

Swarm of Centipedes

December 28, 2022



Medium swarm of Tiny beasts, unaligned

- **Armor Class** 12 (natural armor)
- **Hit Points** 22 (5d8)
- **Speed** 20 ft., 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
- **Languages** –
- **Challenge** 1/2 (100 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.

Actions

Bites. Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or

fewer.

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.