

SWARM, (GENERAL)

Swarms are dense masses of Fine, Diminutive or Tiny creatures that would not be particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. For game purposes a swarm is defined as a single creature with a space of 10 feet—gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single level, a single initiative modifier, a single speed and a single defense. It makes saving throws as a single creature.

Many different creatures can mass as swarms; bat swarms, centipede swarms, hellwasp swarms, locust swarms, maggot swarms, rat swarms and spider swarms are described here. The swarm's type varies with the nature of the component creature (most are animals or vermin), but all swarms have the swarm subtype.

VULNERABILITIES OF SWARMS

Swarms are extremely difficult to fight with physical attacks. However, they have a few special vulnerabilities, as follows:

A lit torch swung as an improvised weapon deals +1 fire damage per hit. A weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm. A lit lantern can be used as a thrown weapon, dealing +1 fire damage to all creatures in squares adjacent to where it breaks.

SWARM OF BATS

Size: Diminutive 3rd Level Animal (Swarm)

Speed: 5 ft., fly 40 ft. (good)

Abilities: Str -4, Dex +2, Con +0, Int -4, Wis +2, Cha -3

Skills: Notice 6 (+15)

Feats: Lightning Reflexes, Night Vision^B, Skill Focus (Notice)

Traits: Blindsense 20 ft., Distraction, Half Damage from Slashing and Piercing, Swarm Traits, Wounding



Combat: Swarm, Damage +2, Defense Dodge/Parry +8/— (+4 size, +2 base, +2 Dex), Initiative +2

Saving Throws: Toughness -3 (-3 size), Fortitude +3 (+3 base), Reflex +7 (+3 base, +2 Dex, +2 Lightning Reflexes), Will +3 (+1 base, +2 Wis)

Blindsense: A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Distraction: Any living creature that begins its turn with a swarm in its space must succeed on a Difficulty 11 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Wounding: Any living creature damaged by a bat swarm continues to bleed, taking +1 damage each round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a Difficulty 10 Medicine check or the application of the Cure supernatural power.

Skills: A bat swarm has a +4 racial bonus on Notice checks. These bonuses are lost if its Blindsense is negated.

A bat swarm is nocturnal, and is never found aboveground in daylight.

A bat swarm seeks to surround and attack any warm-blooded prey it encounters. A bat swarm deals +2 damage to any creature whose space it occupies at the end of its move.

SWARM OF CENTIPEDES

Type: 9th Level Vermin (Swarm)

Size: Diminutive

Speed: 20 ft., climb 20 ft.

Abilities: Str -5, Dex +4, Con -1, Int —, Wis +0, Cha -4

Skills: Climb 0 (+12), Notice 0 (+4)

Feats: —

Traits: Darkvision 60 ft., Distraction, Immune to Weapon Damage, Poison, Swarm Traits, Tremorsense 30 ft., Vermin Traits

Combat: Swarm, Damage +4 plus poison, Defense Dodge/Parry +14/— (+4 size, +6 base, +4 Dex), Initiative +4

Saving Throws: Toughness -4 (-3 size, -1 Con), Fortitude +5 (+6 base, -1 Con), Reflex +7 (+3 base, +4 Dex), Will +3 (+3 base)

Distraction: Any living creature that begins its turn with a centipede swarm in its space must succeed on a Difficulty 13 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Poison: Swarm attack; Fortitude Difficulty 13 resists; initial and secondary damage 1 Dex. The save Difficulty is Constitution-based.

Skills: A centipede swarm has a +4 racial bonus on Notice checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A centipede swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

A centipede swarm seeks to surround and attack any living prey it encounters. A centipede swarm deals +4 damage to any creature whose space it occupies at the end of its move.

SWARM OF HELLWASPS

Type: 12th Level Supernatural Beast (Extraplanar, Swarm, Vice)

Size: Diminutive

Speed: 5 ft., fly 40 ft.

Abilities: Str -5, Dex +6, Con +2, Int -2, Wis +1, Cha -1

Skills: Notice 15 (+19)

Feats: Ability Focus (poison), Improved Initiative, Iron Will, Night Vision^B, Skill Focus (Notice), Tough

Traits: Damage Reduction 4/supernatural, Darkvision 60 ft., Distraction, Hive Mind, Immune to Weapon Damage, Inhabit, Poison, Resistance to Fire 4, Swarm Traits
Combat: Swarm, Damage +6 plus poison, Defense Dodge/Parry +22/— (+4 size, +12 base, +6 Dex), Initiative +10
Saving Throws: Toughness +0 (–3 size, +2 Con, +1 Tough), Fortitude +10 (+8 base, +2 Con), Reflex +14 (+8 base, +6 Dex), Will +7 (+4 base, +3 Con)

Distraction: Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a Difficulty 18 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Hive Mind: Any hellwasp swarm forms a hive mind, giving it an Intelligence of –2. When a hellwasp swarm is reduced to “dying” condition on the damage track, it becomes mindless.

Inhabit: A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large (although four swarms working together can inhabit a Huge creature). The swarm can abandon the body at any time, although doing this takes 1 full round. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm’s resistances and immunities may negate some or all of this damage.

If a hellwasp swarm inhabits a dead body, it can restore animation to the creature and control its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a hellwasp swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim’s movement and actions as if using Dominate on the victim. The hellwasps quickly consume a living victim, dealing 2 points of Constitution damage per hour they inhabit a body. A body reduced to Constitution–5 is dead.

A hellwasp-inhabited creature is relatively easy to spot, since its skin crawls with the forms of insects inside. The swarm is intelligent enough to attempt to hide beneath loose clothing or a large cloak to keep its presence from being detected. The swarm can attempt a Disguise check to conceal its inhabitation of a host, with a –4 penalty if currently inhabiting a Small host.

A Cure Disease or Cure supernatural power cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison: Swarm attack; Fortitude Difficulty 18 resists; initial and secondary damage 2 Dex. The save Difficulty is Constitution-based.

A single hellwasp resembles a thumb-sized normal wasp, except its carapace is gleaming black with ruby-red stripes, and its compound eyes are an iridescent green. In swarms, hellwasps form a collective hive mind Intelligence with infernal cunning and bloodlust. A hellwasp swarm deals +6 damage to any creature whose space it occupies at the end of its move.

Like any swarm, a hellwasp swarm seeks to surround and attack any living prey it encounters. The swarm can take over the bodies of its prey and infest both the living and the dead, using them as horrible living (or un-living) puppets to accomplish acts of wickedness that a swarm of insects could never attempt. A hellwasp swarm’s attack is treated as a vice-aligned weapon and a supernatural weapon for the purpose of overcoming damage reduction.

SWARM OF LOCUST

Type: 6th Level Vermin (Swarm)
Size: Diminutive
Speed: 10 ft., fly 30 ft. (poor)
Abilities: Str –5, Dex +4, Con –1, Int —, Wis +0, Cha –4
Skills: Notice 0 (+4)

Feats: —
Traits: Darkvision 60 ft., Distraction, Immune to Weapon Damage, Swarm Traits, Vermin Traits
Combat: Swarm, Damage +4, Defense Dodge/Parry +12/— (+4 size, +4 base, +4 Dex), Initiative +4
Saving Throws: Toughness –4 (–3 size, –1 Con), Fortitude +4 (+5 base, –1 Con), Reflex +6 (+2 base, +4 Dex), Will +2 (+2 base)

Distraction: Any living creature that begins its turn with a locust swarm in its space must succeed on a Difficulty 12 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Skills: A locust swarm has a +4 racial bonus on Notice checks.

A locust swarm is a cloud of thousands of winged vermin that devours any organic material in its path. A locust swarm deals +4 damage to any creature whose space it occupies at the end of its move.

A locust swarm surrounds and attacks any living prey it encounters.

SWARM OF MAGGOTS

Type: 4th Level Vermin (Swarm)
Size: Diminutive
Speed: 5 ft.
Abilities: Str –5, Dex +0, Con –1, Int —, Wis +0, Cha –1
Skills: Notice 0 (+4)
Feats: —
Traits: Darkvision 60 ft., Immune to Weapon Damage, Swarm Traits, Vermin Traits
Combat: Swarm, Damage nil or +2, Defense Dodge/Parry +7/— (+4 size, +3 base), Initiative +0
Saving Throws: Toughness –4 (–3 size, –1 Con), Fortitude +3 (+4 base, –1 Con), Reflex +1 (+1 base), Will +1 (+1 base)

Distraction: Any living creature that begins its turn with a maggot swarm in its space must succeed on a Difficulty 19 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based, and includes a +8 racial bonus.

Skills: A maggot swarm has a +4 racial bonus to notice checks.

Maggot swarms are often encountered on battlefields or in old crypts or other places where many dead and decaying bodies might be found. Typically maggots only feed on dead flesh, and are no threat to living creatures. Some rare breeds of maggots have somehow taken an unnatural fancy to living flesh, however, and attempt to consume all creatures in their path, living or dead. A carnivorous maggot swarm deals +2 damage to any creature whose space it occupies at the end of its move.

SWARM OF RATS

Type: 4th Level Animal (Swarm)
Size: Tiny
Speed: 15 ft., climb 15 ft.
Abilities: Str –4, Dex +2, Con +0, Int –4, Wis +1, Cha –4
Skills: Acrobatics +10, Climb +10, Notice +8, Stealth +14, Swim +10
Feats: Night Vision^B
Traits: Disease, Distraction, Half Damage from Slashing and Piercing, Scent, Swarm Traits
Combat: Swarm, Damage +2 plus disease, Defense Dodge/Parry +7/— (+2 size, +3 base, +2 Dex), Initiative +2
Saving Throws: Toughness –2 (–2 size), Fortitude +4 (+4 base), Reflex +6 (+4 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Disease: Swarm attack; Fortitude Difficulty 12 resists; filth fever—incubation period 2 days; damage 1 Dex and 1 Con. The save Difficulty is Constitution-based.

Distraction: Any living creature that begins its turn with a swarm in its square must succeed on a Difficulty 12 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Skills: A rat swarm has a +4 racial bonus on Stealth checks, and a +8 racial bonus on Acrobatics, Climb, and Swim checks. A rat swarm can always choose to take 10 on all Climb checks, even if rushed or threatened. A rat swarm uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Rat swarms usually only exist in the sewers and refuse heaps of great cities, but in times of plenty they can also form in fields and warehouses or other places where grain is stored. A rat swarm seeks to surround and attack any warm-blooded prey it encounters. A rat swarm deals +2 damage to any creature whose space it occupies at the end of its move.

SWARM OF SPIDERS

Type: 2nd Level Vermin (Swarm)

Size: Diminutive

Speed: 20 ft., climb 20 ft.

Abilities: Str -5, Dex +3, Con +0, Int —, Wis +0, Cha -4

Skills: Climb 0 (+11), Notice 0 (+4), Stealth 0 (+19)

Feats: —

Traits: Darkvision 60 ft., Distraction, Poison, Swarm Traits, Tremorsense 30 ft., Vermin Traits

Combat: Swarm, Damage +2 plus poison, Defense Dodge/Parry +8/— (+4 size, +1 base, +3 Dex), Initiative +3

Saving Throws: Toughness -3 (-3 size), Fortitude +3 (+3 base), Reflex +3 (+0 base, +3 Dex), Will +0 (+0 base)

Distraction: Any living creature that begins its turn with a spider swarm in its space must succeed on a Difficulty 11 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Poison: Swarm attack; Fortitude Difficulty 11 resists; initial and secondary damage 1 Str. The save Difficulty is Constitution-based.

Skills: A spider swarm has a +4 racial bonus on Stealth and Notice checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

Spider swarms are rare, since most species of spider are solitary, territorial creatures. A few spider species live in great communities, however, weaving vast, tent-like webs that can span hundreds of square feet. Spider swarms can also be found deep within the nests of female giant spiders (as hatchlings). A spider swarm deals +2 damage to any creature whose space it occupies at the end of its move.

A spider swarm seeks to surround and attack any living prey it encounters.

TENDRICULOS

Type: 9th Level Plant

Size: Huge

Speed: 20 ft.

Abilities: Str +9, Dex -1, Con +6, Int -4, Wis -1, Cha -4

Skills: Notice 8 (+7), Stealth 12 (+4)

Feats: All-Out Attack, Double Strike^B, Improved Grab^B, Iron Will, Night Vision^B, Skill Training (2)

Traits: Paralysis, Plant Traits, Regeneration 10, Swallow Whole, Tentacles

Combat: Attack +3 (-2 size, +6 base, -1 Dex), Damage +15 (bite) or +11 (tentacles), Defense Dodge/Parry +3/— (-2 size, +6 base, -1 Dex) (tentacles +8), Initiative -1

Saving Throws: Toughness +14 (+4 size, +6 Con, +4 natural) (tentacles +7), Fortitude +12 (+6 base, +6 Con), Reflex +2 (+3 base, -1 Dex), Will +4 (+3 base, -1 Wis, +2 Iron Will)

Regeneration: A tendriculos automatically gains an extra recovery check each round with a +10 bonus. Damage dealt by bludgeoning weapons and acid cannot be healed in this way. A tendriculos that loses part of its body mass can regrow it in 4 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Swallow Whole/Paralysis: Large or smaller creatures; Fortitude Difficulty 20 or be paralyzed 10 rounds, make a new save every round spent inside the tendriculos; +4 acid damage per round; gizzard Toughness save +8. A tendriculos' interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Tentacles: A tendriculos' tentacle counts as a Medium held object for the purposes of a sundering attempt.

A tendriculos is a mound of vegetation that possesses two massive vine-like tentacles, and a gaping maw willed with teeth-like thorns. Tendriculos' can rear up to a height of 15 feet and weigh about 3,500 pounds. Animals and other plant creatures are unnerved by the presence of a tendriculos; they avoid it and any place it has been within the last 24 hours.

Prowling deep forests or waiting in vegetated areas (looking like nothing more than a small hillock), a tendriculos attacks savagely, showing no fear. It attempts to swallow as much flesh as it can, as quickly as it can.

TERMITE, GIANT (GENERAL)

Giant termites are soft-bodied ant-like vermin that are capable of consuming wood. They can be terrible pests near any town or settlement that relies on wood as a major building material. Soldiers and workers are about 6 feet long, nasutes are around 4 feet long, kings can grow up to 9 feet and queens can grow to a length of 16 feet. Giant termites and giant ants are bitter enemies, and their colonies are in constant warfare with one-another.

TERMITE, GIANT WORKER

Type: 2nd Level Vermin

Size: Medium

Speed: 50 ft., climb 20 ft.

Abilities: Str +0, Dex +0, Con +0, Int —, Wis +0, Cha -1

Skills: Climb 0 (+8)

Feats: Favored Foe (plant)^B, Improved Grab^B, Track^B

Traits: Scent, Vermin Traits

Combat: Attack +1 (+1 base), Damage +2 (bite), Defense Dodge/Parry +1/— (+1 base), Initiative +0

Saving Throws: Toughness +2 (+2 natural), Fortitude +3 (+3 base), Reflex +0 (+0 base), Will +0 (+0 base)

TERMITE, GIANT SOLDIER

Type: 2nd Level Vermin

Size: Medium

Speed: 50 ft., climb 20 ft.

Abilities: Str +1, Dex +1, Con +1, Int —, Wis +1, Cha -1

Skills: Climb 0 (+10)

Feats: Favored Foe (plant)^B, Improved Grab^B, Track^B

Traits: Scent, Vermin Traits

Combat: Attack +2 (+1 base, +1 Dex), Damage +3 (bite), Defense Dodge/Parry +2/— (+1 base, +1 Dex), Initiative +1