

## SWARM OF ACID ANTS

Medium • Swarm of Tiny Beasts • Unaligned

**Armor Class** 12

**Initiative** +2 (12)

**Hit Points** 33 (6d8 + 6)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	1 (-5)

**Damage Resistances** acid; bludgeoning, piercing, slashing

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

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

**Languages** -

**CR** 1 (XP 200; PB +2)



**Acid Death Splash.** When a creature within 5 feet of the swarm hits it with a melee attack, that creature takes 2 (1d4) acid damage.

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

**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

**Irritating Bites.** *Melee Weapon Attack:* +4, reach 0 ft., one target in the swarm's space. *Hit:* 17 (6d4 + 2) acid damage, or 9 (3d4 + 2) acid damage if the swarm is bloodied. *Constitution Saving Throw:* DC 11 (with advantage if the swarm is bloodied). *Failure:* The target has disadvantage on ability checks while it wears armor, and it can't gain the benefits of a short rest. The effect lasts 3 days or until cured by a *lesser restoration* spell or similar magic.

## SWARM OF ACID ANTS — WEAKER

**Armor Class** 11

**Initiative** +1 (11)

**Hit Points** 9 (2d8)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

**Damage Resistances** acid; bludgeoning, piercing, slashing

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

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

**Languages** -

**CR** 1/8 (XP 25; PB +2)



**Acid Death Splash.** When a creature within 5 feet of the swarm hits it with a melee attack, that creature takes 1 acid damage.

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

**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

**Irritating Bites.** *Melee Weapon Attack:* +3, reach 0 ft., one target in the swarm's space. *Hit:* 6 (2d4 + 1) acid damage, or 3 (1d4 + 1) acid damage if the swarm is bloodied. *Constitution Saving Throw:* DC 10 (with advantage if the swarm is bloodied). *Failure:* The target has disadvantage on ability checks while it wears armor, and it can't gain the benefits of a short rest. The effect lasts 2 days or until cured by a *lesser restoration* spell or similar magic.

## SWARM OF ACID ANTS — STRONGER

**Armor Class** 13

**Initiative** +3 (13)

**Hit Points** 78 (12d8 + 24)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	14 (+2)	1 (-5)	7 (-2)	1 (-5)

**Damage Resistances** acid; bludgeoning, piercing, slashing

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

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

**Languages** -

**CR** 4 (XP 1,100; PB +2)



**Acid Death Splash.** When a creature within 5 feet of the swarm hits it with a melee attack, that creature takes 3 (1d6) acid damage.

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

**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

**Irritating Bites.** *Melee Weapon Attack:* +5, reach 0 ft., one target in the swarm's space. *Hit:* 30 (6d8 + 3) acid damage, or 16 (3d8 + 3) acid damage if the swarm is bloodied. *Constitution Saving Throw:* DC 12 (with advantage if the swarm is bloodied). *Failure:* The target has disadvantage on ability checks while it wears armor, and it can't gain the benefits of a short rest. The effect lasts 4 days or until cured by a *lesser restoration* spell or similar magic.