

# The Insectfolk Scroll

1d8 insectfolk colonies, 1d6 bustling nests, and 1d4 scavenged gifts



# Insectfolk Colonies

Chittering, chirping, chomping.

1. **{The Spotted Ladies}** A cloister of traveling ladybug nuns who seek out blighted gardens to clean up and bless.
2. **{The Ambercut Hive}** A guild of beefolk jewelers whose beeswax amulets and rings are amongst the rarest in all the realm.
3. **{The Walking Sticks}** A nomadic order of stick insect monks who specialize in the use of quarterstaves and nunchucks.
4. **{The Blue Cocoon}** A caterpillarfolk cult who spawn demons by tricking their poor followers into "sacred" metamorphosis.



5. **{The Silk Scrolls}** An order of mothfolk wizards who store their massive scroll collections inside their elaborate robes.
6. **{The Copperlegs}** A corrupt noble family of cockroaches who survived being taken to the guillotine by their own servants.
7. **{The Black Orchids}** A guild of all-female mantisfolk assassins who devour their kills in order to leave no evidence.
8. **{The Rednoses}** An inbred gang of vampiric mosquitofolk who can bleed entire river towns dry in a single night.

# Bustling Nests

Found where you least expect them.

1. **{Dead Wood}** Built their camp inside the hollowed-out trunk of a treant with just enough life left to carry them around.
2. **{Castle Pests}** Squatting in the old dungeon beneath the castle, but too clever and resilient to be exterminated.

3. **{Dune Hills}** Have dug a kingdom-sized network of anthills and tunnels beneath an otherwise impassable desert.
4. **{Bone Hive}** Built a massive bone hive beneath a floating mountain rumored to have a lost crystal palace at its peak.
5. **{Cocoon Husk}** Live in a tiny monastery inside the enormous, crumpled cocoon they believe their god emerged from long ago.
6. **{Hive Ship}** Nesting atop a ruined airship that still flies thanks to a massive winged larva growing inside its hull.



# Scuttling Trinkets

Let nothing go to waste.

1. **{Tattered Wings}** A transparent cloak made from damaged insect wings that reduces falls by 1/4 the total distance fell.
2. **{Head Helm}** A polished black helmet made from a rhinoceros beetle's head that can be used to grapple and flip enemies prone.
3. **{Spider Rappel}** A climbing kit made from a giant spider's abdomen that can excrete and retract its 150-foot silk strand.
4. **{Antenna Scarf}** A pair of feeler antennae that gives the wearer a +2 bonus to Initiative rolls and Dexterity saves.

