



## SWARM OF MANA TICKS

Similarly to mundane ticks that gorge on blood, mana ticks devour magic. They are highly resistant to spellcasters due to this magical diet. It is common to find swarms of mana ticks in places with high ambient magic concentrations or where spellcasters assemble; infestations are a regular occurrence among schools of young mages. They are often found in the wild, roaming forests and swamps where magical creatures lair. They prefer to lay their eggs near the trails or outside the burrows of these creatures for their young to gain easy access to food.

**Magic Detectors.** A mana tick's ability to sense magic from a distance makes its essence valuable in creating potions and magic items that detect magic.

**Glowbugs.** Mana ticks start glowing in shifting shades of blue and purple soon after engorging themselves on magic. The sight of a fully satiated swarm is often mistaken for more benign fireflies floating on the breeze.

**Intelligent Swarm.** Unlike more mundane insects that seek whatever prey is closest, mana ticks will ignore everything else as they seek spellcasters to drain.

## SWARM OF MANA TICKS

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 20 ft., climb 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	14 (+2)	5 (-3)	7 (-2)	6 (-2)

**Damage Resistances** bludgeoning, piercing, slashing; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

**Senses** blindsight 10 ft., passive Perception 8

**Languages** —

**Challenge** 2 (450 XP)

**Proficiency Bonus:** +2

**Magic Resistance.** The swarm has advantage on saving throws against spells and other magical effects.

**Sense Magic.** The swarm can sense magic and discern the location of any creature capable of casting spells within 120 feet.

**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, and if the target is a spellcaster with remaining spell slots, the target is drained of one unused spell slots, beginning with the lowest level and moving up.