

GOLGARI SWARM

GORGON TRAITS

Gorgons are a race of creatures with snake-like hair, feared for their ability to turn creatures into stone.

Ability Score Increase. Your Constitution score increases by 1, and your Wisdom score increases by 2.

Age. Gorgons reach adulthood at a similar age to humans, but can often live to reach two or three centuries.

Alignment. Gorgons from the undercity tend to resent the laws surface dwellers try to impose on them. Life in the undercity can be harsh, and many turn to theft. Several use their natural talents to become assassins.

Size. Gorgons are slightly taller than the average human woman, ranging from 5 1/2 to 6 feet. Your size is medium.

Speed. Your base walking speed is 30 feet.

Superior Darkvision. Your eyes are naturally adjusted to the tunnels of the undercity. You can see in dim light within 120 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.

Deathly Gaze. As an action, you may glare at a creature within 60 feet of you. That creature must succeed on a Constitution saving throw against a DC equal to 8 + your Wisdom modifier + your proficiency bonus or take 1d6 force damage. If the damage reduces the creature to 0 hit points, it is petrified and turns to stone until the effect is removed.

The damage increases by 1d6 at 5th level (2d6), 11th level 3d6, and 17th level (4d6)

Natural Armor. You have cold, unyielding skin. When you aren't wearing armor, your AC is 12 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Stone Camouflage. You have advantage on Dexterity (stealth) checks to hide in rocky terrain.

Stone Glare. At 3rd level, you can cast *Flesh to Stone* without material components, but only targetting small beasts. When you reach 5th level, you may also target humanoids and medium beasts. When you reach 7th level, you may also target large beasts. When you reach 11th level, you may target creatures with the spell normally.

Once you cast this spell, you must finish a long rest before you can cast it again.

Languages. You can speak, read, and write Common, Elvish, and Undercommon.

BARBARIAN PATH - PATH OF THE TROLL-BLOODED

There are many dark and savage things in the undercity, and trolls are among the most dangerous. The Gorgari have developed a dark ritual, allowing one who drinks a troll's blood to gain their primal might.

DARK RITUAL

At 3rd level, your initiation has given you access to newfound magic. You may cast the Feign Death spell, but only as a ritual.

FRENZIED REGENERATION

Also at 3rd level, your rage brings forth your troll-like abilities. At the start of your turn while raging, you regain a number of hit points equal to your Barbarian level. If you are reduced to 0 hit points while raging, you become stable. Furthermore, you have resistance to poison damage while raging.

In addition, while raging, your features become more twisted and troll-like. You have advantage on all Charisma (Intimidate) checks while raging. You also gain Darkvision with a range of 30 feet. If you already have Darkvision, its range increases by 30 feet.

GRISLY SALVAGE

Starting at 6th level, you are more than accustomed to digging through the muck of the undercity. You have advantage on saving throws against disease and poison.

You also have advantage on Intelligence (Investigation) and Wisdom (Perception) checks involving corpses and dead creatures, such as determining the what weapon caused a wound, or telling if a living or seemingly dead creature is undead.

BLOODBONDING

Starting at 10th level, your troll attributes begin to affect you even while you're not raging. If you don't already have Darkvision, you gain Darkvision with a range of 30 feet. If you have Darkvision, its range increases by 30 feet. Any Darkvision range gained from this feature is still improved while raging.

In addition, whenever you finish a short rest, you regain additional hit points equal to 2d6+your Constitution modifier.

FERAL SCAVENGING

Starting at 14th level, your savagery while raging reaches new heights. While raging, you gain a Bite attack, which deals 1d6 damage instead of your normal unarmed damage. In addition, you may use this bite as a bonus action a number of times equal to your Constitution modifier. If it hits, you regain hit points equal to your Constitution score. You regain all uses when you finish a long rest.

RANGER ARCHETYPE - SWARMCALLER

Those among the Gorgari know there is safety in numbers, and a Swarmler takes this idea to the furthest extent. They specialize in coordinating large swarms of insects to harry their foes, using nature magic to supplement their work.

COMPANION SWARM

Starting at 3rd level, you can use your magic to create a bond with a swarm of insects.

With 8 hours of work and the expenditure of 25 gp worth of rare mushrooms and reagents, you call forth a swarm of insects to follow you into battle. Your swarm has the stats listed below.

At the end of the 8 hours, your swarm gains all the benefits of the Swarm Bond ability. You are limited in how many Swarms you can call, described further under the Swarm Bond ability.

SWARM OF INSECTS

Small swarm of tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 14(3d8)

Speed 20ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances Bludgeoning, piercing, slashing

Condition Immunities Charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Skills Stealth + 3

Challenge 1/4 (50 XP)

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 insect. The swarm can't regain hit points or gain temporary hit points, except when specified. Actions

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0ft., one target in the swarm's space. *Hit* 5 (2d4) piercing damage.

SWARM BOND

Your Swarm gains a variety of benefits while it is linked to you. While it is bonded to you, your healing spells can cause the swarm to regain hit points, and whenever you finish a short rest, you may spend your hit dice to heal the swarm, calling new insects to reform it. Neither of these methods may increase a swarm past its maximum size. At the end of a long rest, your insect swarm is restored to full hit points as you call in more insects for it.

The swarm obeys your commands as best as it can. It takes its turn on your initiative, though it doesn't take an action unless you command it to. On your turn, you can verbally command the beast where to move (no action required by you). When you take the attack action on your turn, you may substitute one of your attacks to direct the swarm to attack instead. When you take the Dash, Disengage, or Dodge action on your turn, your swarm may take one of those actions as well.

While you are using your Natural Explorer feature, you and your swarm can both move stealthily at a normal pace.

Your swarm has abilities and game statistics determined in part by your level. Your swarm uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, your swarm also adds its proficiency bonus to its AC and to its damage rolls. Your Swarm also becomes proficient in all saving throws.

For each level after 3rd, your swarm gains an additional hit die and increases its hit points accordingly. At certain hitpoint values, this also increases the size of the swarm. While your swarm is at 28 or more hit points, it becomes medium, and its attacks deal 4d4 damage. While it has 56 or more hit points, it becomes huge, and its attacks deal 6d4 damage. While it has 84 or more hit points, it becomes gargantuan, and its attacks deal 8d4 damage.

In addition, starting at 6th level, when your swarm has reached sufficient size, you may choose to divide it, or unite the divided pieces. At the end of a long rest, you may direct your swarm to form into multiple distinct swarms, or unite distinct swarms into a single larger one. Divide the swarm's total hit dice into pools as you select, with no pool having fewer than 3 hit dice. The size, health, and damage of each swarm is then determined as listed above. For example, you might have one medium swarm, or two small swarms.

At the end of a short rest, you may only choose to unite swarms together, rather than separating them. Choose one swarm to have join another. The hit points of the swarm you choose are added onto those of the one you have them join, possibly changing its size.

In addition, whenever you gain the Ability Score Improvement Class feature, the abilities of your swarm and the insects within it improve. You may increase one ability score of your swarms by 2, or increase two ability scores of your swarms by 1. This increase is the same across all swarms you control, and applies to any future swarms you call.

Also, when your swarm is within 5 feet of a type of creature you have chosen as your favored enemy, you and your swarm gain a +2 to your damage rolls with weapon attacks against that enemy. This bonus increases to +4 when you reach 6th level.

RANGER SWARM CASTING

In addition, as a Gulgari ranger, you also learn Cause Fear when you take this archetype at 3rd level. At 5th level, you learn Web. At 9th level, you learn Feign Death. These spells count as Ranger spells for you, but don't count against your spells known.

SWARMING COORDINATION

At 7th level, your ability to direct insects grows further. While your swarm can see or hear you, it has advantage on all saving throws.

In addition, when you use the attack action on your turn, if there is a small swarm that can see or hear you, it can use its reaction to make a melee attack.

SWARM SPECIALIZATION

Starting at 7th level, you may also have your swarm take on more specific attributes. When you finish a long rest, after you have chosen how to divide your swarm, you may select one of the following options for each swarm you have. If they unite later in the day after a short rest, the swarm with the greater hitpoints among them retains its option.

Swarm of Beetles A swarm of beetles gains a burrowing speed of 5 feet

Swarm of Centipedes A creature reduced to 0 hit points by a swarm of centipedes is stable but poisoned for 1 hour, even after regaining hit points and paralyzed while poisoned in this way.

Swarm of Glow Worms A swarm of glow worms gives off an eerie green glow, emitting bright light for 20 feet and dim light for another 20 feet. The glow worms may stop emitting light as a reaction, and may be commanded to emit it again as a bonus action on your turn.

Swarm of Rot Grubs A swarm of rot grubs has a walking speed of 15 feet and a climbing speed of 10 feet. A creature other than you that ends its turn in a square occupied by Rot Grubs takes necrotic damage equal to half your proficiency modifier.

Swarm of Spiders A swarm of spiders has the following additional traits:

- **Spider Climb** The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.
- **Websense** While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.
- **Web Walker** The swarm ignores movement restrictions caused by webbing.

Swarm of Wasps A swarm of wasps has a walking speed of 5 feet, a flying speed of 30 feet, and no climbing speed.

SWARM SURGE

At 11th level, your swarm gains an increased frenzy. Once on your turn, when a swarm you can see would make an attack, you may instead have that swarm surge out from its space to strike nearby enemies. Your swarm makes an attack against each hostile creature within 5 feet of it, but any damage of these attacks is half of the normal damage.

SWARMING SPELLS

Beginning at 15th level, when you cast a spell targeting yourself, you can also affect a number of separate swarms up to your Wisdom modifier with the spell if those swarms are within 30 feet of you.

ROGUE ARCHETYPE - DEATHRITE

Those who have no place else to go often find themselves in the undercity one way or another. It should be no surprise then that many land in the arms of the Golgari. Those who thrive typically learn from the Golgari's dark and ancient magic, putting it to use to further the guild's ends.

BONUS PROFICIENCIES

You gain proficiency with the herbalist's kit and poisoner's kit.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. Note: this functions as the Arcane Trickster feature of the same name, with the following differences.

Cantrips You learn three cantrips: Chill Touch and two other cantrips from the druid spell list. You learn an additional Druid cantrip at 10th level.

Spells Known of 1st level or higher You select your spells from the Druid spell list, and are not restricted by school.

Spellcasting Ability Wisdom is your spellcasting ability for your Druid spells, as well as Chill Touch.

DARKBLAST EXPERTISE

Starting at 9th level, you become more skilled at your dark magic. When you hit with a melee or ranged spell attack against an enemy you are hidden from, you may add extra necrotic damage equal to your sneak attack damage to the damage roll.

You may use this feature a number of times equal to your Wisdom modifier. You must finish a short or long rest before you can use it again.

CRYPT INFILTRATOR

At 13th level, you've spent more than enough time around death and tombs. By spending 1 minute with a corpse that has been slain in the past hour, you may disguise its reason of death. Any who see the corpse will believe it was slain by a weapon, element, or cause you specify, unless given obvious reason to disbelieve it.

Furthermore, you have advantage on Intelligence (Investigation) checks to find secret doors and passages. Additionally, undead have disadvantage on their Wisdom (Perception) checks to detect you while you are attempting to hide.

RISES OF REAPING

Starting at 17th level, you've learned dark rites to draw power from the death of your foes. When you cast a spell of 1st level or higher on your turn, you may use your bonus action to give one target of that spell disadvantage on their saving throw. After you use this ability, you may not use it again until you either reduce a hostile creature to 0 hit points with a melee weapon attack, or finish a long rest.

Additionally, when you reduce a hostile creature to 0 hit points, you gain 10 temporary hit points.

OTHER GOLGARI CLASSES

The Golgari accept many into their ranks. The Druid Circle of Spores is an option for nature magic, while the Necromancer School for Wizards is suited for those who seek control over undead. For Warlocks, the Undying Patron is well suited for one with a pact with Jarad, the Lich Lord. A Monk of the Way of the Long Death or a Shadow Origin Sorcerer might also find a place in the swarm. Bards, Clerics, and Paladins are less likely to be found among the Golgari.