

FORMIANS

The plane of mechanus is one of gradual change, every development pushed back against by an order that is soaked into the very fibers of reality, and yet there is one change that stands out as a moment of true significance; the instant that two formian colonies came into contact and for the first time merged instead of warring.

Now the order of mechanus itself is under threat, as the formian megacolony threatens to upend it with an order that is new and alien, and the first casualties of this expansion are the formians that have not yet been assimilated.

FORMIAN LORE

Arcana DC 15: Like the ants they resemble, formians have a sort of collective intelligence that is greater than the sum of their parts, able to coordinate fantastic tactical feats through their shared telepathic link.

History DC 15: Formians have a strict caste system that they are separated into at birth, nourished in ways that cause them to develop differently.

History DC 20: The lives of formian workers are held quite cheap, both by themselves and their betters, and they are often sacrificed for "greater goods" that seem bizarrely minor to outsiders.

Nature DC 20: Formian queens, though rarely seen, coordinate all of formian life through their telepathic link to their hive. Though ordinarily a colony has only one queen, there are rumors of a colony that has assimilated dozens or hundreds of queens in its quest for expansion.



FORMIAN WORKER

Small humanoid (formian), lawful neutral

Armor Class 15 (Natural Armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 13 (+1) | 14 (+2) | 13 (+1) | 11 (+0) | 10 (+0) | 9 (-1) |

Senses Blindsight 20 ft., Passive Perception 10

Language Ant, Formian

Challenge M2 (90 XP)

Minion. If the creature takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the creature takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

Spiracle Breathing. The formian has disadvantage on Constitution saving throws against inhaled toxins.

Hive Mind. Formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are.

Actions

Mandibles (Group Attack). Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 3 piercing damage.

Make Whole. The formian repairs a single breach in a structure or vehicle no more than 3 ft. across, filling the space with its body. While using this ability, the formian is restrained.

Reactions

Hive Frenzy. As a reaction to another formian within 60 ft. being reduced to 0 hit points, the formian moves up to 10 ft. towards it.

FORMIAN WORKER TACTICS

Formian workers try to restrict their foes' movement by sheer weight of bodies, climbing over one another with their Hive Frenzy ability to keep their foes hemmed in while stronger formians get into position.

Formian Vehicles. Formian vehicles are typically made from the living (or not) bodies of workers. They otherwise behave the same as ordinary vehicles, but regain 10 (3d6) hit points when a formian worker uses its Make Whole ability on one.

FORMIAN SOLDIER

Medium humanoid (formian), lawful neutral

Armor Class 16 (Natural Armor)
Hit Points 78 (12d8 + 24)
Speed 40 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 16 (+3) | 14 (+2) | 10 (+0) | 12 (+1) | 11 (+0) |

Damage Resistances Acid
Senses Blindsight 20 ft., Passive Perception 11
Language Ant, Formian
Challenge 3 (700 XP)

Spiracle Breathing. The formian has disadvantage on Constitution saving throws against inhaled toxins.

Hive Mind. Formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are.

Actions

Multiattack. The formian makes three melee attacks, one of which may either be with its mandibles or stinging.

Mandibles. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage.

Drillmark Spear. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage. A creature hit twice by this attack in a turn must succeed on a DC 13 Strength saving throw or fall prone.

Sting. One prone creature within 5 ft. must succeed on a DC 13 Constitution saving throw or take 17 (5d6) poison damage, or half as much on a success.

Reactions

Hive Frenzy. As a reaction to another formian within 60 ft. being reduced to 0 hit points, the formian moves up to 10 ft. towards it.

FORMIAN SOLDIER TACTICS

Soldiers advance relentlessly, heedless of attacks of opportunity as they move through the foe's lines to make room for the advancing formians behind them. They make their first two attacks with their drillmark spear, then if the target is still standing follow up with their mandibles, or with their sting if it is prone.

The soldiers immediately swarm toward any creature that attacks with any sort of airborne toxins, to the exclusion of all other tactical concerns.

FORMIAN OBSERVER

Medium monstrosity (formian), lawful neutral

Armor Class 14 (Natural Armor)
Hit Points 117 (18d8 + 36)
Speed 40 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 15 (+2) | 14 (+2) | 18 (+4) | 19 (+4) | 20 (+5) |

Skills Insight +7
Damage Resistances Acid
Senses Blindsight 20 ft., Passive Perception 11
Language Ant, Common, Formian
Challenge 5 (1,800 XP)

Spiracle Breathing. The formian has disadvantage on Constitution saving throws against inhaled toxins.

Hive Mind. Formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are.

Actions

Mandibles. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 8 (2d6 + 1) piercing damage.

Seek Weakness. The observer forces a creature within 30 ft. that it can see to succeed on a DC 15 Charisma (Deception) check or grant all formians advantage on attacks that target it until the end of the observer's next turn.

Evaluate Remains. The observer dissects the corpse of a formian that was killed by a weapon attack in the last minute. The formian gains resistance to damage from that weapon for the next hour, or until it uses this ability again.

Reactions

Critical Observation. As a reaction to a friendly formian it can see succeeding on a saving throw against a spell or magical effect, the formian marks the event.

For the next 24 hours, each formian that shares a queen with the observer has advantage on saving throws against that spell or magical effect.

OBSERVER TACTICS

Observers rarely attack directly, instead roving the edges of a battle and using their Seek Weakness and Critical Observation abilities so long as they are not threatened. If one or more enemies close to melee with them, they Disengage and flee to a safe distance. If they come under missile fire, they take the Dodge action until their enemies select a new target.

Once an observer is reduced below half its hit points, if it has used each of its Seek Weakness, Evaluate Remains, and Critical Observation at least once it flees, even if the battle is still ongoing.



WINGED WARRIOR TACTICS

Winged warriors work together to airdrop in other formians, two to an observer or six to an armadon, then use their height and range to stay out of danger while harassing the enemy's backline, particularly focusing on spellcasters that are concentrating on spells.

ARMADON TACTICS

Armadons rush into the thickest part of the fray, preferentially targeting the largest and toughest targets. They use their acid spray whenever available if they can catch at least two enemies in it, regardless of friendly fire against allied workers.

If facing a foe that seems a valuable asset to its queen, the armadon instead seeks to subdue and drag it away from the melee.



FORMIAN WINGED WARRIOR

Medium monstrosity (formian), lawful neutral

Armor Class 16 (Natural Armor)

Hit Points 136 (21d8 + 42)

Speed 40 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 17 (+3) | 16 (+3) | 14 (+2) | 10 (+0) | 12 (+1) | 11 (+0) |

Damage Resistances Acid

Senses Blindsight 20 ft., Passive Perception 10

Language Ant, Formian

Challenge 6 (2,300 XP)

Spiracle Breathing. The formian has disadvantage on Constitution saving throws against inhaled toxins.

Hive Mind. Formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are.

Actions

Multiattack. The formian makes three attacks, one of which may be with its mandibles.

Mandibles. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 10 (2d6 + 3) piercing damage.

Drillmark Spear. Melee Weapon Attack: +6 to hit, reach 10 ft., one creature. Hit: 7 (1d8 + 3) piercing damage. A creature hit twice by this attack in a turn must succeed on a DC 13 Strength saving throw or fall prone.

Tail Spines. Ranged Weapon Attack: +6 to hit, range 100/200 ft., one target. Hit: 11 (2d8 + 4) piercing damage and the spine embeds in the target's flesh. The target's speed is reduced by 5 ft. for each spine embedded in it.

As an action, a creature may remove all of the spines embedded in it, either by making a successful DC 15 Wisdom (Medicine) check, or by taking 4 (1d8) slashing damage per spine removed.

Reactions

Hive Frenzy. As a reaction to another formian within 60 ft. being reduced to 0 hit points, the formian moves up to 10 ft. towards it.

FORMIAN ARMADON

Large monstrosity (formian), lawful neutral

Armor Class 17 (Natural Armor)

Hit Points 161 (17d10 + 68)

Speed 40 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 19 (+4) | 13 (+1) | 18 (+4) | 10 (+0) | 12 (+1) | 11 (+0) |

Damage Immunities Acid

Senses Blindsight 20 ft., Passive Perception 10

Language Ant, Common, Formian

Challenge 8 (3,900 XP)

Spiracle Breathing. The formian has disadvantage on Constitution saving throws against inhaled toxins.

Hive Mind. Formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are.

Brittle Exoskeleton. If the formian takes 15 or more bludgeoning damage from a single source, its AC is reduced to 14 until it completes a short or long rest.

Death Throes. When the formian dies, it explodes in a burst of acid. Each creature within 5 feet of it must succeed on a DC 12 Dexterity saving throw or take 18 (4d8) acid damage, or half as much on a success.

Actions

Multiattack. The formian makes two attacks, one of which may be with its mandibles.

Mandibles. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 13 (2d8 + 4) piercing plus 14 (4d6) poison damage. This attack scores a critical on a 19-20 against a grappled creature.

Grasping Claws. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 14 (3d6 + 4) piercing damage and the target is grappled (escape DC 15). A creature grappled by both claws is restrained.

Acid Spray (Recharge 5-6). The formian sprays acid in a 15 ft. cone. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take 36 (8d8) acid damage, or half as much on a success.

Reactions

Hive Frenzy. As a reaction to another formian within 60 ft. being reduced to 0 hit points, the formian moves up to 10 ft. towards it.