

# SWARM OF SKULLS

Medium • Swarm of Tiny Undead • Neutral Evil

**Armor Class** 13

**Initiative** +3 (13)

**Hit Points** 60 (11d8 + 11)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	12 (+1)	3 (-4)	10 (+0)	7 (-2)

**Damage Resistances** piercing, slashing

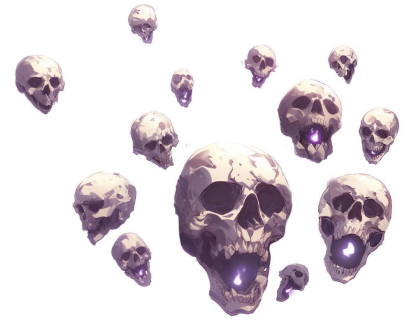
**Damage Immunities** necrotic, poison

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

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

**Languages** -

**CR** 3 (XP 700; PB +2)



**Deafening Clatter.** Creatures are deafened while in the swarm's space. *Constitution Saving Throw:* DC 11, any creature starting its turn inside the swarm's space. *Failure:* The target loses its concentration, if it is maintaining any.

**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 skull. 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

**Bites.** *Melee Weapon Attack:* +5, reach 0 ft. *Hit:* 10 (4d4) piercing damage plus 18 (4d8) necrotic damage, or 5 (2d4) piercing damage plus 9 (2d8) necrotic damage if the swarm is bloodied.

## BONUS ACTIONS

**Horrify (Recharges after a Rest).** *Wisdom Saving Throw:* DC 11, one non-Undead creature within 20 feet of the swarm that can see it. *Failure:* The target becomes paralyzed until the end of its next turn. *Success:* The target becomes frightened until the end of its next turn. *Effect Ends:* The target becomes immune to this ability of all swarms for 1 hour.

# SWARM OF SKULLS — WEAKER

**Armor Class** 12

**Initiative** +2 (12)

**Hit Points** 22 (5d8)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	10 (+0)	3 (-4)	10 (+0)	7 (-2)

**Damage Resistances** piercing, slashing

**Damage Immunities** necrotic, poison

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

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

**Languages** -

**CR** 1/2 (XP 100; PB +2)



**Deafening Clatter.** Creatures are deafened while in the swarm's space. *Constitution Saving Throw:* DC 10, any creature starting its turn inside the swarm's space. *Failure:* The target loses its concentration, if it is maintaining any.

**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 skull. 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

**Bites.** *Melee Weapon Attack:* +4, reach 0 ft. *Hit:* 5 (2d4) piercing damage plus 9 (2d8) necrotic damage, or 2 (1d4) piercing damage plus 4 (1d8) necrotic damage if the swarm is bloodied.

## BONUS ACTIONS

**Horrify (1/Day).** *Wisdom Saving Throw:* DC 10, one non-Undead creature within 10 feet of the swarm that can see it. *Failure:* The target becomes paralyzed until the end of its next turn. *Success:* The target becomes frightened until the end of its next turn. *Effect Ends:* The target becomes immune to this ability of all swarms for 1 hour.

## SWARM OF SKULLS — STRONGER

**Armor Class** 14

**Initiative** +4 (14)

**Hit Points** 60 (11d8 + 11)

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

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	14 (+2)	3 (-4)	10 (+0)	7 (-2)

**Damage Resistances** piercing, slashing

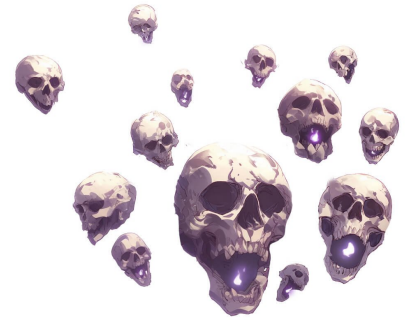
**Damage Immunities** necrotic, poison

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

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

**Languages** -

**CR** 6 (XP 2,300; PB +3)



**Deafening Clatter.** Creatures are deafened while in the swarm's space. *Constitution Saving Throw:* DC 13, any creature starting its turn inside the swarm's space. *Failure:* The target loses its concentration, if it is maintaining any.

**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 skull. 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

**Bites.** *Melee Weapon Attack:* +5, reach 0 ft. *Hit:* 21 (6d6) piercing damage plus 27 (6d8) necrotic damage, or 10 (3d6) piercing damage plus 13 (3d8) necrotic damage if the swarm is bloodied.

### BONUS ACTIONS

**Horriy (Recharges after a Rest).** *Wisdom Saving Throw:* DC 13, one non-Undead creature within 30 feet of the swarm that can see it. *Failure:* The target becomes paralyzed until the end of its next turn. *Success:* The target becomes frightened until the end of its next turn. *Effect Ends:* The target becomes immune to this ability of all swarms for 1 hour.