



SWARM OF BLOOD SCARABS

Blood scarabs are tiny beetles drawn to places of death and decay. They display a skull-like pattern on their blood-red carapaces, hinting at their deadly nature. Blood scarabs can often be found burrowing through crumbling ruins in rotting swamps and dusty desert tombs. The swarms work in unison, moving and flowing in a synchronous wave to crash into their victims and drain them of their life force.

Burrowers. Blood scarabs are agile burrowers that quickly make their way through cracks in any armor, piercing right through to the soft flesh of their victim.

Life Drain. The many bites of a swarm of blood scarabs quickly drain a creature of its blood and life force. Humanoids killed in this way become infected with the scarabs eggs, giving birth to a new swarm the following day.

SWARM OF BLOOD SCARABS

Medium swarm of Tiny beasts, unaligned

Armor Class 15 (natural armor)

Hit Points 31 (7d8)

Speed 20 ft., burrow 20 ft., climb 20 ft.

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

Skills Perception +1, Stealth +4

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities necrotic

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

Senses blindsight 30 ft., passive Perception 11

Languages —

Challenge 1 (200 XP)

Proficiency Bonus: +2

Negate Armor. The swarm is adept at burrowing under and between cracks in armor and has advantage on its attack roll if the target is wearing armor made of metal.

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

Blood Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target in the swarms space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack bursts apart 24 hours later into a swarm of blood scarabs, unless the humanoid is restored to life or its body is destroyed.