

## SWARM EATERS

### Medium Magical Beast

**Hit Dice:** 4d10+20 (42 hp)

**Initiative:** +1

**Speed:** 30 ft. (6 squares), fly 60 ft. (good)

**Armor Class:** 19 (+5 Dex, +4 natural), touch 15, flatfooted 14

**Base Attack/Grapple:** +4/+13

**Attack:** Sting +9 melee (1d8+1 plus poison)

**Full Attack:** Sting +9 melee (1d8+1 plus poison) and bite +4 melee (1d8)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Swarm strike, engorge, poison, spit (*slow*, DC 17)

**Special Qualities:** Darkvision 60 ft., freedom of movement, lowlight vision, scent

**Saves:** Fort +9, Ref +9, Will +2

**Abilities:** Str 13, Dex 21, Con 21, Int 2, Wis 12, Cha 10

**Skills:** Listen +10, Spot +11

**Feats:** Alertness, Dodge, Weapon Finesse (B)

**Environment:** Temperate forests

**Organization:** Swarm (4 – 16)

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5–6 HD (Medium), 7–12 HD (Large)

**Level Adjustment:** —

A swarm eater is about 5 feet long and 2 feet high, and has a wingspan of about 10 feet. It weighs about 400 pounds.

### Combat

Swarm eaters generally begin combat by performing swarm strikes with any swarm eaters that are not engaged. Those members of the swarm that are engaged generally hang back and use their spit attack to target any creatures that seem resistant to poison.

**Swarm Strike (Ex):** Four or more swarm eaters that move adjacent to each other can move in tandem to automatically overrun any creature of size Large or smaller. Each creature in the path of the swarm takes 1d8 damage and must make a save against poison. Swarm eaters do not provoke an attack of opportunity from those subject to the strike, but are vulnerable to attacks of opportunity from those outside of their path.

**Engorge (Ex):** Swarm eaters do not implant their young in creatures as spider eaters do, rather males and females gorge themselves on their fallen foes (taking 1d6 hours to devour a medium foe). Their bodies then process the material into a jelly-like substance that is used to build hives in which their young are birthed. A swarm eater who is engorged takes a -4 penalty to their dexterity and moves at half speed, but may make a ranged attack with the jelly to slow an opponent as the spell.



For each additional swarm eater feeding on a corpse, the time required to eat the corpse is reduced by one hour to a minimum of ten minutes. A fully consumed foe cannot be resurrected without the use of true resurrection.

**Spit (Ex):** An engorged swarm eater can spit a portion of the jelly-like substance at foes with pinpoint accuracy. A reflex save, DC 17, negates the slow effect of this attack. The save DC is Constitution-based.

**Poison (Ex):** Injury, Fortitude DC 17, initial damage 1d6 Dex, secondary damage 1d6 Dex. The save DC is Constitution-based.

**Freedom of Movement (Su):** Swarm eaters have a continuous freedom of movement ability as the spell (caster level 12th).

**Skills:** Swarm eaters have a +4 racial bonus on Listen and Spot checks.