

# Swarm of Insects

March 8, 2023



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)

**Saving Throws**

**Skills**

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities**

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10 ft., passive Perception 8

**Languages** --

**Challenge** 44928 (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.

## Variant: Insect Swarms

Different kinds of insects can gather in swarms, and each swarm has the special characteristics described below.

**Swarm of Beetles.** A swarm of beetles gains a burrowing speed of 5 feet.

**Swarm of Centipedes.** 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.

**Swarm of Spiders.** A swarm of spiders has the following additional traits.

**Spider Climb.** The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web. **Web Walker.** The swarm ignores movement restrictions caused by webbing.

**Swarm of Wasps.** A swarm of wasps has a walking speed of 5 feet, a flying speed of 30 feet, and no climbing speed.