

Shard Swarm

Medium, Construct (Swarm), Unaligned

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ARMOR CLASS

16

HIT POINTS

90 (20d8)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+3

Speed Fly 40 ft. (hover)

Initiative +3

Saving Throws Dex +6

Skills Perception +4

Damage Vulnerabilities Thunder

Damage Resistances Bludgeoning, Piercing, Slashing

Damage Immunities Poison, Psychic

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

Senses Blindsight 60 ft.; Passive Perception 14

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Languages None

STR

8

-1

DEX

16

+3

CON

10

+0

INT

5

-3

WIS

12

+1

CHA

4

-3

Traits

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

Reflective Fragments. Ranged spell attacks against the swarm are made with Disadvantage while it is in bright light.

Actions

Razor Cloud. Melee Attack Roll: +6, reach 0 ft. Hit: 22 (5d8) Slashing damage, or 11 (2d8 + 2) Slashing damage if the swarm has half its Hit Points or fewer.

Shatterflash (Recharge 5-6). Dexterity Saving Throw: creatures within 10 feet. Failure: 27 (6d8) Slashing damage and the target is Blinded until the end of its next turn. Success: Half damage and no Blindness.

Reactions

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

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