



SWARM OF SAND LEECHES

Sand Leeches are small, worm-like creatures that live in swarms beneath the desert sands. They measure only a few inches long, with a slender body covered in a tough, scaly exoskeleton. Their coloration varies between shades of brown and tan, allowing them to blend in with the surrounding sand as they wait for their prey and feed on the blood of animals and travelers who cross their path. Their mouths are lined with rows of razor-sharp teeth, which they use to latch onto their victims and drain them of their vital fluids. They are not picky eaters and attack any creature they can overpower.

Sand leeches reproduce quickly, with females laying hundreds of eggs at a time. The young hatch within a few weeks and immediately begin hunting and feeding. The swarm remains together, working in concert to find and capture prey. While individual sand leeches are relatively weak, the swarm as a whole is a formidable opponent, capable of overwhelming even the most prepared adventurer.

Burrowers. The swarm can move through sand and dirt as easily as walking on a flat surface, allowing it to ambush unsuspecting prey.

Swarm Tactics. The sand leech swarm uses its large numbers to its advantage, completely engulfing its victims and draining their life force.

SWARM OF SAND LEECHES

Medium swarm of Tiny beasts, unaligned

Armor Class 13 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 20 ft., burrow 10 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	12 (+1)	1 (-5)	7 (-2)	1 (-5)

Skills Stealth +4
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 10 ft., passive Perception 8
Languages —
Challenge 1 (200 XP) **Proficiency Bonus:** +2

Desert Camouflage. The swarm has advantage on Dexterity (Stealth) checks made to hide in desert terrain.

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. The target must succeed on a DC 11 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken and the swarm regains an equal amount of hit points. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Engulf. The swarm moves up to its speed and can enter the space of a Medium or smaller creature. The target must succeed on a DC 11 Dexterity saving throw or be engulfed by the swarm. An engulfed creature is blinded, restrained, and takes 5 (2d4) piercing damage at the start of each of the swarm's turns. While the swarm is engulfing a creature, it has advantage on attack rolls against that creature. The swarm's engulf ends automatically if the target dies or escapes. A creature can use its action to make a DC 11 Strength check to break free.