

# THE MITHRAL CANVAS

## Swarm of Goblins

*Large swarm of tiny humanoids, Chaotic Neutral*

**Armor Class** 15 (Natural Armor)

**Hit Points** 60 (8d10 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	0 (+0)	8 (-1)	8 (-1)

**Saving Throws** Dex +4

**Condition Immunities** Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

**Senses** Darkvision 60ft., Passive Perception 9

**Languages** Goblin

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Crawl Over.** The swarm ignores difficult terrain.

**Grabby Mitts.** The space occupied by the swarm is considered difficult terrain for all other creatures than yourself. When a creature enters the swarm's space for the first time on a turn or ends its turn there, the creature takes 1d4 slashing damage. When a creature moves through the swarm's space, it takes 1d4 slashing damage for every 5 feet it travels.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small humanoid. The swarm can't regain hit points or gain temporary hit points.

## Actions

**Bites.** +4 to hit, reach 0 ft., one target in the swarm's space. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

**Claw.** +4 to hit, reach 0 ft., one target in the swarm's space. Hit: 11 (2d8 + 2) slashing damage, or 6 (1d8 + 2) slashing damage if the swarm has half of its hit points or fewer.