

Bone Swarm

Large, Undead, Neutral Evil

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ARMOR CLASS

16

HIT POINTS

119 (14d10 + 42)

CHALLENGE

6 | 2,300 XP

PROFICIENCY

+3

Speed Walk 30 ft., Climb 30 ft.

Initiative +3

Saving Throws Con +6, Dex +6

Skills Perception +4

Damage Vulnerabilities Bludgeoning

Damage Resistances Necrotic, Piercing, Slashing

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned, Prone

Senses Darkvision 60 ft.; Passive Perception 14

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Languages Understands the languages of its remains but cannot speak

STR16
+3**DEX**16
+3**CON**16
+3**INT**5
-3**WIS**12
+1**CHA**8
-1

Traits

Swarming Bones. The swarm can occupy another creature space and vice versa, and it can move through openings at least 1 inch wide.

Rattle of the Grave. A creature that starts its turn in the swarm space has Disadvantage on the first Wisdom saving throw it makes before the start of its next turn.

Actions

Bone Grinder. Melee Attack Roll: +6, reach 0 ft. Hit: 27 (6d8) Piercing damage, or 13 (3d8) Piercing damage if the swarm has half its Hit Points or fewer.

Jagged Surge (Recharge 5-6). Dexterity Saving Throw: creatures in a 20-foot Line. Failure: 28 (8d6) Piercing damage and the target falls Prone. Success: Half damage and no Prone.

Reactions

Collapse and Reform. When hit by an attack, the swarm moves up to 10 feet without provoking Opportunity Attacks.

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