is complete, though those who flee the transformation might not receive this new name until their return. Some particularly self-loathing scattered who think of themselves as accursed monsters rather than people also change their names, choosing deprecating monikers like Sack or Intrusion, or adopting the cruel jeers of suspicious layfolk for a new name.

Swarmbloods who keep their birth names often find it helps them to feel grounded in their previous identities, and it's typical for those swarmbloods from hives other than the covenant to have names that are customary among their species or homeland.

## Sample Names

Finley, Flock, Gossamer, Hookbeak, Intrusion, Mischief, Plague, Plume, Quill, Sack, Silkwing, Vagabond, Whisker.

## Swarmblood Traits

Your swarmblood character has an assortment of inborn abilities, many of which are shared by others of your kind.

**Ability Score Increase.** Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

**Age.** A swarmblood brood can infest anyone of any age, but once they find a suitable host, their new body lives about as long as that of a typical human.

**Alignment.** As a species, swarmblood tend to prioritize the preservation of their brood above all else, but how this interest manifests varies by the individual. Swarmblood can be any alignment.

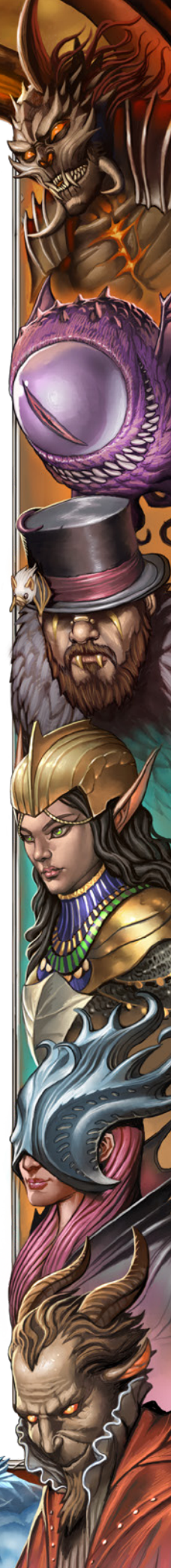
**Size.** Swarmbloods are the same size their host body was when it first became infested. Your size is Medium or Small.

**Speed.** Regardless of the creatures that make up their brood, swarmbloods move no faster or slower than most humanoid species. Your base walking speed is 30 feet.

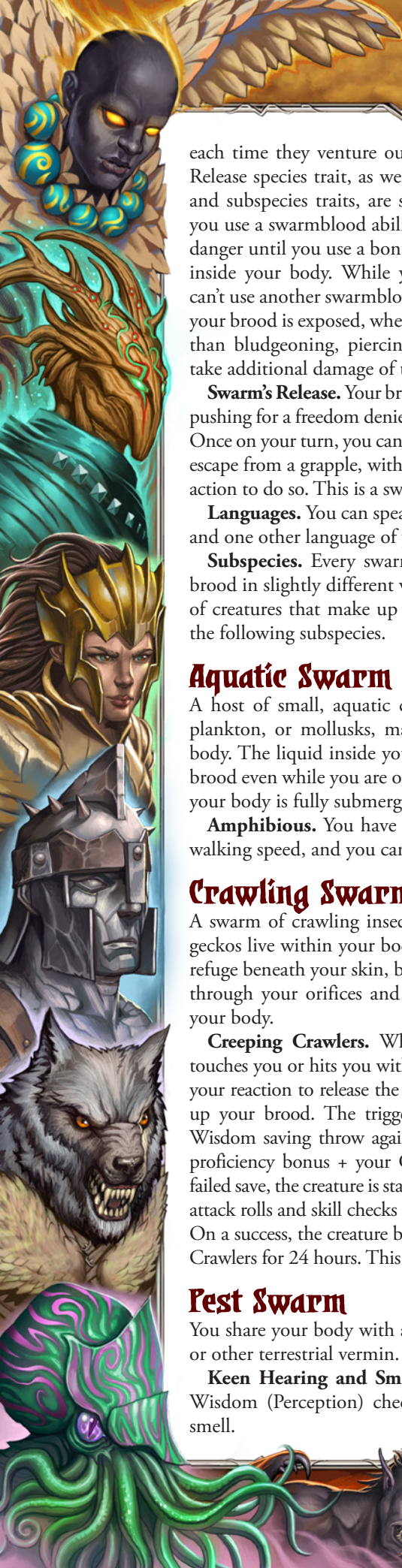
**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Hollow Husk Body.** Instead of fluids and organs, your hollow body houses a swarm, helping you survive grievous injuries. When you roll a death saving throw, you earn a success on a roll of 8 or higher (instead of 10 or higher).

**Safe Within the Nest.** You can keep your brood safe inside your body, but you risk losing some of them







each time they venture out of the nest. Your Swarm's Release species trait, as well as some swarmblood feats and subspecies traits, are swarmblood abilities. When you use a swarmblood ability, your brood is exposed to danger until you use a bonus action to draw them back inside your body. While your brood is exposed, you can't use another swarmblood ability. In addition, while your brood is exposed, whenever you take damage other than bludgeoning, piercing, or slashing damage, you take additional damage of that type equal to your level.

**Swarm's Release.** Your brood pulses beneath your skin, pushing for a freedom denied by the refuge of your body. Once on your turn, you can either stand up or attempt to escape from a grapple, without using your movement or action to do so. This is a swarmblood ability.

**Languages.** You can speak, read, and write Common and one other language of your choice.

**Subspecies.** Every swarmblood interacts with their brood in slightly different ways, depending on the type of creatures that make up their brood. Choose one of the following subspecies.

### Aquatic Swarm

A host of small, aquatic creatures, such as fish, eels, plankton, or mollusks, make their home inside your body. The liquid inside you is enough to support your brood even while you are on land, but they thrive when your body is fully submerged in water.

**Amphibious.** You have a swim speed equal to your walking speed, and you can breathe air and water.

### Crawling Swarm

A swarm of crawling insects, spiders, snakes, or small geckos live within your body. Your brood usually takes refuge beneath your skin, but sometimes they crawl out through your orifices and creep across the outside of your body.

**Creeping Crawlers.** When a creature you can see touches you or hits you with a melee attack, you can use your reaction to release the crawling creatures that make up your brood. The triggering creature must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save, the creature is startled and has disadvantage on attack rolls and skill checks until the end of its next turn. On a success, the creature becomes immune to Creeping Crawlers for 24 hours. This is a swarmblood ability.

### Pest Swarm

You share your body with a colony of rodents, weasels, or other terrestrial vermin.

**Keen Hearing and Smell.** You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

### Vespin Swarm

Your body contains a swarm of arthropods with stingers, such as wasps, hornets, scorpions, or bees. When threatened, members of your brood slip out of your mouth or nose and sting your enemies.

**Stinger.** You gain a stinger unarmed strike. When you hit a creature with an unarmed strike using your stinger, you can use Dexterity instead of Strength for the attack and damage roll. In addition, you can deal 1d4 piercing damage plus 1 poison damage, instead of the normal damage of an unarmed strike.

### Wingswarm

Scores of flying creatures, such as bats, birds, or moths, live under your skin and behind your eyes.

**Flutterfall.** Regardless of the distance you fall, you take no damage from falling and always land on your feet, provided you are conscious.

### Physical Description

Swarmbloods can be difficult to tell apart from other humanoids of the same type as the host. Excepting those times when a few members of the brood make themselves known by leaving the host body to crawl across their face or scuttle along the ground, the infestation leaves few physical tells. Some swarmbloods might have strange, hard lumps under their skin that wander across their bodies, or others might find that the fine details of their features, like the angle of their cheekbones or lengths of their fingers, can sometimes shift from one day to the next. In extreme situations, typically involving a swarmblood who suffered from major external wounds or burns before their infestation, portions of a swarmblood's outer body might be composed of specialized members of the brood that appear, while lying still, to be normal pieces of flesh, scales, feathers, or whatever their host's outer body normally looks like. In those cases, there are always thin telltale lines in their flesh where the brood members connect with each other, and those portions of the swarmblood's outer body can detach like any other brood members, leaving behind a hole revealing more of the brood crawling underneath.

Most swarmbloods are comfortable around animals that humanoid societies have deemed macabre, like spiders, insects, rodents, snakes, and bats. Their condition also leaves many of them accustomed to the feeling of something constantly crawling under and over their skin, and they are rarely frightened or disgusted by branches that suddenly brush across their arms or unexpected creatures making their way up their legs. Still, some never get used to the feeling of their brood's constant motion, forever unable to find peace



or stillness within their bodies. These swarmbloods might move their bodies in strange and sudden tics, struggling for a sense of comfort that never comes.

Swarmbloods who live among other humanoids can develop reputations for being creepy or dirty, though it can be challenging for the swarmblood's neighbors to articulate exactly what they find off-putting. Many have only vague and half-forgotten recollections of the time they spotted a cockroach crawling up a pant leg or a wriggling creature inside a stranger's ear. These little odd moments are easy to rationalize away as a mistaken puff of lint or loose hair when someone thinks about them too hard, but they nonetheless leave behind an uncomfortable feeling that something must be wrong with the swarmblood.

## Society

Swarmbloods are a diverse group originating from many other species and a wide variety of different backgrounds. They are united only by the symbiotic brood they carry with them. There is no single society shared by all swarmbloods; despite the changes wrought by the infestation, most simply carry on living something akin to their old lives, remaining in their homes and continuing to adhere to the societal norms of the civilization into which they were born. For many, these community and societal connections are even dearer to their hearts than before they became a swarmblood as they become more in tune with the community around them. Many swarmbloods quickly realize that the way they support and are supported by their local communities is a parallel to their brood and host body on a larger scale. It's common for the transformation to shift a swarmblood's perspective to favor collectivism, though these changes are usually minor.

Though less common, some swarmbloods uproot their lives entirely following their transformation, moving away from other species to live among other swarmbloods of similar broods. Others might move on from their old lives for other reasons, perhaps because they feel disconnected from their families or after being rejected by a community that discovered their transformation.

Newly infested swarmbloods can't always cope with the changes, even if they understood theoretically what the process would entail. Even after making the decision, it's not unheard of for a swarmblood to attempt to reverse the process. These new swarmbloods often must accept their brood by themselves before they feel ready to return to their swarmblood progenitor and learn from them, though not all accept their situation. Some never return.

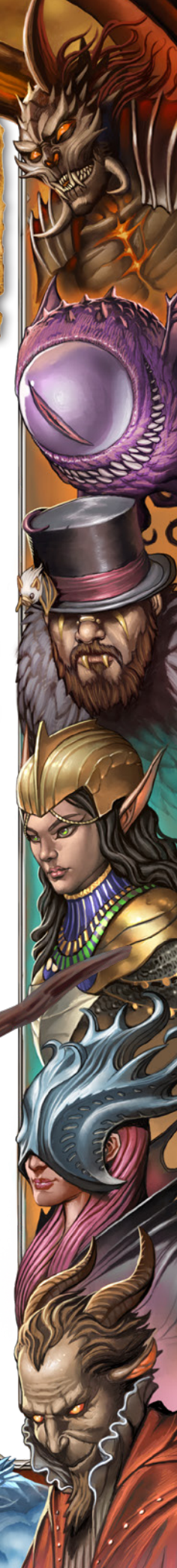
## Swarmbloods and Body Horror

The swarmblood species has some descriptions that could be disturbing or nauseating for some players, so talk to the other players in your group about playing a swarmblood and you can potentially tone down some of the visual descriptions or change which creatures constitute your brood if spiders are a problem but mice aren't.

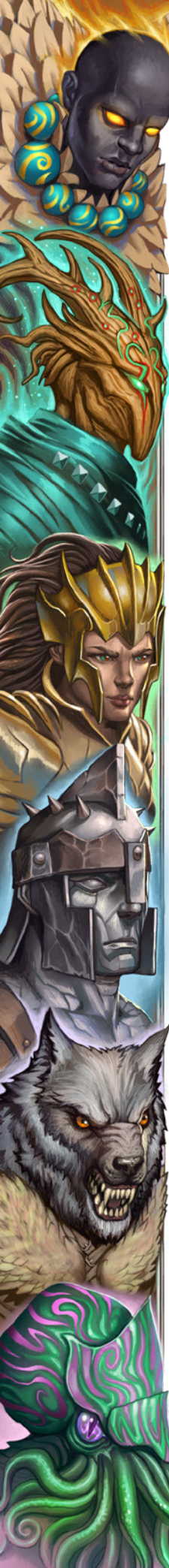
On the other hand, the rare few swarmbloods who are born to two other swarmbloods typically have the fewest problems adapting, as they've had the mixed brood as part of them since before they were even born. They tend to have the strongest tendency to identify with their brood of any swarmbloods.

## Hives

While swarmbloods rarely build societies together with other swarmbloods, they do share several schools of thought, which swarmbloods have come to call hives. Depending on who you ask, the term "hive" might be short for hivemind, with the idea that they aren't







physical hives but rather collectives of swarmbloods who think more alike on various philosophical topics. The following are the most common hives among swarmbloods.

The following are descriptions of the four most common hives among swarmblood. Three of the hives—the hidden, the scattered, and the seekers—are presented as backgrounds that players can choose during character creation. The remaining hive (the covenant) is described afterwards.

## Swarmblood Backgrounds

The following backgrounds are particularly well suited to swarmblood characters. If your character shares a particular affinity for swarmblood culture, they can choose one of these backgrounds, even if they are not a swarmblood themselves, though some of them like the hidden might not make as much sense for a non-swarmblood character.



### The Hidden

The hidden are the largest hive, representing a plurality of swarmbloods, and possibly even a majority. Hidden simply continue going about their old lives, remaining in their same town and hiding their brood as best they can, or staying with the same adventuring party if they were infested over the course of their adventures. Despite the difficulties of concealing the curse from all but a trusted few, many swarmbloods are able to maintain this unsteady equilibrium for years, or even their entire lives.

Because most laypeople don't know that swarmbloods exist, concealing their transformation is often easier than most new swarmbloods expect it to be. It's rare for anyone without an extensive knowledge of unusual magical physiologies to connect a sudden increase in the local pigeon population to someone within the community who recovered from organ failure, and even if one person figured it out, it would likely seem implausible to others.

However, the longer a swarmblood remains in one place, the greater the risk of discovery becomes. All but the most careful of hidden, along with those who manage to become accepted for who they are, are eventually exposed. This usually all but forces them to move and start a new life every few years, and this need for a transient life makes it challenging to form satisfying connections in their communities. Of course, this is all the more frustrating given the increased affinity swarmbloods feel toward such societal connections.

**Skill Proficiencies:** Deception, Insight

**Tool Proficiencies:** Disguise kit

**Languages:** One of your choice

**Equipment:** A disguise kit, a backpack, three days of rations, a waterskin, a hooded cloak or voluminous robes, and a belt pouch containing 19 gp

### FEATURE: FLIGHT INSTINCT

After years spent hiding your true nature, you've developed a sixth sense for knowing when the jig is up and you're about to be exposed.

You can usually tell when others have begun to suspect that you're not what you appear to be. If the person you're trying to deceive is particularly good at concealing their emotions, the GM might require you to make a Wisdom (Insight) check to get a read on them, although even then you might make such a check with advantage. Depending on your history, though, it's possible you have a harder time reading people who already know your secret, since so few have actually discovered it.



## SUGGESTED CHARACTERISTICS

Most hidden are hesitant to open up to others, and even those whose true natures are well known often continue to feel like outsiders, even among companions who accept them. The surest way to win a hidden's trust is to keep their secret safe until they're ready to reveal it on their own terms.

d8	Personality Trait
1	I wear loose-fitting clothing to disguise my odd, unsettling form.
2	In unfamiliar situations, I look to others to show me how to act.
3	I've constructed an elaborate backstory that I recite when anyone tries to get to know me.
4	Crowds of people make me nervous—they're not so different than the swarm that lives inside me.
5	I still act as if I'm a member of the species I was before my transformation.
6	Wherever I go, I stick close to the exits, in case I need to make a quick getaway.
7	My brood's unusual tastes have gifted me with a "nuanced" palate.
8	Popular people are fascinating to me. I wish I had it as easy as they do.

d6	Ideal
1	<b>Acceptance.</b> I don't judge people who, like me, have trouble fitting in. (Good)
2	<b>Friendship.</b> I've been lucky to find people who accept me, and I'd do anything to keep them safe. (Good)
3	<b>Nature.</b> The wilderness might not be kind, but at least it doesn't judge you unfairly. (Neutral)
4	<b>Change.</b> I've had to reinvent myself many times, and I'm sure it won't be long before I do so again. (Chaotic)
5	<b>Trust.</b> I never let a secret slip, once I'm sworn to confidence. (Lawful)
6	<b>Ruthlessness.</b> When someone gets too close to uncovering my secret, I stop at nothing to discredit or destroy them. (Evil)

d6	Bond
1	When I'm not adventuring, I practice an unassuming trade, so as not to draw attention to myself.
2	I trusted someone who used my secret against me. I won't make that mistake again.
3	One member of my brood is more independent than the rest, causing me no end of trouble.
4	An old acquaintance has turned up and now threatens to reveal my true identity.
5	The person I was before becoming a swarmblood is like a stranger to me. I merely wear their skin.
6	I want to find a way to reverse my horrific transformation and return to who I was before.

## Swarmblood Adventurers

Swarmbloods can come from all walks of life before their curse, but many only feel the call to adventure after they become swarmbloods. Those with the hermit or outlander background might feel a stronger connection to the creatures of their swarm, while scattered swarmbloods who leave their communities after their infestation might have the criminal, sailor, or urchin background. Because those with the sturdiest fortitude fare best in their transformation, many swarmbloods have a high Constitution score and choose classes that benefit accordingly, such as barbarian, fighter, or paladin.

d6	Flaw
1	My efforts to fit in with others are clumsy and inelegant.
2	I'm meek and struggle to stand up for myself.
3	The sight of a creature inimical to the members of my brood sends me into a panic.
4	When I'm in my cups, I'm prone to saying or doing things that reveal my true nature.
5	I refuse to go out in public unless my makeup is absolutely perfect.
6	Beauty might be only skin deep, but in my case I feel ugly to the core.

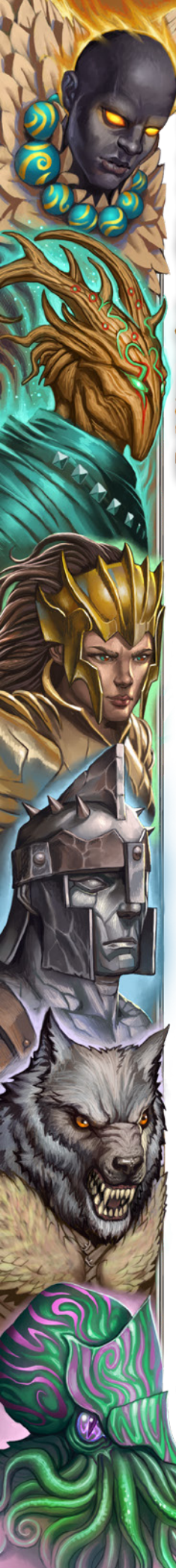
## The Scattered

To the scattered, the swarmblood transformation is a curse. It's common at first for new swarmbloods, even though they rationally accepted the transformation, to find that part of them rejects the melding with their other selves within the brood. These swarmbloods flee from their progenitor for a time, and while many ultimately return seeking guidance and support, not all do.

Those who come to despise their swarmblood state are part of the hive known as the scattered. Needless to say, compared to those who voluntarily became swarmbloods, or those who were infested involuntarily, are especially likely to follow this hive's philosophy. On the other hand, the rare swarmbloods born of two other swarmbloods are almost never scattered.

The scattered are openly antagonistic to the covenant and any covens they come across, and they loudly proclaim their transformation as a terrible curse to any who they trust and know their secret. It's common for the scattered to feel afraid, confused, and alone, and to blame their progenitor swarmblood for the pain of their transformation. That doesn't mean that most scattered seek to rile up angry mobs to wipe out other swarmbloods. While they might have antipathy or resentment for their progenitor, they more often see covenant swarmbloods as confused victims in desperate need of the guidance and help that they stubbornly refuse to accept. Meanwhile, since most swarmbloods





## Swarmblood Settlements

The largest swarmblood settlements are formed by the most populous and influential covens among the covenant. They form enclaves carved out within huge metropolises and remote villages sequestered between mountain passes where siblings of a single brood can live together.

A coven with a brood of small crabs lives in the docks district of Kraken in the Indigo Isles, where they operate the fishing boats of the East Pearl Fishery. Across the world at the summit of Kenovar Mountain, a wingswarm coven of a white dove brood lives in the peace and seclusion of the village of Rochaven, descending the mountain once each year with a wagon filled with small wicker goods to sell.

who initially recoil at their state eventually return to their progenitors for guidance, covenant swarmbloods often think of scattered as “simply going through a phase.” Even though neither means to be actively antagonistic, both hives are oversimplifying the others’ lifestyles, and it’s a common cause of friction between swarmbloods and occasionally even open conflict.

Other scattered are simply angry. Ultimately, they are often truly angry with themselves for choosing to agree to the transformation, but they often deflect that anger outward as a self-preservation mechanism, justifying their actions by rationalizing that their progenitor undersold the pain of the transformation and the unease of their new life while overselling the benefits, misleading them into making a huge mistake. Some remain outraged for the rest of their lives, and this outrage defines their relationship both to their own brood and to all other swarmbloods. Those who despise their swarmblood nature the most posit a different reason for the name of their hive, a secret meaning that they consider to be the true one: they are scattered not because they are foolish lost souls but because they will someday find a “cure” for the swarmblood curse, scattering the broods of all swarmbloods, and returning sovereignty over their bodies. They believe any swarmblood who opposes their cure to be brainwashed and are determined to provide it to all, whether they want the cure or not.

Unfortunately for these scattered, they have yet to make any breakthroughs on a cure, but as with most things magical, all it takes is one genius mage or lucky experiment to change the world.

**Skill Proficiencies:** Nature, Perception

**Tool Proficiencies:** Herbalism kit

**Languages:** One of your choice

**Equipment:** An herbalism kit, a club or net, a collection of specimen jars, a pair of tweezers, four flasks of oil, a sack, a tinderbox, a set of common clothes, and a belt pouch containing 25 gp

## FEATURE: PEST PERCEPTION

You have a knack for spotting the telltale signs of a vermin infestation, and by studying a blighted area for a few minutes, you can usually identify the creature behind the problem—especially if that pest is of the same species as your brood. Your talent is most reliable when identifying natural infestations. If the vermin are the product of magic or otherwise unusual, your GM might call on you to make an Intelligence (Nature) check to identify the pests correctly. In this case, a successful check might grant you insight into the creatures’ abilities or behavior, such as whether they are members of another swarmblood’s brood.

## SUGGESTED CHARACTERISTICS

Most of the scattered are unhappy with their plight and seek to stamp out—quite literally—the source of their misery. The best members of this hive learn to reserve their wrath for those who truly deserve it; such scattered are few and far between, unfortunately, and many simply lash out at anyone or anything they believe has done them wrong. That said, scattered who become adventurers are often invaluable when violence is required, provided their fellow party members can yoke their anger to a righteous cause.

### d8 Personality Trait

- 1 I’m fixated on exterminating a particular type of vermin, such as rodents, myriapods, or slugs.
- 2 I don’t like bugs, but they don’t frighten or disgust me.
- 3 I gather tissue samples of the creatures I kill for later study.
- 4 I work to make my surroundings orderly and clean. To do otherwise is an invitation for pestilence.
- 5 I make my own decisions. In turn, I never tell anyone else what to do.
- 6 Before a hunt, I spend long hours researching my prey, hoping to uncover a weakness.
- 7 I’m happy to share my story with others. Hopefully they see it as a cautionary tale.
- 8 When a difficult or distasteful task needs doing, I roll up my sleeves and get to work.

### d6 Ideal

- 1 **Skepticism.** Things that seem too good to be true often are. (Any)
- 2 **Individuality.** One of the many voices in my head is mine, if only I can find it. (Any)
- 3 **Empathy.** I understand that people in hard circumstances sometimes make bad choices. (Good)
- 4 **Liberty.** I seek to help those who have had their free will stolen from them. (Chaotic)
- 5 **Purity.** I won’t rest until the corruption in this world has been wiped clean. (Lawful)
- 6 **Eradication.** My progenitor—and those like them—must be exterminated without prejudice. (Evil)



d6	Bond
1	In my former life, I was the village ratcatcher. Oh, the irony!
2	My brood despoiled the sacred forest of a circle of druids, and now they want revenge.
3	My former coven has lost its way. My siblings must either be redeemed or destroyed.
4	One of the creatures in my brood is unlike the others. They keep me company when I feel alone.
5	The vermin inside me are always hungry. If it weren't for me, they would consume everything in their path.
6	A rival swarmblood threatens to assimilate our entire species.

d6	Flaw
1	I ingest a toxic substance that's killing me from the inside out.
2	I refuse to accept that my poor choices led me to where I am today.
3	When my patience wears thin, I often do things I regret later.
4	In the midst of battle, I overlook the collateral damage my magic can cause.
5	I never forgive those who've wronged me.
6	My anger is merely a byproduct of confusion, loneliness, and fear.

## The Seekers

Sometimes, new swarmbloods feel that the transformation has changed them too much to remain in their old lives, reject the familial lifestyle of the covenant, and resentment of the scattered. They instead feel sheer wonder of becoming swarmblood and wish to seek their own path through the world. These rare few call themselves the seekers.

Seekers are ever curious and willing to experiment to help them find the place that feels right for them. As such, they often become wanderers or pursue an adventurer's life. Others might move to a remote hermitage for a time where they can live in solitude with their brood without fearing the day they are discovered by their neighbors, giving them a chance to quietly reflect on a journey of self-discovery until they're ready to move to the next phase of their life. Sometimes, a seeker finds what they were searching for, either on the road or within themselves, allowing them to put down roots. Other seekers consider this a joyous occasion and the culmination of the seeker's path. They sometimes call those who have succeeded "the found" to indicate this momentous milestone, but they use this as a term of respect, and not as a way to isolate these seekers by elevating them. To other seekers, the found are ultimately still seekers, and they might later discover that there's another stage to their journey they have yet to begin.

**Skill Proficiencies:** Survival, your choice of Arcana, Religion, or Nature

**Tool Proficiencies:** Your choice of land or water vehicles

**Languages:** One of your choice

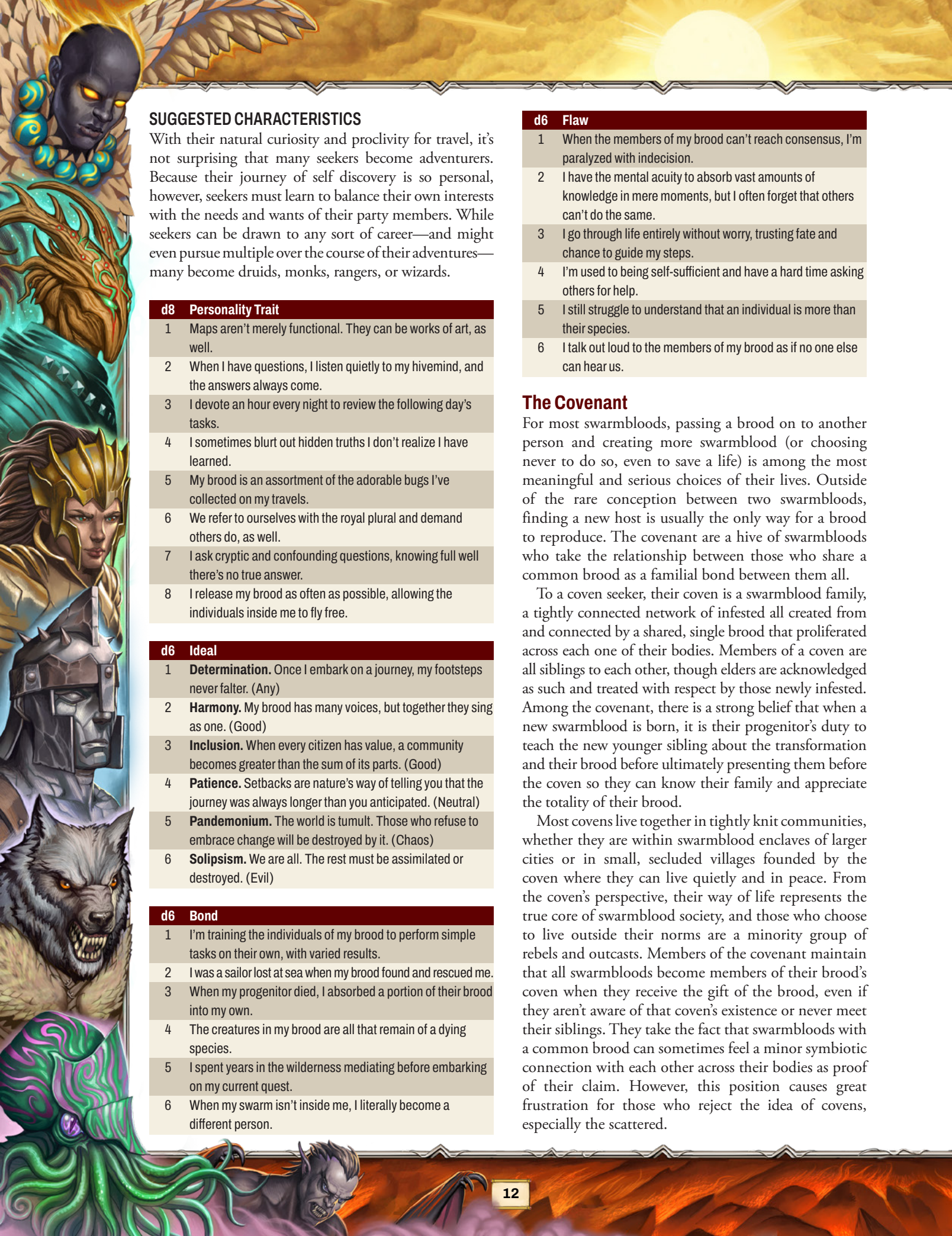
**Equipment:** A backpack, a bedroll, four days of rations, a traveler's guide to a far-flung location, a waterskin, a set of traveler's clothes, and a belt pouch containing 20 gp

## FEATURE: NEXT STEP

When you became a swarmblood, your former self was changed irrevocably—but your odyssey of transformation has only just begun! Luckily, you already know the next step you must take in your journey. Do you need to visit the ruins of an ancient library, rumored to contain the answers you seek? Was your progenitor last sighted in the distant city to which you and your companions now travel? Perhaps you have no idea what you'll find at the end of your adventures, only that when you arrive the answer will be right there waiting for you. Work with your GM to determine where you're going, how you'll get there, and what obstacles might stand in your way.







## SUGGESTED CHARACTERISTICS

With their natural curiosity and proclivity for travel, it's not surprising that many seekers become adventurers. Because their journey of self discovery is so personal, however, seekers must learn to balance their own interests with the needs and wants of their party members. While seekers can be drawn to any sort of career—and might even pursue multiple over the course of their adventures—many become druids, monks, rangers, or wizards.

### d8 Personality Trait

- 1 Maps aren't merely functional. They can be works of art, as well.
- 2 When I have questions, I listen quietly to my hivemind, and the answers always come.
- 3 I devote an hour every night to review the following day's tasks.
- 4 I sometimes blurt out hidden truths I don't realize I have learned.
- 5 My brood is an assortment of the adorable bugs I've collected on my travels.
- 6 We refer to ourselves with the royal plural and demand others do, as well.
- 7 I ask cryptic and confounding questions, knowing full well there's no true answer.
- 8 I release my brood as often as possible, allowing the individuals inside me to fly free.

### d6 Ideal

- 1 **Determination.** Once I embark on a journey, my footsteps never falter. (Any)
- 2 **Harmony.** My brood has many voices, but together they sing as one. (Good)
- 3 **Inclusion.** When every citizen has value, a community becomes greater than the sum of its parts. (Good)
- 4 **Patience.** Setbacks are nature's way of telling you that the journey was always longer than you anticipated. (Neutral)
- 5 **Pandemonium.** The world is tumult. Those who refuse to embrace change will be destroyed by it. (Chaos)
- 6 **Solipsism.** We are all. The rest must be assimilated or destroyed. (Evil)

### d6 Bond

- 1 I'm training the individuals of my brood to perform simple tasks on their own, with varied results.
- 2 I was a sailor lost at sea when my brood found and rescued me.
- 3 When my progenitor died, I absorbed a portion of their brood into my own.
- 4 The creatures in my brood are all that remain of a dying species.
- 5 I spent years in the wilderness mediating before embarking on my current quest.
- 6 When my swarm isn't inside me, I literally become a different person.

### d6 Flaw

- 1 When the members of my brood can't reach consensus, I'm paralyzed with indecision.
- 2 I have the mental acuity to absorb vast amounts of knowledge in mere moments, but I often forget that others can't do the same.
- 3 I go through life entirely without worry, trusting fate and chance to guide my steps.
- 4 I'm used to being self-sufficient and have a hard time asking others for help.
- 5 I still struggle to understand that an individual is more than their species.
- 6 I talk out loud to the members of my brood as if no one else can hear us.

## The Covenant

For most swarmbloods, passing a brood on to another person and creating more swarmblood (or choosing never to do so, even to save a life) is among the most meaningful and serious choices of their lives. Outside of the rare conception between two swarmbloods, finding a new host is usually the only way for a brood to reproduce. The covenant are a hive of swarmbloods who take the relationship between those who share a common brood as a familial bond between them all.

To a coven seeker, their coven is a swarmblood family, a tightly connected network of infested all created from and connected by a shared, single brood that proliferated across each one of their bodies. Members of a coven are all siblings to each other, though elders are acknowledged as such and treated with respect by those newly infested. Among the covenant, there is a strong belief that when a new swarmblood is born, it is their progenitor's duty to teach the new younger sibling about the transformation and their brood before ultimately presenting them before the coven so they can know their family and appreciate the totality of their brood.

Most covens live together in tightly knit communities, whether they are within swarmblood enclaves of larger cities or in small, secluded villages founded by the coven where they can live quietly and in peace. From the coven's perspective, their way of life represents the true core of swarmblood society, and those who choose to live outside their norms are a minority group of rebels and outcasts. Members of the covenant maintain that all swarmbloods become members of their brood's coven when they receive the gift of the brood, even if they aren't aware of that coven's existence or never meet their siblings. They take the fact that swarmbloods with a common brood can sometimes feel a minor symbiotic connection with each other across their bodies as proof of their claim. However, this position causes great frustration for those who reject the idea of covens, especially the scattered.



## Beliefs

Swarmbloods come from many backgrounds and consequently have many perspectives on life, and nowhere is this more exemplified than in the diversity of attitudes toward reproduction. For instance, swarmbloods of the covenant believe that finding new hosts willing to become swarmbloods is necessary for their collective survival, something both good and imperative for them to do. On the other hand, the scattered more often resent receiving the transformation and believe convincing another to accept the infestation to be unethical, even if it would save their life. Other swarmblood hives often fall somewhere in the middle, perhaps longing for the connection of family or feeling a deep connection to the brood's desire to create a legacy while avoiding an active search for new hosts either to help remain hidden or because they prioritize seeking out their own path.

Swarmbloods are usually no more or less religious than other humanoids of the same species as the host, though their slight tendency to collectivism also lends itself to a collective religious faith. Though the deities worshiped by swarmbloods are diverse and often influenced by their homelands and backgrounds, some faiths do attract more swarmblood followers than others, and those who become devout only after their infestations gravitate toward those deities. The worship of deities associated with the moon, such as Talir, the dragon deity imprisoned in Alacar's moon, help swarmbloods to connect with the primal or mystical nature of their being. These lunar swarmbloods often build kinships with lycanthropes among these faiths out of their shared experiences of being transformed into something more monstrous. Deities of community, civilization, and cities, like Tovah the Father or Castili the Marquis of Civility on Alacar, are also popular. These faiths recontextualize the swarmblood's brood as the inhabitants of their body, much like the swarmblood inhabits a city or wider community, and they also help the swarmblood maintain their humanoid connections with the people around them. Deities of nature and animals, such as Than Dat and Chira on Alacar, are also popular, particularly among pest swarm and wingswarm swarmbloods whose broods take on the shapes of holy animals.

For those who were devout prior to their infestation, it's

common to remain with the same faith even after the transformation. The infestation rarely prompts religious swarmbloods to lose their faith or move to a new church. When it does happen, it's primarily followers of deities whose doctrines are incompatible with life as a swarmblood or with the philosophy of their hive.

**Popular Edicts** protect and preserve your brood, find and cherish family where you can, pass on a legacy you can be proud of

**Popular Anathemas** prioritize the few over the many, refuse to accept that a person has many facets, make a unilateral decision that changes another's life without their consent







## Swarmblood Feats

The following feats are available only to swarmblood characters.

### 1ST LEVEL

#### Composite Kinship

**Prerequisite:** swarmblood species

Communicating with your brood every day grants you insight into communicating with hiveminds and other beings composed of many connected individuals, as well as the ability to speak to similar animals. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency in the Persuasion skill.
- You can speak as if you shared a language with animals of the same species as those that comprise your brood (whether or not they're in a swarm). You have advantage on Charisma ability checks made to influence such creatures.

#### Fluttering Heart

**Prerequisite:** Wingswarm subspecies

Your brood can emerge and flap their wings all at once to carry your body for a brief flight. As an action, you can fly up to your speed. You fall if you don't end this movement on a solid surface. This is a swarmblood ability.

#### Plague Swarm

**Prerequisite:** swarmblood species

Your brood sometimes brings in plagues and diseases to course through your body harmlessly, inoculating you and boosting your body's immune response. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have advantage on saving throws against disease.

#### Scatter!

**Prerequisite:** swarmblood species

You can use an action to expel your brood from your body in a spectacular cacophony. As the creatures that make up your brood flee in every direction, you can move up to half your speed without provoking opportunity attacks. You can then Hide as a part of this action. This is a swarmblood ability.

#### Swarmblood Lore

**Prerequisite:** swarmblood species

Since your infestation, your connection to your brood has helped you to gain a deeper understanding of your condition and the behaviors of other creatures with multiple consciousnesses. You gain the following benefits:

- You gain proficiency in Nature and your choice of the Deception, Intimidation, or Persuasion skill.
- When you make an Intelligence (Nature) check to recall information about swarmbloods, you can treat a d20 roll of 9 or lower as a 10. In addition, on a successful check you might know more information about the subject than normal, at the GM's discretion.

#### Swarm Familiar

**Prerequisite:** swarmblood species

One member of your brood can leave your body and act independently, scouting and carrying out complicated missions. You can cast the *find familiar* spell as a ritual.

Your spellcasting ability for the spell is Intelligence, Wisdom, or Charisma, chosen by you when you select this feat. When you use this feat to cast *find familiar*, the spell doesn't require material components, and your familiar is a beast of the



same species as the animals that comprise your brood. (If none of the creatures presented in the *find familiar* spell represent your brood exactly, work with your GM to choose the one whose statistics are the best fit.) In addition, your familiar has darkvision. You can have it re-enter or exit your body as a bonus action; while within your body, it's safe from harm.

## Swarmkind Form

**Prerequisite:** *swarmblood species*

As an action, you can magically transform into an animal of the same type as your swarm, allowing you to pose as an innocuous-looking beast such as a lizard, rat, or spider. The beast you choose must be CR 1 or less, and you must change into the same type of beast each time. You remain in your beast form until you fall unconscious or until you use another action to transform back into your true form.

You can't transform into an animal with a swim speed, unless you're an Aquatic Swarm swarmblood. Similarly, you can't transform into an animal with a fly speed, unless you also have the Fractal Wings feat.

## Watching Swarm

**Prerequisite:** *swarmblood species*

Your brood are vigilant and you can release them to help you look around. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can use an action to release the creatures of your brood, which crawl out of your body and look in all directions. Until you use a bonus action to return your brood to your body, you have advantage on Wisdom (Perception) checks that rely on sight. This is a swarmblood ability.

### 4TH LEVEL

## Empty Body

**Prerequisite:** *4th level, swarmblood species*

When you would be subjected to a critical hit that deals bludgeoning, piercing, or slashing damage, you can use your reaction to release your brood. If you do, treat the critical hit as a normal hit instead. This is a swarmblood ability.

## Grasping Hold

**Prerequisite:** *4th level, Crawling Swarm or Pest Swarm subspecies*

Your swarm crawls across your body and covers your limbs, grasping tightly onto surfaces to allow you to move and climb with ease. You gain a climb speed equal to your walking speed.

## Polypsyche Spell

**Prerequisite:** *4th level, swarmblood species, the ability to cast spells*

You can use a bonus action to weave a magical effect that treats the disparate minds of swarms as one, allowing you to scare or lure them. Until the end of your turn, when you cast a spell that would target a swarm, you ignore the swarm's immunity to the charmed or frightened condition.

## Before the Infestation

During the transformation into a swarmblood, the brood consumes their host's organs and takes their place inside their body. While a swarmblood might superficially maintain the appearance of their previous species, they do not keep that species's physiology and consequently are no longer members of that species for most purposes. If your swarmblood preserved their connection to their previous species culture or abilities following their curse, consider choosing the Resurgent Host swarmblood feat.

## Resurgent Host

**Prerequisite:** *4th level, swarmblood species*

You've managed to get your brood to mimic more of your old internal organs, though ultimately they are still just a mass of creatures disguised as flesh and organs. You gain the species traits of the species you were before becoming a swarmblood, other than ability score improvements.

## Shifting Swarm

**Prerequisite:** *4th level, swarmblood species*

You've learned to manipulate the members of the brood beneath your skin capable of appearing as flesh, commanding them to come together over your body in different configurations and drastically altering your appearance. You can use an action to transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characters, if any.

You can make yourself appear as a member of another species, though none of your statistics change. You also can't appear as a creature of a different size than you, and your basic shape stays the same; if you're bipedal, you can't use this feat to become quadrupedal, for instance. The effect lasts for 1 hour, until you fall unconscious, or until you use another action to return to your new form. Once you use this feat, you must finish a short or long rest before you can do so again.

## Tessellated Shield

**Prerequisite:** *4th level, swarmblood species*

Members of your brood can leave your body and weave themselves in a tight tessellation, creating a barrier between you and an oncoming attack. When a creature you can see would hit you with an attack, you can use your reaction to give the attacker disadvantage. Once you use this feat, you must finish a short or long rest before you can do so again.

## Vigilant Watching

**Prerequisite:** *4th level, Watching Swarm feat*

The members of your watchful brood alert you even to dangers invisible to the naked eye. While your Watching Swarm is active, you can see invisible creatures and objects within 30 feet of you as if they were visible.





## Swarmblood Threats

The most common threats to swarmbloods across the world are witch hunts by other species who don't understand them and assume the worst. On a similar vein, internecine warfare started by the scattered against the covenant can be especially fierce, as the scattered know other swarmbloods' strengths and weaknesses, and if they choose they can potentially instigate an angry mob of other species as backup without ever letting on that the mob's organizers are swarmbloods as well.

Sometimes a local carnivore gets the bright idea to use a group of swarmbloods as a food source: they devour some of the swarmbloods' brood without killing off any of the swarmbloods, returning again and again after allowing the swarmbloods a little time to recover.

### 8TH LEVEL

## Embrace of Home

**Prerequisite:** 8th level, swarmblood species

Feeling the embrace of your brood coming home to your body fortifies your resolve. When you use a bonus action to draw your brood back into your body, you gain temporary hit points equal to your level that last until the end of your next turn. You lose any remaining temporary hit points the next time you use a swarmblood ability.

## Fraetal Wings

**Prerequisite:** 8th level, Fluttering Heart

Your brood flows out of you and interlocks themselves together, forming huge wings capable of carrying you aloft as long as you leave them exposed. When you use Fluttering Heart, you don't fall at the end of your action but can instead continue flying using your fractal wings. You fall immediately if you use a bonus action to draw your brood back into your body.

## Lingering Toxin

**Prerequisite:** 8th level, Vespin Swarm subspecies

Telling blows with your stinger leave lingering poison within your foe's body. When you score a critical hit with your stinger, the target takes an extra 1d6 poison damage. For the next minute, the target must make a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Constitution modifier at the end of each of its turns. On a failed save, the target takes another 1d6 poison damage. On a success, the effect ends.

## School of Fins

**Prerequisite:** 8th level, Aquatic Swarm subspecies

While you are underwater, you can use a bonus action to release your brood, which spreads out around you in a school of fins to conceal you from foes. You become heavily obscured to other creatures, although you can see through your brood normally. The effect lasts until you use another bonus action to draw your brood back into your body. This is a swarmblood ability.

## Swarmreach Spell

**Prerequisite:** 8th level, swarmblood species, the ability to cast spells

As a bonus action, you can release your brood to deliver a spell effect at a distance on your behalf. Until the end of your turn, when you cast a spell that has a range of 5 feet or greater, you can double the range of the spell. If the spell has a range of Touch, you can make the range of the spell 30 feet instead, as your swarm moves out to deliver the touch in your stead. This is a swarmblood ability.

### 12TH LEVEL

## Consume the Self

**Prerequisite:** 12th level, swarmblood species

You can cannibalize portions of your swarm in order to keep yourself alive. You can use an action to absorb a portion of your brood into your body and steal their vitality to heal your injuries, regaining 1d8 hit points per level you have. Losing this significant portion of your brood leaves you fatigued. You suffer 1 level of exhaustion, and you can't use swarmblood abilities while you're exhausted in this way. Once you use this feat, you must finish a long rest before you can do so again.

## Discarnate

**Prerequisite:** 12th level, swarmblood species

When a creature you can see hits you with a melee attack, you can use your reaction to command your brood to disincorporate, shredding your body and fleeing with chunks of bone and skin to escape the incoming attack. You gain resistance to all damage until the end of the triggering creature's turn, at which point your swarm coalesces and you reform in an unoccupied space within 15 feet of your original space. Once you use this feat, you must finish a short or long rest before you can do so again.

## Shed the Skin

**Prerequisite:** 12th level, swarmblood species

As an action, you can discharge your brood and command them to carry pieces of your body along with them. You assume the state of a stirring swarm of many creatures. While in your swarm form, you can't attack, cast spells, speak, or manipulate objects. In return, you gain the following effects:

- You gain a climb, fly, or swim speed, whichever best suits the creatures that comprise your swarm. This speed is equal to your walking speed.
- You can enter and occupy the space of another creature. You can pass through narrow openings without squeezing, provided there's enough room to fit one of your constituent creatures.
- You have resistance to nonmagical damage, and you have advantage on Strength, Dexterity, and Constitution saving throws.

You remain in your swarm form for 10 minutes, until you fall unconscious, or until you use another action to return to your true form. Once you use this feat, you must finish a long rest before you can do so again.



## 16TH LEVEL

### Revival Recursion

**Prerequisite:** 16th level, swarmblood species

When your body dies, your brood escapes with your consciousness and resuscitates you. The GM secretly rolls a d4. At the start of your turn a number of rounds later equal to the result, your brood coalesces and your body reforms in an unoccupied space of your choice within 15 feet of the space where you died, as if you were targeted by a *raise dead* spell. Once you use this feat, you can't do so again for 7 days.

### Eye of the Swarm

**Prerequisite:** 16th level, swarmblood species

You can use an action to send your brood streaming out of your skin, commanding them to interlock and surround you and your allies with chains of their connected bodies. The effect lasts for 1 minute or until you lose concentration (as if you were concentrating on a

spell). While the effect lasts, attacks against you and each creature you choose within 5 feet of you have disadvantage. When an affected creature would take damage from an attack, you can use your reaction to end the effect. If you do, the creature takes no damage from the attack. This is a swarmblood ability.

### Rejuvenating Swarm

**Prerequisite:** 16th level, swarmblood species

As an action, you can command your brood to pour across the surface of your body, stitching wounds and continually rejuvenating you. The effect lasts for 1 hour. While the effect lasts, you regain 1 hit point at the start of each of your turns (10 hit points each minute). In addition, you restore any severed body parts (fingers, legs, tails, and so on) after 2 minutes. If you have the severed part and hold it to the stump, your brood knits the limb to the stump instantaneously instead. Once you use this feat, you must finish a long rest before you can do so again.





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Discover the horned unicorn-kin alicorn dragons, resplendent nymph-kin allure dragons, scheming sidhe-kin court dragons, calamitous gremlin-kin mischief dragons, and capricious sprite-kin pixie dragons! Brimming with Faerie history and lore, it also includes a supplement of legendary wyrms to elevate your game to unprecedented heights!

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# BATTLEZOO DRAGONS

## BATTLE DRAGONS

### LET SLIP THE DRAGONS OF WAR!

Inside *Battlezoo Dragons: Battle Dragons*, you'll find battle dragons, dragons who live for combat and conflict! Explore the world of battle dragons, fight with them (or against them), or play as a legendary dragon of war!

Embattle competitive duel dragons, relentless hunt dragons, transactional mercenary dragons, battlefrenzied rage dragons, and commanding warlord dragons! Brimming with battle dragon history and lore, it also includes a supplement of legendary wyrms to elevate your game to unprecedented heights!

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# BATTLEZOO DRAGONS

## MISFIT DRAGONS

### RISE OF THE MISFITS!

Inside *Battlezoo Dragons: Misfit Dragons*, you'll meet dragons whose magic has run wild, making them misfits among dragonkind! Explore the world of misfit dragons, battle with them (or against them), or play as a misfit dragon!

Discover bionic dragons with necrotizing flesh, doom dragons with horrible visions of the future, metamorphic dragons constantly shifting form, phase dragons flickering in and out of reality, and wellspring dragons with random wild magic effects! Brimming with misfit history and lore, it also includes a supplement of legendary wyrms to elevate your game to unprecedented heights!

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COMPATIBLE**



# BATTLEZOO DRAGONS

## LESHY DRAGONS

### WALK ON THE WILD SIDE!

Inside *Battlezoo Dragons: Leshy Dragons*, you'll find leshy dragons, part plant, part dragon! Explore the world of leshy dragons, fight with them (or against them), or play as a legendary leshy dragon!

Discover the tree-loving arboreal dragons, contemplative floral dragons, festival-throwing harvest dragons, vain and artistic kelp dragons, and the eclectic chef toadstool dragons! Brimming with leshy dragon history and lore, it also includes a supplement of legendary wyrms to elevate your game to unprecedented heights!

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# BATTLEZOO ANCESTRIES

## BOGEYS

**COMING IN 2025!**

Continue the ability to play as amazing monsters and creatures of legend throughout 2025 with The Year of Titans!  
Now you can play a frightening bogey!

Become a fey embodiment of fear  
Stoke others' fears to strengthen yourself  
Unlock the true power of nightmares!

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# BATTLEZOO ANCESTRIES

## CYCLOPS

**COMING IN 2025!**

Continue the ability to play as amazing monsters and creatures of legend throughout 2025 with The Year of Titans! Unleash the power of the strong and skillful cyclops!

Become a one-eyed being of myth  
Tap into ancient strength  
Choose your path: oracle, shepherd, smith, or something unique!

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# BATTLEZOO ANCESTRIES

## DULLAHANS

**COMING IN 2025!**

Continue the ability to play as amazing monsters and creatures of legend throughout 2025 with The Year of Titans! Don your black armor and get ready to lose your head for dullahans!

Become a headless fey  
Serve Fate or live free  
Ride or die with your trusted comrades!

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# BATTLEZOO ANCESTRIES

## EINHERJAR



**COMING IN 2025!**

Continue the ability to play as amazing monsters and creatures of legend throughout 2025 with The Year of Titans! Rise from your death in righteous battle as a battle-tested einherjar!

Become a fallen hero  
Make the most of your second chance  
Prepare for the final battle!

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# BATTLEZOO ANCESTRIES

## FIGMENTS



**COMING IN 2025!**

Continue the ability to play as amazing monsters and creatures of legend throughout 2025 with The Year of Titans! Embrace your weird side as a whimsical and bizarre figment!

Become a living dream  
Perform feats of cartoon logic  
Explore the limits of your imagination!

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# BATTLEZOO ANCESTRIES

## KRAKENS

**COMING IN 2025!**

Continue the ability to play as amazing monsters and creatures of legend throughout 2025 with The Year of Titans!  
Now you can release yourself when playing a kraken!

Become a cephalopod denizen of the ocean deep  
Master the magic of the waves  
Release the kraken!

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# BATTLEZOO ANCESTRIES

## LIVING SPELLS



**COMING IN 2025!**

Continue the ability to play as amazing monsters and creatures of legend throughout 2025 with The Year of Titans! For the first time, you won't just cast a spell... you'll be the spell!

Become a magic spell given life  
Study your formula and unlock greater depths  
Understand the meaning of your existence!

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# BATTLEZOO ANCESTRIES

## OGRES



**COMING IN 2025!**

Continue the ability to play as amazing monsters and creatures of legend throughout 2025 with The Year of Titans! Overwhelm your enemies and play as a voracious ogre!

Become a hungry giant  
Devour your foes to mutate and grow  
You are what you eat!

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# BATTLEZOO ANCESTRIES

## REDCAPS

**COMING IN 2025!**

Continue the ability to play as amazing monsters and creatures of legend throughout 2025 with The Year of Titans! Dip your cap in blood and wade into battle as a vicious redcap!

Become a bloodthirsty battle fey  
Make a fashion statement with your trademark bloody cap  
Gleefully dance through fields of carnage!

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# BATTLEZOO ANCESTRIES

## SATYRS



**COMING IN 2025!**

Continue the ability to play as amazing monsters and creatures of legend throughout 2025 with The Year of Titans! Now you can walk on the wild side and play as a satyr!

Become a woodland fey  
Party up with your satyr side or live a quieter life with your faun side  
Choose your own destiny!

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# BATTLEZOO ANCESTRIES

## SNOWSOULS

**COMING IN 2025!**

Continue the ability to play as amazing monsters and creatures of legend throughout 2025 with The Year of Titans!  
Let the storm rage on as an icy snowsoul!

Become a being of ice and snow  
Control the powers of the blizzard  
Understand the feelings within your frozen heart!

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# BATTLEZOO ANCESTRIES

## TITANS



**COMING IN 2025!**

Continue the ability to play as amazing monsters and creatures of legend throughout 2025 with The Year of Titans! Clash with your foes or even the gods themselves as a mighty titan!

Become a child of the fallen gods  
Grow and evolve  
Survive and thrive in a world that's passed you by!

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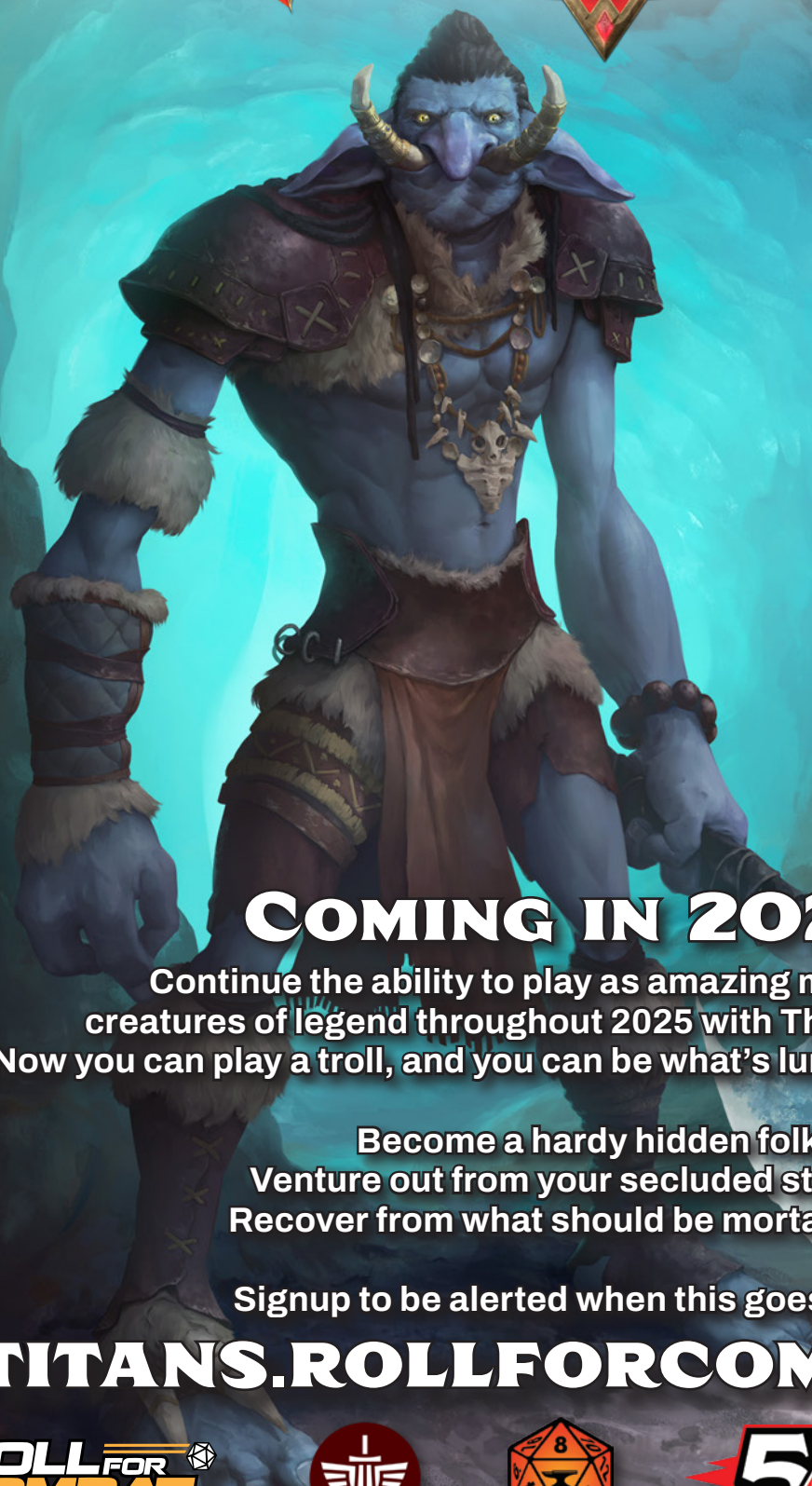
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# BATTLEZOO ANCESTRIES

## TROLLS



### COMING IN 2025!

Continue the ability to play as amazing monsters and creatures of legend throughout 2025 with The Year of Titans!  
Now you can play a troll, and you can be what's lurking under the bridge!

Become a hardy hidden folk  
Venture out from your secluded stading  
Recover from what should be mortal blows!

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