

MENDER SWARM

Medium • Swarm of Tiny Constructs • Unaligned

Armor Class 13

Initiative +1 (11)

Hit Points 13 (3d8)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	13 (+1)	10 (+0)	2 (−4)	8 (−1)	1 (−5)

Damage Resistances bludgeoning, piercing, slashing; fire, lightning

Damage Immunities poison, psychic

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 30 ft., passive Perception 9

Languages -

CR 1/4 (XP 50; PB +2)

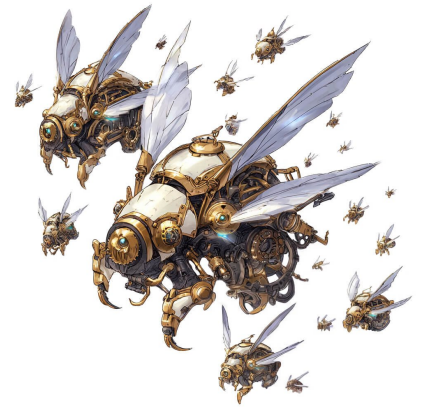
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points, except through its Weld ability.

Unusual Nature. The swarm doesn't require air, food, drink, or sleep.

ACTIONS

Shock. Melee Weapon Attack: +3, reach 0 ft. **Hit:** 5 (2d4) lightning damage, or 2 (1d4) lightning damage if the swarm is bloodied.

Weld. A construct within the swarm's space or the swarm itself regains 5 (2d4) hit points, or 2 (1d4) hit points if the swarm is bloodied.



MENDER SWARM — WEAKER

Armor Class 12

Initiative +0 (10)

Hit Points 4 (1d8)

Speed 5 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	11 (+0)	10 (+0)	2 (−4)	8 (−1)	1 (−5)

Damage Resistances bludgeoning, piercing, slashing; fire, lightning

Damage Immunities poison, psychic

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 30 ft., passive Perception 9

Languages -

CR 0 (XP 10, PB +2)

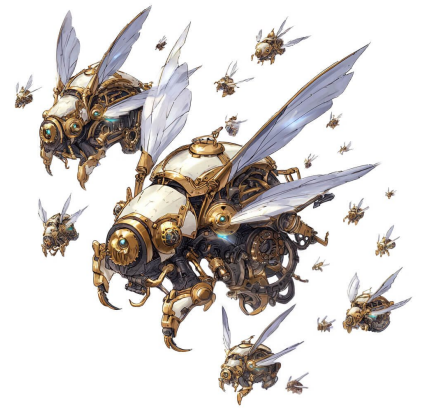
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points, except through its Weld ability.

Unusual Nature. The swarm doesn't require air, food, drink, or sleep.

ACTIONS

Shock. Melee Weapon Attack: +2, reach 0 ft. **Hit:** 2 lightning damage, or 1 lightning damage if the swarm is bloodied.

Weld. A construct within the swarm's space or the swarm itself regains 2 hit points, or 1 hit points if the swarm is bloodied.



MENDER SWARM — STRONGER

Armor Class 14

Initiative +2 (12)

Hit Points 45 (10d8)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (−4)	15 (+2)	10 (+0)	2 (−4)	8 (−1)	1 (−5)

Damage Resistances bludgeoning, piercing, slashing; fire, lightning

Damage Immunities poison, psychic

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 30 ft., passive Perception 9

Languages -

CR 2 (XP 450; PB +2)



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, except through its Weld ability.

Unusual Nature. The swarm doesn't require air, food, drink, or sleep.

ACTIONS

Shock. *Melee Weapon Attack:* +4, reach 0 ft. *Hit:* 14 (4d6) lightning damage, or 7 (2d6) lightning damage if the swarm is bloodied.

Weld. A construct within the swarm's space or the swarm itself regains 14 (4d6) hit points, or 7 (2d6) hit points if the swarm is bloodied.