

LACEWING

A 5E PLAYER RACE BY DM TUZ



LACEWING

*"Wait, a flap of my wings does **what** on the other side of the world?"*

Lacewings are one of the two branches of the bug-like humanoids known as Entomos. They earned their name from their delicate yet impressive wings. However, those very wings initially caused people to mistake Lacewings for fey. After all, they share plenty of superficial similarities with faeries and sprites, as well as their jovial disposition, and the Lacewing's often elusive nature helped little to rectify that misconception.

Lacewings are free spirited people known for their benevolence. Many tales recollect events in which a Lacewing appeared suddenly to solve a crisis and cared little to stay behind to receive their just praise and thanks. But in recent times, when civilization established more footholds in the world's wilderness, more and more Lacewings began to regularly mingle among the people of the civilized world, acknowledging the benefits of living among others and perhaps driven by curiosity about what this new strange place has to offer them. The world in turn has welcomed the Lacewing with open arms, keen to learn more about these peculiar people.

This integration has not been without its growing pains, as the Lacewing, so distant from the orderly life of civilization for most of their existence, faced troubles understanding both the written and unwritten rules of their new homes. Lacewings live in the moment, quite literally, as they commonly don't have a solid grasp on the concepts of past and future. This makes them consistently choose instant gratification over long term investments. On the other hand, Lacewings are great companions as they are unburdened by the mistakes of the past and the fears of the future, allowing them to fully take in the moment, a feeling that can be infectious to anyone around them.

BENEATH THE SURFACE

Despite their similarities to humanoids, the Lacewing's insectoid features are very apparent. Aside from their obvious wings, one quickly takes note of their antennae, which can come in a variety of shapes and sizes and serve as their hearing organs. A second pair of arms sprouts from their torso, not quite as dextrous nor strong as their main arms, but helpful nonetheless. They have a second abdomen that protrudes from their backside, which their wings frequently cover. This is where they store all the fat and energy, which helps them retain their slim bodies.

Unbeknownst to most, Lacewings possess other features that they typically hide from people that are not their own. For one, they possess a second pair of eyes that remain closed to mimic the appearance of eyebrows to emote with. For another, each Lacewing possesses mandibles that conceal a proboscis, which, if fully opened, may appear outright monstrous to those unaware. In an effort to better fit into their new home, most Lacewing choose to hide these features.

LACEWING NAMES

In spirit of their ephemeral nature, Lacewings have a lax relationship with names and often adopt whimsical aliases, which they may drop on impulse in favor of another. Their names care little about deeper meaning and instead focus on capturing a sense of playfulness and lightness. Therefore, their names are distinct by the use of repeating syllables or rhyming patterns that may appear as nonsense.



Epila
Artwork by Nighto

Papillion
Artwork by Nightho



Lacewing, who integrated into civilized society, may attempt to mimic the local naming conventions but often add their own creative twist to them, more often than not resulting in absurd amalgams of names and sounds.

LACEWING TRAITS

As a Lacewing, you possess innate traits and capabilities.

Ability Score Increase. Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

Size. Your size is medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, and another language of your choice.

Facette Eyes. You have advantage on saving throws against being blinded.

Secondary Arms. You have a pair of secondary arms below your primary pair of arms. The secondary arms can manipulate objects, pick up, hold, or set down a Tiny object, or wield a weapon that has the light property. (Clarification: They can hold a shield, but not don it.)

Wings. You have a flight speed equal to your movement speed. You can't fly if you wear medium or heavy armor. If you are airborne and take damage, you have to succeed on a Constitution saving throw or fall. The DC is equal to 10 or half the damage you suffered, whichever is higher.

Subraces. Choose one of the following subraces: Papillon, Epila, Vespida, or Stirge.

PAPILLON

Papillon are the most graceful of their kin. With ease they traverse the sky as if it were an elegant dance. Befitting for their aerial grace, they bear the most elaborate wings of all the Lacewing. Their wings carry fantastic patterns and bold colors, which makes them hard to miss in a crowd. Not that the Papillon would mind, as they have a knack for making grand entrances and generally enjoy the attention that it brings.

Butterfly Dance. You can use a bonus action to move or fly up to half your speed without provoking opportunity attacks. Additionally, during this movement, you can move through spaces occupied by other creatures (hostile or not) regardless of size without having to spend extra movement. You can use this bonus action an amount of times equal to your proficiency modifier before you have to finish a Long Rest to use it again.

Elegant Flight. Whenever you are forced to make a Constitution saving throw to prevent you from falling (see **Wings** trait), you can choose to make it as a Dexterity saving throw instead.

Graceful. You are proficient in Acrobatics or Performance.

EPILA

The Epila are Lacewing recognized by their soft fur and the muted colors of their dust-covered wings. Perhaps as the most docile and reserved of the Lacewing the Epila have done quite well adjusting to the civilized life. They are not only gentle in their nature but possess a greater understanding of the concepts of past and future, for a Lacewing that is. Though most Epila are concerned exclusively with one or the other, for example acquiring a keen interest in the stories of the past or becoming absorbed in long term projects for the betterment of tomorrow.

Moth Dust. As an action, you can flap your wings to release sedative dust in a 15 ft. cone. Each creature in the area must succeed on a Constitution saving throw or become poisoned until the end of your next turn. A poisoned creature can't use its reaction. Alternatively, you can release your dust as a reaction in response to being damaged by a target within 5 ft. of yourself that you can see only against the triggering target. The DC is equal to 8 + your Constitution or Charisma modifier + your proficiency bonus. You can use this action an amount of times equal to your proficiency modifier before you have to finish a Long Rest to use it again.

When you reach level 9, each creature that fails its saving throw is poisoned for 1 minute and repeats the saving throw at the end of its turn, ending the effect on a success.

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.

Voyeur. You are proficient in Perception or Stealth.

VESPID

Not all Lacewing were drawn to the lights of civilization, as the Vespids are among the few Lacewing who created societies of their own. Vespids commonly live in extensive hives of the size of villages if not cities. There they live in strict societal hierarchies and structures untypical of their other Lacewing kind. In another stark contrast to their kin, the Vespids carry a fierce appearance in the form of a resilient carapace and a lethal stinger that protrudes from their abdomens.

Carapace. You gain a +1 bonus to your AC if you are not wearing heavy armor.

Sting. Your sting is a natural weapon that you can use in place of unarmed attacks. When you hit a creature with it, you deal 1d6 piercing damage. When you sting a creature, you can choose to inject poison into its body. The creature must make a Constitution saving throw, taking your proficiency bonus times d6 poison damage on a failed save and half as much on a successful one. The DC is equal to 8 + your Constitution modifier + your proficiency bonus. Once you inject a creature with your poison, you can't do so again until you finish a Short or Long Rest.

Wild. You are proficient in Intimidation or Survival.



Vespids
Artwork by Nightho

Stirge
Artwork by Nightho



STIRGE

Little did the civilized folk know that by welcoming the Lacewing into their fold, they would also allow unassuming predators into their fold. Stirges use the affable and harmless reputation of their kin to gain access to ample sustenance and entertainment. As the Stirges are unique among the Lacewing, as they sustain themselves off warm blood.

One can recognize a Stirge by their pale carapace, which appears almost skin-like to the touch, along with their four wings, which can appear leathery or clearly insectoid. Further the proboscis they possess extends far beyond the reach of other Lacewing, ending in a sting-like tip perfect to pierce skin and flesh to access the precious blood beneath.

While Stirges share many traits with their kin, such as their wings and a proclivity for indulgence, they are driven by a predatory drive which encourages them to foresight and care in their actions, knowing fully well that careful preparation is the price to pay for a great meal. Though if denied a certain indulgence for too long, their patience will be tested, perhaps resulting in a sudden outburst in which the Stirge's nature is laid bare.

Proboscis. Hidden within your mouth is a lethal proboscis, which is a natural weapon that you can use in place of unarmed attacks. Your proboscis has the finesse property, and when you hit a creature with it, you deal 1d4 piercing damage.

Bloodlust. As a bonus action, you can channel your bloodlust against one creature that is missing hit points within 30 ft. of yourself. Until the end of your turn, your next attack roll against the target creature has advantage. If you hit the creature with your Proboscis using this attack, you can drain the blood from the creature, dealing an additional 2d6 necrotic damage and regain hit points equal to the necrotic damage dealt. You can use this bonus action an amount of times equal to your proficiency modifier before you have to finish a Long Rest to use it again.

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.

Nimble. You are proficient in Acrobatics or Stealth.



Check out these other Player Races!

Aside from the Lacewing, I also have created plenty of other Monster Girl inspired player races, such as the [Harpies](#) and the [Wolf Folk](#)!



LACEWING UNIQUE FEATS

Lacewing characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, “Customization Options”, of the Player’s Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character’s nature and traits.

MARK OF BAALZEBUL

Prerequisite: Lacewing (Any), Level 4

You earned the Lord of the Fly’s favor and in return he granted you his mark. This mark enhances your innate Lacewing traits. You gain the following benefits:

- Increase one of your Ability scores by 1.
- While you fly you no longer must succeed a saving throw when taking damage while you fly to prevent falling.
- Your natural weapons are considered magical for overcoming resistances and immunities.
- You now have two pairs of claws. You can use them to make unarmed strikes. Your claws have the finesse property and when you hit with them, the strike deals 1d6 + your Dexterity or Strength modifier slashing damage, instead of the bludgeoning damage normal for an unarmed strike.

BUTTERFLY FLOURISH

Prerequisite: Lacewing (Papillon), 13 Dexterity or higher

People would be wise to not mistake your grace as weakness. The momentum of your elegant movements has become your greatest weapon. You gain the following benefits:

- Whenever you use your Butterfly Dance trait you gain advantage on attack rolls targeting any creature that you moved through its space until the end of your turn.
- When you make an acrobatics or performance check, you can expend a use of your Butterfly Dance to get advantage on the check.

DEADLY DUST

Prerequisite: Lacewing (Epila)

Your dust is no longer a mere numbing agent. Your wings now carry true poison. You gain the following benefits:

- When you use your Moth Dust as an action, you can expend an additional use of it to expand the target area to a 30 ft. cone.
- Whenever you use your Dust, you can choose to release a potent dust. When you do so, each creature that fails its saving throw against your dust additionally takes poison damage equal to your

level. If this damage reduces a creature to 0 hit points the target is stable but poisoned for 1 minute, even after regaining hit points, and is unconscious while poisoned in this way.

ROYAL METAMORPHOSIS

Prerequisite: Lacewing (Vespid), Level 4

You uncovered a sacred rite of your people only reserved for your monarchy and underwent a magnificent evolution. You gain the following benefits:

- Increase one of your Ability scores by 1.
- You grow up to 1 foot in size and you can use your wings trait while using medium armor.
- You learn the Mage Hand cantrip and whenever you use it using this feat it takes the form of a magical swarm of insects.

RESENTFUL THIRST

Prerequisite: Lacewing (Stirge)

Your foes’ determination to keep you from feasting on them only spurs your raging desire for their warm blood. You gain the following benefits:

- Whenever a creature scores a critical hit against you or you score a critical hit against a creature, you gain a bonus use of your Bloodlust trait until the end of your next turn.
- When you are reduced to 0 hit points but not outright killed, you can use a reaction to move up to half of your speed without provoking opportunity attacks, use your Bloodlust trait, and make a weapon attack before falling unconscious. If your hit points after the reaction is resolved are higher than 0, you are stable and don’t fall unconscious.



Mark of Baalzebul
Artwork by LulzyRobot

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