TOMB SCARABS

TOMB SCARAB

Tiny monstrosity, unaligned

Armor Class 12 Hit Points 1 (1d4 - 1) Speed 20 ft., climb 20 ft., burrow 5 ft.

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

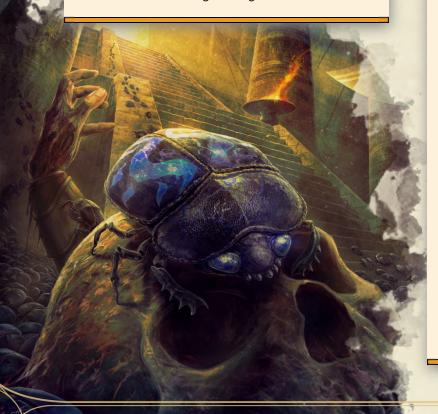
Damage Vulnerabilities Fire Senses Darkvision 30 Ft., Passive Perception 12 Challenge 1/8 (25 XP)

Lie Dormant. The tomb scarab can go an indefinite period of time without food or water, so long as it has somewhere dry and dark to hibernate.

Actions

Tunneling Bite. One creature within 5 ft must succeed on a DC 12 Constitution saving throw or have the scarab tunnel under its flesh. At the start of each of its turns, the creature takes 3 (1d6) piercing damage per scarab infesting it.

Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills the tomb scarab. After this time, the tomb scarab can only be extricated with a DC 12 Wisdom (Medicine) check, dealing 3 (1d6) points of piercing damage to the afflicted creature as it is removed. Any effect that cures disease destroys all tomb scarabs infesting the target.



TOMB SCARAB LORE

History DC: Ancient tombs are occasionally inhabited by tomb-scarabs, a long-lived species of flesh-eating beetle that can lie dormant almost indefinitely without food or water.

Nature DC: Tomb scarabs burrow their way through clothing and and flesh, cutting their way toward the fatty tissue of the brain if not immediately burned away or

surgically extricated.

SWARM OF TOMB SCARABS

Large swarm of tiny monstrosities, unaligned

Armor Class 13 Hit Points 40 (9d8) Speed 20 ft., climb 20 ft.

STR DEX CON INT WIS CHA 2 (-4) 17 (+3) 11 (+0) 1 (-5) 10 (+0) 2 (-4)

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing, Slashing Condition Immunities Charmed, Frightened,
Grappled, Paralyzed, Petrified, Prone, Restrained,
Stunned

Senses Darkvision 30 Ft., Passive Perception 12 Challenge 1 (200 XP)

Lie Dormant. The tomb scarab can go an indefinite period of time without food or water, so long as it has somewhere dry and dark to hibernate.

Horrid 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.

When the swarm enters another creature's space, the creature must succeed on a DC 13 Dexterity saving throw or fall prone. On a successful save, the creature may move up to half its speed as a reaction if it has its reaction available.

Actions

Tunneling Bites. One creature within 5 ft must succeed on a DC 13 Constitution saving throw or have 1d4 scarabs tunnel under its flesh. At the start of each of its turns, the creature takes 3 (1d6) piercing damage per scarab infesting it.

Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these tomb scarabs. After this time, these tomb scarabs can only be extricated with a DC 13 Wisdom (Medicine) check, dealing 3 (1d6) points of piercing damage to the afflicted creature as it is removed. Any effect that cures disease destroys all tomb scarabs infesting the target.