

# Rune Swarm

Medium, Construct (Swarm), Unaligned

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**ARMOR CLASS**

15

**HIT POINTS**

72 (16d8)

**CHALLENGE**

4 | 1,100 XP

**PROFICIENCY**

+2

**Speed** Fly 30 ft. (hover)

**Initiative** +2

**Saving Throws** Dex +4, Int +3

**Skills** Arcana +3, Perception +3

**Damage Resistances** Bludgeoning, Piercing, Slashing

**Damage Immunities** Poison, Psychic

**Condition Immunities** Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

**Senses** Darkvision 60 ft.; Passive Perception 13

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**Languages** Understands the script that created it but cannot speak

**STR**

6

-2

**DEX**

15

+2

**CON**

10

+0

**INT**

12

+1

**WIS**

12

+1

**CHA**

8

-1

## Traits

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

**Living Glyphs.** The swarm sheds Dim Light in a 10-foot radius and has Advantage on saving throws against spells.

## Actions

**Rune Cut.** Melee Spell Attack: +5, reach 0 ft. Hit: 18 (4d8) Force damage, or 9 (2d8) Force damage if the swarm has half its Hit Points or fewer.

**Scramble Formula (Recharge 5-6).** Intelligence Saving Throw: creatures in the swarm space. Failure: 14 (4d6) Psychic damage and the target cannot cast spells with verbal components until the end of its next turn.

## Reactions

**Counter-Sigil.** When a creature the swarm can see within 30 feet casts a spell, the swarm imposes Disadvantage on one attack roll made by that spell.

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