

# 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.