

# 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.

