

Swarm of Poisonous Snakes

March 8, 2023



Medium swarm of Tiny beasts, unaligned

Armor Class 14

Hit Points 36 (8d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

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 10

Languages --

Challenge 2 (450 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 snake. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 10 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.