

## SWARM OF SCROLLS

Large • Swarm of Tiny Constructs • Unaligned

**Armor Class** 12

**Initiative** +2 (12)

**Hit Points** 33 (6d10)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

**Damage Vulnerabilities** fire

**Damage Resistances** poison, psychic; bludgeoning, piercing, slashing

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

**Senses** blindsight 60 ft., passive Perception 10

**Languages** -

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

**Immutable Form.** The swarm can't shape-shift.

**Magical Mishap.** If the swarm takes at least 10 fire damage in a single round, it immediately uses its Scrollcasting action at a random target (including itself) or in a random direction, if the spell targets an area.

**Magic Resistance.** The swarm has advantage on saving throws against spells and other magical effects.

**Slowfall.** The swarm doesn't take damage from falling.

**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 sheet of paper. The swarm can't regain hit points or gain temporary hit points.

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

## SWARM OF SCROLLS — WEAKER

**Armor Class** 10

**Initiative** +0 (10)

**Hit Points** 11 (2d10)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	11 (+0)	10 (+0)	1 (-5)	10 (+0)	1 (-5)

**Damage Vulnerabilities** fire

**Damage Resistances** poison, psychic; bludgeoning, piercing, slashing

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

**Senses** blindsight 60 ft., passive Perception 10

**Languages** -

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



### ACTIONS

**Papercuts.** *Melee Weapon Attack:* +4, reach 0 ft., one creature in the swarm's space. *Hit:* 17 (6d4 + 2) slashing damage, or 9 (3d4 + 2) slashing damage if the swarm is bloodied.

**Scrollcasting.** The swarm casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 10, +2 to hit with spell attacks). The swarm randomly determines which spell to cast, but then decides targets logically according to the spell:

1/day: *blindness/deafness, burning hands, charm person, color spray, faerie fire, fog cloud, hideous laughter, magic missile, mirror image, ray of sickness, sleep, thunderwave*



**Immutable Form.** The swarm can't shape-shift.

**Magical Mishap.** If the swarm takes fire damage, it immediately uses its Scrollcasting action at a random target (including itself) or in a random direction, if the spell targets an area. After the spell is resolved it dies.

**Magic Resistance.** The swarm has advantage on saving throws against spells and other magical effects.

**Slowfall.** The swarm doesn't take damage from falling.

**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 sheet of paper. The swarm can't regain hit points or gain temporary hit points.

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

## SWARM OF SCROLLS — STRONGER

**Armor Class** 13

**Hit Points** 71 (11d10 + 11)

**Speed** 0 ft., fly 30 ft. (hover)

**Initiative** +3 (13)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	12 (+1)	1 (-5)	12 (+1)	1 (-5)

**Damage Vulnerabilities** fire

**Damage Resistances** poison, psychic; bludgeoning, piercing, slashing

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

**Senses** blindsight 60 ft., passive Perception 10

**Languages** -

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

**Immutable Form.** The swarm can't shape-shift.

**Magical Mishap.** If the swarm takes at least 10 fire damage in a single round, it immediately uses its Scrollcasting action at a random target (including itself) or in a random direction, if the spell targets an area.

**Magic Resistance.** The swarm has advantage on saving throws against spells and other magical effects.

**Slowfall.** The swarm doesn't take damage from falling.

**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 sheet of paper. The swarm can't regain hit points or gain temporary hit points.

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

## ACTIONS

**Papercuts.** *Melee Weapon Attack:* +2, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) slashing damage, or 2 (1d4) slashing damage if the swarm is bloodied.

**Scrollcasting.** The swarm casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 10, +2 to hit with spell attacks). The swarm randomly determines which spell to cast, but then decides targets logically according to the spell:

1/day: *blindness/deafness, burning hands, color spray, magic missile, ray of sickness, sleep, thunderwave*



## ACTIONS

**Multiattack.** The swarm makes one Papercuts attack and uses its Scrollcasting before or after this attack.

**Papercuts.** *Melee Weapon Attack:* +5, reach 0 ft., one creature in the swarm's space. *Hit:* 31 (8d6 + 3) slashing damage, or 17 (4d6 + 3) slashing damage if the swarm is bloodied.

**Scrollcasting.** The swarm casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC 11, +3 to hit with spell attacks). The swarm randomly determines which spell to cast, but then decides targets logically according to the spell:

1/day: *blindness/deafness, scorching ray, charm person, color spray, fog cloud, hypnotic pattern, magic missile, mirror image, ray of sickness, sleep, shatter*