



DROAN

The dreadful insects known as droan look like fist-sized silver beetles with blood red eyes. They are one of many side effects of the Transmuter Wars and the Hand of the Three. Mutated from ordinary locusts, these voracious, carnivorous creatures possess a droning sound which has the ability to confuse and disorient those who hear the sound. Once a target falls unconscious from the droning sound, the swarm of droan covers the creature and starts to devour it while it is still alive.

Heralds of Loikiel. The infamous Transmuter Loikiel created many horrors which still plague southwestern Omeria. However, the droans were particularly well-known as he would send forth the insects to destroy fields and livestock prior to the arrival of his armies. Even the danaavrakt grew to despise and eventually fear the droans as the fiends themselves were not immune to the droans' natural, mind-numbing effects. Later, the goblins of Gar Wabrizz used droans against the elves during their invasion of Olyothy. To this day, droan swarms plague the Sabalona, making travel from Olyothy into Gar Wabrizz extraordinarily difficult.

TUNER

One out of a million swarms of droans are led by a tuner, an alpha droan. A swarm with a tuner has an Intelligence score of 3. All swarms of droans within 120 feet of a tuner have advantage on attack rolls.

SWARM OF DROANS

Medium swarm of Tiny beasts, unaligned

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 5 ft., fly 30 feet.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	13 (+1)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Drone. The swarm produces a horrid droning sound to which other droan are immune. Any creature that ends its turn within 30 feet of one or more swarms of droans that can hear it must succeed on a DC 11 Constitution saving throw. On a failed saving throw, the creature has disadvantage on Constitution saving throws until the end of its next turn. If it fails its saving throw by 5 or more, it is also poisoned until the start of its next turn, and if it fails its saving throw by 10 or more the creature falls unconscious for 1 minute, until the creature takes damage from any creature other than a droan, or another creature uses its action to shake or slap the sleeper awake.

A creature that succeeds on its saving throw against this trait is immune to the Drone of all droans for 24 hours.

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. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.