

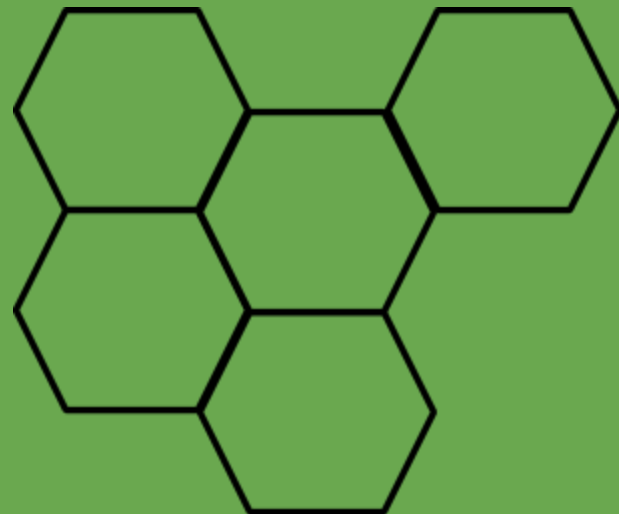
The Hives of the Didaras

Chitinous Tribesmen

“Didaras” is a rough phonetic of the species hissing and clicking language, specifically their socratic phrase “What Is This Hive?” The didaras’ *true* name, unpronounceable to other mortals, roughly translates to “mindful being.” The didaras are an insectoid race covered in a tough, chitinous shell, typically some shade of red, black, or brown, with the plates of their faces and underbelly being paler. Their face is mask-like, and consists of four angular black eyes and a long, rigid proboscis. Atop their heads, didaras grow two moth-like antennae, and a collection of fine, hair-like feelers, similar in hue to their chitin. They are six-limbed, the middle pair are short and less dexterous, assisting mostly in running and climbing. The greatest physical differences among didaras are between the five Forms, which largely determines a didaras’ role in the hive.

The Good of the Colony

Didaras live in humid, forested areas in hive-like structures suspended in the trees. Although the Builder class among the didaras are capable of producing organic structures, most hives are formed with more traditional craftsmanship and magic. Each hive is lead traditionally by a Hive-Queen and Hive-Sire. Every member of the hive has assigned tasks determined largely by their Form. When there are too many didaras in a hive, as a result of prosperous breeding or lack of resources, the didaras that offer the least amount of genetic variability leave the hive. Many didaras roam freely as what their species calls hive-seekers until they find other suitable hive-mates.



The Great Hive

The didaras communicate by clicking hissing sounds out loud, but also have the ability to communicate telepathically, even with other races. Didaras say that this ability is demonstrative of what their priests and philosophers call the “Great Hive Theorem,” which proposes all beings are members of a hive beyond our understanding. Although didaras are cognizant of the physical differences between their own race and others, they are evolutionarily inclined to view all things in the context of hive and brood. This way of thinking can make them fierce allies, or controlling dictators.

Didaras Names

Didaras take mind-names once they achieve their telepathic ability. These names are approximate, one-word translations of their true Undara name, which are long, complicated sequences of sounds which designate their brood, hive, role, and character.

Example Names: Baslakameska, Faskernimek, Kandarrekem, Nassosikek, Torsarinek, Vinfaskada

Example Mind-Names: Aegis, Arrow, Author, Blade, Climber, Counsel, Doctor, Guide, Guile, Guise, Hatcher, Hound, Inquest, Judge, Lord, Lynx, Mason, Minder, Owl, Patron, Reader, Reacher, Scout, Spier, Teacher, Watcher, Warrior

Didaras Traits

You begin with the following traits:

Ability Scores: Your Constitution increases by 2.

Age: Upon hatching, which takes approximately 6 months, a didaras larva takes 17 years to reach adulthood, and enters the elder stage between their 4th and 6th decade of life. Although elders can transition between adult and elder stages at times, didaras seldom live more than 80 years total.

Alignment: Didaras' hive-centric tends towards neutrality, good, and law. Chaotic and evil leanings are not conducive to a healthy hive.

Size: You are medium. The overall length of a didaras ranges from 5 to 7 feet, and they can weigh between 130 and 300 pounds. Soldiers tend to be larger and heavier than other Forms.

Speed: Your base land speed is 35 feet. You have a climbing speed of 30 feet.

Languages: You can speak, read, and write the Undaran, the language of your people. You can also understand, read, and write Common. You can communicate telepathically with intelligent creatures within 60 feet, but this ability does not reveal the presence of creatures you do not see.

Darkvision: You have Darkvision extending up to 60 feet.

Antennae: You have advantage on perception checks related to hearing.

Subrace: You choose one of the subraces listed below, and gain the associated traits.

Builder

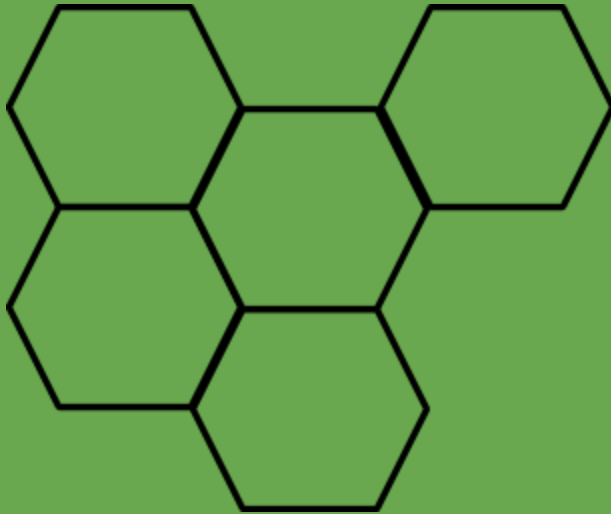
You are one of the architects of the didaras hives, proudly displaying a keen intellect, a mind from spatial reasoning, and the ability to craft and mend since the time your egg hatched. In your own way, you decide a hive's direction and function, and without you it literally all falls apart.

You live for puzzles, projects, challenges, and conundrums. Outside of the hive, you are a team leader, plan-maker, or mastermind, plotting escapades or directing combat.

Ability Score Increase: Your Intelligence increases by 1.

Architect: You have advantage on checks to detect secret doors and traps. You always know which way is North, and you know your approximate depth when underground.

Crafter: You can cast the *Mending* cantrip at will, and the *Web* spell once per short rest at 1st level, twice per long rest at 6th level, and three times at 11th level. At 7th level, you gain the ability to cast *Stone Shape* once per short rest. Your Intelligence is your spellcasting ability for these spells, and these spells require neither casting components or spell slots.



Empath

The empaths of the hive are the priests, caretakers, and teachers. The sensitivities of your race are magnified in you and others like you. Your brood-mates may call you cautious or deliberate, , but this is only because you like to observe and appreciate the details others

overlook, which to you are crystal clear.

Empath hive-seekers are driven by curiosity of the world and of other peoples, and are likely the academic of the party.

Ability Score Increases: Your Wisdom increases by 1.

Gnostic: You are proficient in insight and investigation, and one set of artisan's tools of your choice. In addition, you have advantage on Wisdom saving throws, and can cast the *Mage Hand* cantrip.

Paragon

You are the nobility of your brood, potentially even a future Hive-Sire or Hive-Queen, and your upbringing has revolved around matters of leadership and the inner-workings of the hives. You are

more affable and considerate than other didaras, better at differentiating between the hive and its individual components, You are physiologically different, born with a distinct hue and pattern to your chitin, as well as four semi-functional wings.

Ability Score Increase: Your Charisma increases by 1.

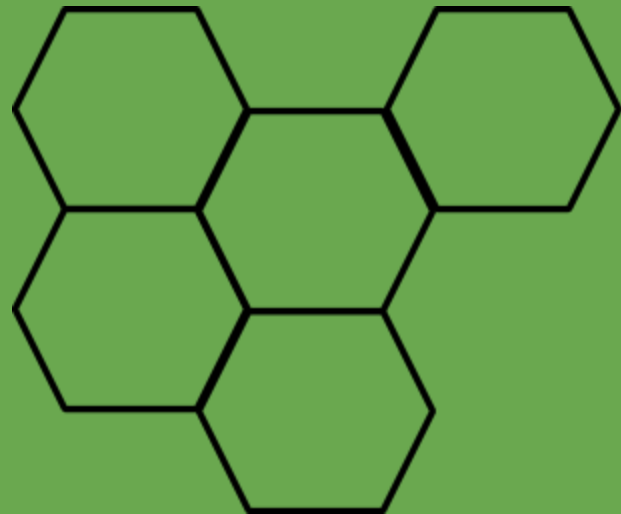
Hive Mind: You are capable of linking several beings you are familiar with telepathically. You, and up to six allies of your choice, can communicate telepathically while within 60 feet of one another. They do not have to be within 60 feet of you, for this to function, and the effect ends when you are incapacitated or killed.

Winged: You have a fly speed equal to your base land speed. If you run out of movement while more than 10 feet in the air, you must make a dexterity saving throw against fall damage.

Pathfinder

The pathfinders of the didaras serve as scouts, heralds, and occasionally spies. You are probably slimmer and shorter than others of your brood, your chitin dull rather than lustrous, the better to hide from prying eyes. As a pathfinder, you are energetic and quick-witted, and are among the few didaras remotely skilled in deception. Pathfinders away from the hive are driven by wanderlust, thrill-seeking, and challenging their own skills and abilities.

Ability Increase: Your Dexterity increases by 1.



Hunter: You are proficient in the Nature and Stealth skills, and with spears.

Ambush Bug: You have advantage on initiative rolls. In addition, when you make a melee attack against a creature that has not taken a turn in initiative yet, you add an additional damage die to the damage.

Overwhelm: When you score a critical hit on a creature using a melee weapon attack, the next attack against the creature has advantage.

Soldier

As a didaras soldier, you were hatched and raised for combat. Your chitin is tougher, more resilient, and you may even grow thick, exaggerated body and facial plates. You are bigger and stronger than others of your brood. You may be considered brash and forthright, at least by the standards of your tentative brood-mates.

You may adventure more out of fierce loyalty to your fellow adventurers--your surrogate hive-mates--than out of actual curiosity. You are most at ease dealing with matters of honor, combat, and clear-cut right-and-wrong situations.

Ability Score Increase: Your Strength increases by 1.

Carapace: When not wearing armor, your armor class is 13 + your Dexterity modifier, and have resistance to acid damage.

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