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TABLE OF CONTENTS

Introduction	3
Assassin Swarm	4
Bowel Swarm	5
Caltrop Swarm	6
Chordic Swarm	8
Electric Eel Swarm	9
Entropy Swarm	10
Fatigue Swarm	11
Ferromite Swarm	12
Filament Swarm	14
Firefly Swarm	15
Foam Swarm	16
Ghost Swarm	17
Gibbering Swarm	18
Gloom Swarm	19
Glyph Swarm	20
Gravitic Swarm	22
Grifter Imp Swarm	23
Ice Crystal Swarm	24
Ki Swarm	25
Morphic Swarm	26
Mote Swarm, Adamantine	27
Needle Drak Swarm	28
Pestilence Swarm	29
Phalange Swarm	30
Portal Swarm	31
Protoyugh Swarm	33
Puppy Swarm	34
Regimented Swarm	35
Resing Swarm	36
Scintillating Swarm	37
Scum Swarm	38
Shard Swarm	39
Spikeleaf Swarm	40
Swarmic Infiltrator	41
Tangleweed Swarm	43
Temporal Swarm	44
Toy Swarm	45
Vengeance Swarm	46
Wire Swarm	47
Wisp Swarm	48
Swarm Feats	50
Swarm Spells	51
OGL	53

THE SWARMINOMICON

INTRODUCTION

It begins with rats. Okay, sometimes spiders, but usually it's rats. Young adventurers, delving into their first dungeon, or exploring the tunnels beneath their home town, first hear a scurrying. Then a few dozen beady eyes catch the light of their bullseye lanterns. Then it's all screaming and scrambling for alchemist's fire as dozens of rats pile into a writhing, undulating mass, leap, dash, and gnaw their way through gaps in armor. It's a formative experience, your first swarm. By the time you are more experienced and encounter bats, wasps, and ants by the hundreds or thousands, you have become an old hand at dealing with clouds of creatures too small to be a threat on their own. There is, you think, nothing left in the swarm toolbox to surprise you. Well, maybe there didn't used to be.

The *Swarminomicon* is the extension of the GM's swarm toolbox, adding breadth and, importantly, depth. There's nothing wrong with 5-foot-squares filled with vermin and sewer dwellers as swarm-intro-kits, but the idea has so much more potential than that. Need a swarm underwater? Try our CR 2 electric eel swarm. Want to spice up a tomb? We have numerous undead swarms, from the visceral bowel swarm to the handy phalange swarm. Need to terrorize a high-level adventuring band? Try the CR 15 vengeance swarm, the CR 17 temporal swarm, or the horrific CR 20 pestilence swarm.

So, plug your ears against the gibbering swarm and pinch your nose against the protoyugh swarm... there are a lot of things headed your way, spilling out of the pages of the *Swarminomicon*!

Owen K.C. Stephens
Spring 2017

MONSTER MENAGERIE

ASSASSIN SWARM

A nearly imperceptible sound from hundreds of beating wings provide the only indications of this swarm's presence.

ASSASSIN SWARM

CR 18

XP 153,600

NE Diminutive magical beast (swarm)

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 32, touch 22, flat-footed 24 (+7 Dex, +1 dodge, +10 natural, +4size)

hp 299 (26d10+156)

Fort +20, **Ref** +22, **Will** +11

Defensive Abilities improved evasion, swarm traits, weapon damage; **SR** 29

OFFENSE

Speed 30 ft., fly 90 ft. (perfect)

Melee swarm (5d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks assassination target, distraction (DC 28), swarming sneak attack

Spell-Like Abilities (CL 26th; concentration +27)

Constant—*greater invisibility*

At Will—*silence* (DC 13)

3/day—*dimension door*

1/day—*mind blank*

STATISTICS

Str 2, **Dex** 25, **Con** 20, **Int** 11, **Wis** 12, **Cha** 13

Base Atk +26; **CMB** —; **CMD** —

Feats Deadly Finish^{UC}, Dimensional Agility^{UC}, Dodge, Improved Initiative, Improved Sidestep^{APG}, Improved Swarming Vital Strike, Iron Will, Mobility, Sidestep^{APG}, Skill Focus (Perception), Spring Attack, Swarming Vital Strike, Toughness

Skills Appraise +22, Fly +21, Perception +30, Stealth +32

Languages Common, Druidic, Undercommon

ECOLOGY

Environment any land

Organization solitary, pair, squad (3–6)

Treasure none

SPECIAL ABILITIES

Assassination Target (Ex) If an assassin swarm studies its victim for 3 rounds and then deals damage with its swarm attack (which damages no other creatures within the swarm), the swarm attack potentially kills the target. Studying the victim is a standard action. The assassination attempt fails if the target detects the assassin swarm. If the victim of the assassination attempt fails a DC 24 Fortitude save against the assassination, it dies. If the victim's saving throw succeeds, the victim takes swarm damage and an additional 10d6 precision damage. Once the assassin swarm has completed the 3 rounds of study, it must attempt the assassination within the next 3 rounds. If an assassination is attempted and fails (the victim makes its save) or if the assassin swarm does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before it can attempt another assassination.

Once the swarm attempts the assassination, the target is immune to this effect for 24 hours.

Swarming Sneak Attack (Ex) A creature denied its Dexterity bonus to AC takes an additional 10d6 points of damage from an assassin swarm.

Assassin swarms derive from assassin bugs awakened and cultivated by a cabal of druids, which used them to hunt and kill enemies. The druids reasoned a swarm could effectively take down a humanoid, and the newly-intelligent bugs relished the assignments given to them. The bugs bred true and several assassin swarms roam the world, taking assignments from those who know about them. However, they charge a steep fee in precious metals and gems, and only take assignments where the target is worthy of their skills. They enjoy the challenge of attacking powerful humanoids or well-protected nobles, but they see picking off random lesser targets as beneath them, regardless of the pay. The swarms have shared secret lairs where they store their goods, protected by squads enjoying downtime. The swarms sometimes sprinkle rumors of well-protected lairs with valuable treasure to draw in worthy targets.

THE SWARMINOMICON

Assassin swarms always maintain their invisibility while they stalk victims, but enjoy putting on a display of bursting out their victims before vanishing again. Swarms in the employ of another creature may display some mark on their bodies to indicate exactly who sent them. "Wild" swarms usually pick targets against which they can hone their abilities, but occasionally for the sheer joy of murder. These swarms show multifaceted images of their previous victims on their mirrored wings.

BOWEL SWARM

This tangle of intestines and other organs trails blood and fluids as it moves in a flopping, slithering manner that defies all reason.

BOWEL SWARM

CR 6

XP 2,400

NE Diminutive undead (swarm)

Init +2; **Senses** darkvision 60 ft., lifesense; **Perception** +8

DEFENSE

AC 20, touch 16, flat-footed 18 (+2 Dex, +4 natural, +4 size)

hp 60 (11d8+11); fast healing 2

Fort +4, **Ref** +5, **Will** +7

Defensive Abilities swarm traits; **DR** 5/ piercing or bashing; **Immune** undead traits, weapon damage

OFFENSE

Speed 30 ft.

Melee swarm (3d6 plus disease and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks create spawn, distraction (DC 16), replace organs, slick with viscera

STATISTICS

Str 3, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 12

Base Atk +6; **CMB** —; **CMD** —

Skills Perception +8; **Racial Modifiers** +8 Perception

ECOLOGY

Environment any land

Organization solitary, pair, or abattoir (3–8)

Treasure none

SPECIAL ABILITIES

Create Spawn (Su) The innards of a living creature killed by a bowel swarm's unholy dysentery erupt from the creature 24 hours after death to form another bowel swarm. This new swarm is not under the control of its killer.

Disease (Ex) *Unholy dysentery*: Swarm—injury; save Fort DC 16; onset 1 hour; frequency 1/day; effect 1d3 Strength damage, 1d3 Constitution damage, and victim is sickened for 24 hours; cure 2 consecutive saves. The save DC is Constitution-based.



MONSTER MENAGERIE

Replace Organs (Ex) As a standard action, a bowel swarm can force part of itself into a helpless or dead victim. A helpless victim takes an extra 2d6 points of damage per round as undead organs replace living organs. A dead creature rises as a zombie, with the additional ability to inflict unholy dysentery with its slam attacks, at the beginning of the swarm's next turn.

Slick with Viscera (Su) As a bowel swarm moves, it leaves digestive juices and other fluids behind, slicking the surface where it passes. Until the beginning of its next turn, the squares it moves through are treated as though *grease* had been cast on them.

A misguided attempt to create a male version of a penanggalan was a partial success, as the experiment resulted in the treated corpse's organs gaining unlife. This first bowel swarm slew and infected its creator. The two undead spread disease and mayhem throughout a nearby town and gave rise to dozens of new bowel swarms. While clerics and paladins dispatched the largest concentration of them, several escaped and spread across the world, seeking corpses and living victims alike. While unintelligent, bowel swarms seem to understand when they near dispersal and attempts to escape. By that time, they typically have infected or zombified several victims, leaving plenty of devastation in their wake. Occasionally, an outbreak of bowel swarms will devastate a smaller settlement before it can be stopped.

The notes regarding bowel swarm creation survived the sweep during the initial bowel swarm outbreak. Only the most depraved necromancers dare to create these swarms, especially since the creatures immediately attack after their horrifying birth. Clerics of deities with disease or undeath in their portfolios have converted the creation process to a ritual and often volunteer for transformation or as the newly created swarms' first victims.

CALTROP SWARM

Dozens of bronze and iron caltrops cover the floor, seeming to quiver of their own accord.

CALTROP SWARM

CR 5

XP 1,600

N Diminutive construct (swarm)

Init +3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +7

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 49 (9d10)

Fort +3, **Ref** +8, **Will** +2

Defensive Abilities hardness 5, swarm traits; **Immune** construct traits, weapon damage

OFFENSE

Speed 40 ft.

Melee swarm (2d6 plus distraction and impair)

Space 10ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14), enhanced damage, impair

STATISTICS

Str 1, **Dex** 16, **Con** —, **Int** —, **Wis** 9, **Cha** 1

Base Atk +9; **CMB** —; **CMD** —

Feats Lightning Reflexes^B

Skills Acrobatics +7 (+19 when jumping), Perception +7, Stealth +15; **Racial Modifiers** +4 Acrobatics (+16 when jumping), +8 Perception

SQ innocuous

ECOLOGY

Environment any land

Organization solitary, pair, or bed (3–8)

Treasure incidental (2d6 sets of caltrops)

SPECIAL ABILITIES

Enhanced Damage (Su) A caltrop swarm's attack counts as magic for the purpose of overcoming damage reduction.

Impair (Ex) A caltrop swarm impales the feet and lower legs of its targets. Creatures damaged by the swarm must succeed at a DC 16 Reflex save or have their speed reduced by half due to painful wounds inflicted by individual caltrops. The reduced speed lasts for 24 hours, until the creature is successfully treated with a DC 16 Heal check, or until it receives at least 1 point of magical healing. The DCs are Constitution-based and include a +2 racial bonus.

THE SWARMINOMICON

A creature beginning its turn in a caltrops swarm's space cannot run or charge.

Innocuous (Ex) Since a caltrop swarm looks like normal caltrops when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Knowledge (arcana) can use that skill instead of Perception to notice the swarm.

Seeking a way to improve on static caltrops, the creators of caltrop swarms developed creatures capable of following their victims, to the point of bounding several feet into the air to latch onto targets. Trampmakers also place caltrop swarms at the bottom of pit traps, where the swarms jam themselves into fallen victims to foil any escape attempt. Controlled swarms usually receive instructions to wait to launch attacks on their unsuspecting victims, while uncontrolled swarms leap into action when a creature gets in range of their tremorsense. Regardless, the swarms move quickly enough to keep up with targets they have not yet hobbled.

As unintelligent creatures, caltrop swarms possess no treasure of their own, but a character who succeeds at a DC 15 Craft (weapons) or Knowledge (arcana) check with a dispersed swarm can retrieve enough workable caltrops to cover 2d6 5-foot squares. These caltrops deal 2 points of damage and are treated as magic for purposes of overcoming damage reduction.

CONSTRUCTION

A caltrops swarm is made from 50 pounds of brass and iron caltrops and alchemical reagents worth at least 500 gp.

CALTROP SWARM

CL 9th; Price 16,500 gp

CONSTRUCTION

Requirements Craft Construct, *haste*, *jump*, *magic weapon*, *minor geas*, *summon swarm*, creator must be caster level 9th; **Skill** Craft (weapons) DC 20; **Cost** 8,500 gp

Variant Caltrops Swarm: A heated or chilled caltrop swarm (CR +1) begins combat as if *heator chill metal* had been cast on it. The swarm deals extra damage as per the appropriate spell.

CHAINLINK SWARM

Several whirling lengths of chain link and unlink as they move, clattering, across the ground.

CHAINLINK SWARM

CR 6

XP 2,400

N Tiny construct (swarm)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 Dex, +4 natural, +2 size)

hp 66 (12d10)

Fort +4, **Ref** +8, **Will** +2

Defensive Abilities hardness 10, swarm traits; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee swarm (3d6 plus bind and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks bind, distraction (DC 16)

STATISTICS

Str 14, **Dex** 19, **Con** —, **Int** —, **Wis** 7, **Cha** 1

Base Atk +12; **CMB** — (+14 for bind); **CMD** — (26 for bind)

Skills Perception +6; **Racial Modifiers** +8 Perception

SQ innocuous

ECOLOGY

Environment any land

Organization solitary, pair, strangle (3–10)

Treasure none

SPECIAL ABILITIES

Bind (Ex) A chainlink swarm disengages some of its chains to hold victims tight and squeeze them. It attempts a grapple check against one target to which it deals swarm damage. If it succeeds, it constricts its

MONSTER MENAGERIE

opponent for 1d6+2 points of damage. If the swarm starts its turn with grappled opponents, the chains attempt a grapple check to pin them. The swarm's effective CMB for this ability is Dexterity-based.

Innocuous (Ex) Since a chainlink swarm looks like a pile of chains when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Knowledge (arcana) can use that skill instead of Perception to notice the swarm.

Spellcasters and creatures who disdain physical combat and the use of lackeys to restrain opponents create the surprisingly strong chainlink swarms to do their dirty work for them. Creatures in control of chainlink swarms use them to target opposing spellcasters and render enemies vulnerable to precision attacks. While controlled swarms can be ordered to lie in wait, uncontrolled chain swarms attack as soon as they sense other creatures.

Kyttons use living chains found in their hellish realms in the creation of their chainlink swarms and use the swarms to hold victims tight during experiments.

CONSTRUCTION

A chainlink swarm is made from 100 pounds of chains, each of which must be a minimum of 2 feet long, and alchemical reagents worth at least 1,500 gp.

CHAINLINK SWARM

CL 10th; Price 19,500 gp

Construction Requirements Craft Construct, *bull's strength*, *magic weapon*, *minor geas*, *summon swarm*, creator must be caster level 10th; **Skill** Craft (weapons) DC 20; **Cost** 10,500 gp

Variants Chainlink Swarms: Chainlink swarms are typically crafted from iron, but creators with the resources can make silver, cold iron, and adamantine swarms. Adamantine chainlink swarms (+1 CR) have hardness 20. Additionally, creators can add spikes to the chains, adding 1d6 points of slashing damage to the swarm's attack (CR+0). Finally, a chainlink swarm can receive enhancement bonuses and special abilities as if it were a melee weapon. The cost for enchanting a chainlink swarm is doubled due to the amount of material to be enchanted, and the swarm's CR increases by 1 for each +2 enhancement bonus (minimum 1).

CHORDIC SWARM

This chaotic collection of fluttering musical notes produces a discordant, ear-splitting noise.

CHORDIC SWARM

CR 9

XP 6,400

CG Fine fey (swarm)

Init +9; **Senses** low-light vision; Perception +23

Aura disharmony (60 ft., DC 19)

DEFENSE

AC 23, touch 23, flat-footed 18 (+5 Dex, +8 size)

hp 112 (15d6+60)

Fort +8, **Ref** +14, **Will** +11; +2 vs. sleep and charm

Defensive Abilities swarm traits; **Immune** sonic

Weakness silence

OFFENSE

Speed 5 ft., fly 60 ft. (good)

Melee swarm (3d6 plus deafness and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks deafness, distraction (DC 20)

Spell-Like Abilities (CL 15th; concentration +18)

At will—*lullaby* (DC 13)

3/day—*deep slumber* (DC 16), quickened *lullaby* (DC 13), *shout* (DC 16)

1/day—*song of discord* (DC 18)

STATISTICS

Str 1, **Dex** 20, **Con** 17, **Int** 10, **Wis** 11, **Cha** 15

Base Atk +7; **CMB** —; **CMD** —

Feats Alertness, Improved Initiative, Improved Iron Will, Iron Will, Quicken Spell-Like Ability (*lullaby*), Skill Focus (Perform [sing]), Spell Focus (enchantment), Toughness

Skills Fly +35, Perception +23, Perform (sing) +27, Sense Motive +23, Stealth +39, Use Magic Device +21

SQ harmonize

ECOLOGY

Environment any land

Organization solitary, pair, score (3–10)

Treasure none

THE SWARMINOMICON

SPECIAL ABILITIES

Aura of Disharmony (Su) A chordic swarm's aura of disharmony has two possible effects it chooses from at the beginning of its turn. First, the swarm can disrupt sonic effects, spell requiring a verbal component, or bardic performances relying on audible components. If the creature producing the effect fails a DC 19 Will save, the effect is countered, and the creature loses the spell, spell slot, one use of an ability, or one round of bardic performance as appropriate. The other use forces creatures within the aura to succeed at a DC 19 Will save or become confused for 1 round. Regardless of the effect, the aura renders spoken communication at a distance of more than 5 feet incomprehensible. The save DCs are Charisma-based.

Deafness (Ex) Any creature inside the swarm's space, regardless of whether it takes swarm damage, it must attempt a DC 115 Fortitude save or become deafened for 1 minute. This is a sonic effect, and the save DC is Charisma-based.

Harmonize (Ex) A chordic swarm can alter its aura of disharmony to augment sound-based effects and abilities within the aura's range. As an immediate action, it can use this ability to add its Charisma modifier to save DCs for spells and effects with the sonic descriptor. It also adds its Charisma modifier to a bard's Perform check and Will save DCs for bardic performances relying on audible components. When the swarm uses this ability, it loses its aura of disharmony until the beginning of its next turn.

Weakness to Silence (Su) A chordic swarm in an area of magical silence cannot use its aura of disharmony, deafened, or harmonize abilities.

Minute fey creatures gathered together into a cacophonous unit, chordic swarms are the bane of bards the land over. Fey nobles welcome the swarms into their homes to provide musical accompaniment or protection from eavesdropping and sound-based attacks. The swarms prefer dissonance, but charismatic creatures can convince them to create soothing sounds. Bardic fey have retainers in the form of chordic swarms and use them to enhance their abilities; however, the swarms occasionally give into their chaotic natures and inadvertently thwart their companions.

The sound produced by the swarms causes minute vibrations and rends flesh as the swarms share space with other creatures. However, they prefer not to engage, and use *deep slumber* to incapacitate foes or *shout* and *song of discord* against persistent opponents.

ELECTRIC EEL SWARM

Electricity constantly discharges between the gray-brown, snake-like fish in this mass, giving it the appearance of a writhing, sparking ball.

ELECTRIC EEL SWARM

CR 2

XP 600

N Tiny animal (swarm)

Init +6; **Senses** low-light vision; Perception +7

Aura electric discharge (5 ft., DC 13)



2016

MONSTER MENAGERIE

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 16 (3d8+3)

Fort +5, Ref +6, Will +1

Defensive Abilities swarm traits; **Immune** electricity

OFFENSE

Speed 5 ft., swim 40 ft.

Melee swarm (1d6 plus distraction and electric shock)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), electric shock

STATISTICS

Str 3, Dex 14, Con 12, Int 1, Wis 10, Cha 11

Base Atk +3; CMB —; CMD —

Feats Improved Initiative, Skill Focus (Perception)

Skills Perception +6, Stealth +13, Swim +15

ECOLOGY

Environment warm water

Organization solitary, pair, or volta (3–6)

Treasure none

SPECIAL ABILITIES

Electrical Discharge Aura (Ex) At the beginning of an electric eel swarm's turn, if a creature is within its space or within 5 feet of the swarm, the creature takes 2d4 points of electricity damage (DC 12 Fortitude negates). The save DC is Constitution-based.

Electric Shock (Ex) An electric eel swarm deals an additional 2d4 points of electricity damage, which also stuns creatures for 1 round. A creature succeeding at a DC 12 Fortitude save takes half damage and negates the stunning effect. The save DC is Constitution-based.

While a typical specimen is only capable of delivering a mild shock to larger creatures, collectives of electric eels instead deliver viciously painful stings to their victims. Not overly hostile, electric eel swarms only fight when they hunt for food or when other creatures invade their territories, which cover less than half a square mile. They

primarily hunt smaller fish, but the overwhelming numbers of eels require five pounds of meat per day to survive. They flee from large and aggressive predators, and shrink from combat when tenacious foes reduce too many of their number. When electric eel swarms are not hunting for food or protecting their territory, they can be found at play, chasing each other through openings in coral reefs and hollowed-out underground structures. Swarms spawn thousands of eggs and guard them from predation. The newborn eels join the swarm, usually at the center where the older eels can protect them..

Aquatic druids employ electric eel swarms as guardians and watchdogs, as their electrical discharge in combat doubles as an early warning system, and to pair with scum swarms. While the swarms cannot be taken as animal companions, druids and rangers supply the swarms with ample food, and the swarms in turn protect their providers. Exploitative creatures use the energy produced by electric eel swarms to power arcane devices. While this causes no overt harm to the swarms, they are often in enclosed spaces, and grow agitated.

ENTROPY SWARM

The air within this cloud of multicolored chunks of floating rock flickers and takes on indescribable hues. A starless void randomly opens within the cloud, which disappears and then quickly reappears.

ENTROPY SWARM

CR 12

XP 19,200

CN Diminutive aberration (chaotic, swarm)

Init +9; **Senses** darkvision 120 ft.; Perception +26

DEFENSE

AC 28, touch 28, flat-footed 22 (+8 deflection, +5 Dex, +1 dodge, +4 size)

hp 144 (17d8+85)

Fort +8, Ref +12, Will +12

Defensive Abilities swarm traits, there-not-there; **Immune** cold, fire, weapon damage

OFFENSE

Speed 30 ft., fly 60 ft. (good)

THE SWARMINOMICON

Melee swarm (4d6 plus dissolution and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks dissolution, distraction (DC 21)

STATISTICS

Str 1, **Dex** 21, **Con** 16, **Int** 13, **Wis** 14, **Cha** 17

Base Atk +12; **CMB** —; **CMD** —

Feats Alertness, Deep Sight^{APG}, Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Spellcraft), Skill Focus (Stealth), Toughness

Skills Fly +19, Knowledge (geography) +21, Perception +25, Sense Motive +23, Spellcraft +27, Stealth +20

Languages Aklo

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Dissolution(Su)An entropy swarm targets a single creature it deals swarm damage to, forcing the creature to make a DC 21 Fortitude save. If the creature fails, it takes an additional 4d6 points of damage and loses one of its limbs as it dissolves into nothingness. The victim is sickened until it receives magical healing. A creature with only one arm cannot perform actions requiring two arms or two hands. A bipedal creature with one leg is reduced to one quarter normal speed, and is denied its Dexterity bonus to AC if it moves. A quadrupedal creature missing one leg is reduced to half normal speed. If an entropy swarm has removed all of a creature's limbs, the targeted creature instead loses its head (killing it, unless it does not require its head to survive). The save DC is Constitution-based.

Starflight (Su) An entropy swarm can survive in the void of outer space. It flies through space at an incredible speed. Although exact times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion).

There-Not-There (Su) An entropy swarm imposes 50% miss chance on ranged attacks, melee attacks, spells, or effects originating from greater than 5 feet away. This is a chaos effect that cannot be countered by *true seeing* or similar spells.

Entropy swarms are anomalous creatures the universe does not want to exist. Fragments of worlds destroyed by strange forces, entropy swarms gained sentience and a spark of life due to those same energies. Several scholars postulate malign intelligences work to give these swarms life as part of a larger scheme to destroy reality. The swarms are keenly aware of their antithetical status and constantly seek to throw other matter, particularly intelligent creatures, into the void. Since their mere creation defies the universal order, however, they will never belong regardless of how much matter they displace. Entropy swarms travel from world to world, wreaking destruction in order to find the right combination of energy and matter to fully integrate themselves into the universe.

Many entropy swarms exist across reality, but they have mercifully never met. Such an occurrence would likely cause the swarms to violently charge at each other, destroying each swarm and opening an unsealable rift which would slowly yet inexorably consume the world it has infected.

FATIGUE SWARM

Minute gray humanoids, not much larger than grains of sand, comprise this swarm. A wave of wearying energy precedes the swarm.

FATIGUE SWARM

CR 4

XP 1,200

NE Fine undead (swarm)

Init +3; **Senses** darkvision 60 ft.; Perception +10

Aura fatigue (5 ft., DC 15)

DEFENSE

AC 21, touch 21, flat-footed 18 (+3 Dex, +8 size)

hp 38 (7d8+7)

Fort +2, **Ref** +5, **Will** +7

Defensive Abilities semi-incorporeal, swarm traits;
Immune undead traits, weapon damage

MONSTER MENAGERIE

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee swarm (2d6 plus distraction and extract vigor)

Space 10 ft.; **Reach** 0 ft.

Special Attacks create spawn, distraction (DC 15), extract vigor

STATISTICS

Str 1, **Dex** 16, **Con** —, **Int** 11, **Wis** 11, **Cha** 10

Base Atk +5; **CMB** —; **CMD** —

Feats Ability Focus (distraction), Improved Iron Will, Iron Will, Toughness

Skills Fly +20, Intimidate +9, Perception +9, Stealth +28

ECOLOGY

Environment any

Organization solitary, pair, or enervation (3–6)

Treasure none

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a fatigue swarm's Constitution damage bursts into dozens of gray shards after 1d4 rounds, creating a new fatigue swarm under the control of its killer.

Extract Vigor (Su) When a creature takes swarm damage from a fatigue swarm, it takes 1d2 Con damage. Additionally, a fatigued creature must succeed at a DC 12 Fortitude save or become exhausted. If a fatigue swarm causes a creature to become exhausted with this ability, it gains 5 temporary hit points for 1 hour, up to a maximum number of temporary hit points equal to its full normal hit points.

Fatigue Aura (Su) At the beginning of a fatigue swarm's turn, if a creature is within its space or within 5 feet of the swarm, the creature becomes fatigued (DC 15 Fortitude negates). This ability has no effect on a creature that is already fatigued. The save DC is Charisma-based.

Semi-Incorporeal (Su) A fatigue swarm is more grounded to reality than other shadow undead. It takes half damage from nonmagical attack forms. It takes three-quarters damage from a magical

corporeal source. Spells and effects that do not cause damage have a 75% chance of affecting the swarm. A fatigue swarm has a deflection bonus equal to half its Charisma bonus (minimum +0).

Fatigue swarms are related to shadows and often compete with them for the same victims. The swarms are discriminating about their choice of victims, preferring to stalk those who openly express a joy for life or profess their great health, then making unseen attacks to partially drain targets of robustness. Only when the swarms' victims seem to have completely lost the will to live will the swarms present themselves and offer release. If the victims agree to these macabre offers, the swarms utterly drain them of life and create new swarms from the remains. They are protective of their marks and violently oppose other creatures that might swoop in to attack their victims while they are weak.

While fatigue swarms prefer their methodical approach to destroying creatures, they also enjoy giving into battle lust and sometimes work as shock troops for greater undead. By tiring an entire army or settlement, they soften up resistance for their employers while claiming some victims for themselves. The swarms still toy with victims, wearing them down and allowing them to recover before striking again, giving rise to sinister sandman myths.

FERROMITE SWARM

Hundreds of eight-legged insects roil inside a rust-brown cloud, stray individuals leaping up before cycling back into the whole.

FERROMITE SWARM

CR 5

XP 1,600

N Diminutive magical beast (swarm)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent metals; **Perception** +9

DEFENSE

AC 21, **touch** 17, **flat-footed** 18 (+2 Dex, +1 dodge, +2 natural, +4 size)

hp 42 (5d10+15)

Fort +7, **Ref** +7, **Will** +2

Defensive Abilities swarm traits; **Immune** weapon damage

THE SWARMINOMICON

OFFENSE

Speed 40 ft.

Melee swarm (1d6 plus distraction and rust)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 15), rust, rust cloud

STATISTICS

Str 1, Dex 13, Con 16, Int 3, Wis 12, Cha 7

Base Atk +5; CMB —; CMD —

Feats Dodge, Improved Initiative, Lightning Reflexes

Skills Acrobatics +1 (+13 when jumping), Perception +20, Stealth +17; Racial Modifiers +12 Acrobatics when jumping

SQ augment host

ECOLOGY

Environment any underground

Organization solitary, pair, or infestation (3–8)

Treasure none

SPECIAL ABILITIES

Augment Host (Ex) A ferromite swarm accompanying a rust monster is protective of its host. When the swarm senses its host has been harmed, it surrounds the rust monster. The swarm's space is reduced to 5 feet, and it loses its swarm attack. The tightly packed swarm grants a +4 natural armor bonus to the rust monster and the swarm's distraction instead provides a +2 circumstance bonus to the rust monster's attack rolls. Finally, several mites attach themselves to the rust monster's antennae, increasing the save DC for the rust monster's rust attack by 2.

Rust (Su) Metal objects within a ferromite swarm rust from the enzymes produced by the insects. Metal objects in the swarm take half their maximum hp in damage and gain the broken condition. A second application of the swarm's rust attack destroys the item. The swarm deals triple its swarm damage against creatures made of metal. Any magic object, can attempt a DC 15 Reflex save to negate this effect; a metal creature succeeding at the Reflex save takes normal swarm damage. The save DC is Constitution-based.



MONSTER MENAGERIE

Rust Cloud (Ex) After a ferromite swarm has dealt 20 points of damage with its rust attack, it can expel the rust swirling around in its mass as a red-brown fog with a 20-foot radius, the center of which can be no more than 30 feet away from the swarm. Creatures within the fog gain concealment as per *fog cloud*.

Scent Metals (Ex) This ability functions like the scent ability, but the range is 90 feet and a ferromite swarm can only use it to locate metal objects.

Ferromite swarms live symbiotically with rust monsters and devour castoff rusted metal their hosts leave behind. Even though a swarm contains hundreds of the arachnids, the individual mites only require specks of rust to sustain themselves and rarely find themselves in competition with their hosts. While incrementally more intelligent than rust monsters, ferromite swarms follow their hosts' lead. When there are no threats, the swarms scout for metal and leave it untouched as they return to lead their rust monster to it.

Individual ferromites have a short life span of less than a month, but a steady supply of metal allows the swarm to keep up its numbers. When presented with an overabundance of metal, ferromite swarms become remarkably fecund and generate new swarms within 24 hours. These additional swarms are driven off to seek new sources of metal and new hosts with which they can travel.

FILAMENT SWARM

Nigh-invisible strands of thread combine into this tangled mass; as it rolls along, deeply gouging the surface beneath it.

FILAMENT SWARM

CR 10

XP 9,600

N Diminutive construct (swarm)

Init +5; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +17

DEFENSE

AC 25, **touch** 19, **flat-footed** 20 (+5 Dex, +6 natural, +4 size)

hp 123 (19d10+19)

Fort +6, **Ref** +11, **Will** +7

Defensive Abilities hardness 5, swarm traits; **Immune** construct traits, weapon damage

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee swarm (4d6 plus 2d6 bleed and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks deep cuts, distraction (DC 19), horrific bleeding

STATISTICS

Str 1, **Dex** 21, **Con** —, **Int** —, **Wis** 12, **Cha** 3

Base Atk +19; **CMB** —; **CMD** —

Feats Improved Critical^B, Toughness^B

Skills Perception +17, Stealth +21; **Racial Modifiers** +16 Perception, +16 Stealth

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Deep Cuts (Ex) A filament swarm's swarm attack ignores up to 20 points of hardness on objects caught in the swarm. Additionally, when a filament swarm deals damage to a creature, it makes an attack roll for the purpose of dealing critical damage to the creature. It has a threat range of 15–20, and if the attack roll threatens a critical hit, it makes a roll to confirm the critical. If it succeeds, it deals triple swarm damage and 4d6 bleed. The attack rolls are Strength-based (+18 for a typical filament swarm).

Horrific Bleeding (Ex) Bleed damage caused by a filament swarm is very difficult to stanch. The Heal check DC increases to 20 to stop the damage. Additionally, healing a creature with spells and abilities heals damage but does not stop the bleed damage unless the healer succeeds at a DC 19 caster level check. The DC is Constitution-based.

Attempts to create monofilament weapons invoked a considerable amount of magic, and even failed attempts at fashioning these incredible weapons maintained this arcane power. With magical might imbued in the strands of material, they gained

THE SWARMINOMICON

a sort of animation, causing the clumped-together to strands roll around and destroy everything in their path. After putting down the rogue tangle of monomolecular wire, the surviving creators realized the potential for a weapon that needed no wielding.

Filament swarms are straightforward and destructive combatants that react to whatever triggers their tremorsense. Controlled swarms can be instructed to travel a certain distance and destroy everything in an area, but their inclination is to chase obviously moving targets. The component wires are capable of cutting through all but the most formidable materials, and they leave lasting cuts that prove resistant to even magical healing.

It is possible—but extraordinarily difficult—to harvest component wires from a dispersed swarm to create a monofilament whip, requiring a successful DC 30 Craft (weapons), Knowledge (arcana), or Knowledge (engineering) check. Failure by 5 or more inflicts 1d6 points of bleed for every 5 points the check was failed, requiring healing as per the swarms' horrific bleeding ability. A whip crafted with these wires deals lethal damage, inflicts 1d6 points of bleed damage (subject to horrific bleeding), and ignores up to 20 points of hardness. On a natural 1, the wielder inflicts this damage to himself.

CONSTRUCTION

A filament swarm is made from specially treated fibers and metals worth at least 5,000 gp.

FILAMENT SWARM

CL 15th; Price 75,000 gp

Construction Requirements Craft Construct, *keen edge, magic weapon, minor geas, summon swarm*, creator must be caster level 15th; **Skill** Craft (weapons) DC 28; **Cost** 40,000 gp

FIREFLY SWARM

This cloud of hundreds of minute insects randomly lights up in an array of warm colors.

FIREFLY SWARM

CR 1/2

XP 200

N Diminutive vermin (swarm)

Init +3; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 8 (1d8+4)

Fort +3, **Ref** +3, **Will** +1

Defensive Abilities evasion, swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

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

Melee swarm (1d6 plus distraction and illuminate)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11), illuminate

STATISTICS

Str 1, **Dex** 17, **Con** 12, **Int** —, **Wis** 13, **Cha** 14

Base Atk +0; **CMB** —; **CMD** —

Feats Toughness^B

Skills Fly +13, Stealth +7; **Racial Modifiers** –8 Stealth

SQ light source

ECOLOGY

Environment temperate and warm plains and forests

Organization solitary, pair, luminescence (3–10)

Treasure none

SPECIAL ABILITIES

Illuminate (Ex) A firefly swarm leaves traces of its bioluminescent material on creatures to which it deals swarm damage. A pale, multihued glow surrounds the creatures, outlining them. The creatures shed light as per *faerie fire* and take a –20 penalty on Stealth checks. Unlike the spell, the ability cannot be circumvented with spell resistance.

Light Source (Ex) Enough individual fireflies can light up at once to provide a consistent source of light. The swarm sheds normal light in a 30-foot radius and increases the light level by one step (but not above normal light) for an additional 10 feet beyond the area. This constant illumination also imposes a –8 penalty on the swarm's Stealth checks.

MONSTER MENAGERIE

Firefly swarms are typically benign and shy away from other creatures, but they will attack to defend their lairs. They are extremely fragile and easy to disperse, but their instincts at avoiding predators give them a surprising maneuverability when it comes to avoiding destructive spells. While individual fireflies are common sights during midsummer months, firefly swarms are rare and only gather near large expanses of standing water near which their favorite nectar and pollen are plentiful.

Firefly swarms are typically active for two months during the height of summer and produce thousands of eggs before they die. Larvae hatch two months before metamorphosing into fireflies and devour insects and other minute creatures as they grow. Druids, other nature-based casters, and fey creatures cultivate firefly swarms and take advantage of the creatures' innate ability to unveil invisible foes. With proper feeding and protection from cold temperatures, it is possible to sustain firefly swarms for two years.

A firefly swarm can be taken as a familiar; it grants a +2 Perception checks to its master and its master adds 1 to the DC for pattern spells. A firefly swarm familiar loses the mindless trait and has an Intelligence score appropriate for its master's level. Additionally, the swarm gains longevity far beyond its typically limited lifespan.

Variant Firefly Swarm: Fey creatures have experimented with a volatile phosphorous firefly swarm (CR 2) which cannot be taken as a familiar. This swarm has the following changes from the base swarm: **hp** 19 (3d8+6); **Fort** +4, **Ref** +4, **Will** +2; **Immune** fire, mind-affecting effects; **Melee** swarm (1d6 plus burn, distraction, and illuminate) **Special Attacks** burn (1d6, DC 12), distraction (DC 12), illuminate.

FOAM SWARM

What first appears to be a large collection of bubbles or sea foam is actually moving of its own volition.

FOAM SWARM

CR 11

XP 12,800

CE Fine ooze (swarm)

Init +9; **Senses** tremorsense 60 ft.; **Perception** +9



DEFENSE

AC 24, touch 24, flat-footed 18 (+5 Dex, +1 dodge, +8size)

hp 149(14d8+91)

Fort +11, **Ref** +10, **Will** +6

Defensive Abilities swarm traits; **Immune** acid, mind-affecting effects, ooze traits, weapon damage

Weakness vulnerable to cold

OFFENSE

Speed 40 ft., swim 20 ft.

Melee swarm (3d6 plus dissolve flesh and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks dissolve flesh, distraction (DC 23), pernicious acid

THE SWARMINOMICON

STATISTICS

Str 2, **Dex** 21, **Con** 23, **Int** 1, **Wis** 12, **Cha** 5

Base Atk +11; **CMB** —; **CMD** —

Feats Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Step Up, Toughness

Skills Acrobatics +5 (+9 when jumping), Perception +10, Stealth +17, Swim +13

SQ prodigious growth

ECOLOGY

Environment temperate or warm land or water

Organization solitary, pair, or malignance (3–6)

Treasure none

SPECIAL ABILITIES

Dissolve Flesh (Ex) A foam swarm deals an additional 3d6 points of acid damage with its swarm attack. Acid damage dealt with its swarm attack heals it for an equal amount. When a creature exits the swarm, the acid lasts for another 5 rounds or until it is neutralized, dealing another 3d6 points of damage each round.

If a creature dies as a result of a foam swarm's attack, and the creature is in the swarm's space at the beginning of its turn, the swarm completely destroys the victim, leaving nothing behind except for its equipment.

Pernicious Acid (Su) A foam swarm's acid can bypass energy resistance. When it deals acid damage, it makes a check with a bonus equal to 1/2 the foam swarm's Hit Dice + its Constitution modifier. It ignores energy resistance in multiples of 5, not to exceed the check's result. For ongoing acid damage dealt by its dissolve flesh ability, it uses the same result to determine the energy resistance it ignores.

Prodigious Growth (Ex) For every 50 points of damage dealt by its swarm attack, a foam swarm's space increases by 5 feet, and its swarm damage and acid damage both increase by 1d6. When its space exceeds 20 ft., it splits into two swarms, each with half the hit points of the originating swarm. When the swarm destroys a victim with its dissolve flesh ability, a second swarm spawns immediately.

Foam swarms are spiteful creatures, despite their dim intelligences. They enjoy consuming flesh and the feel of it liquefying as they digest their victims. The most widely accepted theory about the foam swarms is that they arose from the destroyed remains of a powerful and highly intelligent amalgam of earth and water elementals with world-conquering designs. The first swarms crept into nearby settlements, dissolved the inhabitants, and, in the process, produced more swarms. Adventurers discovered the swarms' susceptibility to cold, which seems to crystallize the water elemental component of their individual bodies, and nearly eradicated them, forcing them to flee underground. An epidemic of foam swarm attacks occasionally threatens a region, but the swarms have generally remained unseen.

Recently, a demon lord of oozes took colonies of foam swarms as followers, using them to seed apocalyptic cults across the world. The cultists eagerly submit to dissolution and find powerful—often unwilling—sacrifices to birth new foam swarms.

GHOST SWARM

Dozens of identical copies of this near-translucent creature move as one as they pass through solid objects.

GHOST SWARM

CR 9

XP 6,400

NE Diminutive undead (incorporeal, swarm)

Init +10; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 23, flat-footed 17 (+3 deflection, +6 Dex, +4 size)

hp 105 (14d8+42)

Fort +7, **Ref** +12, **Will** +12

Defensive Abilities channel resistance +4, incorporeal, rejuvenation, swarm traits; **Immune** undead traits, weapon damage

OFFENSE

Speed fly 60 ft. (perfect)

Melee swarm (3d6 negative energy plus distraction, draining swarm, and whispers of doom)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 20), draining swarm, ride along

MONSTER MENAGERIE

STATISTICS

Str —, **Dex** 22, **Con** —, **Int** 7, **Wis** 12, **Cha** 17

Base Atk +10; **CMB** —; **CMD** —

Feats Hover, Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Skill Focus (Perception), Swarming Flyby Attack

Skills Fly +27, Intimidate +17, Perception +16, Stealth +25

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Draining Swarm (Su) When making a swarm attack, a ghost swarm also drains 1d4 points of Charisma. A target creature can attempt a DC 20 Will save to reduce the drain to 1 point. The swarm can choose to heal itself 5 points of damage for every creature drained of Charisma or temporarily gain 1 point of Charisma for every 2 points drained. This temporary Charisma lasts until the end of the swarm's next turn. The save DC is Charisma-based.

Rejuvenation (Su) A ghost swarm is still powerful enough to return to haunt its location and restores itself in 2d4 days. The typical methods to permanently destroy a ghost also apply to a ghost swarm.

Ride Along (Su) A ghost swarm can forgo its attack to enter the body of a creature on the Material Plane. The affected creature can resist this with a successful DC 16 Will save. If it succeeds, it cannot be affected by the same ghost swarm's ability for 24 hours. A creature that fails its save has no idea the swarm exists within its body, and the swarm inflicts no harm to its host. The save DC is Charisma-based.

Whispers of Doom (Su) Creatures damaged by a ghost swarm must succeed on a DC 16 Will save or become shaken for 2d4 rounds. If a creature is already shaken, it instead becomes frightened. If a creature is frightened, it becomes panicked. A creature that successfully saves against whispers of doom is immune to the same ghost swarm's ability for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

These swarms result when a ghost is destroyed, but it is not malevolent enough to manifest again as a whole entity. Ghost swarms do not retain all the powers of their progenitors, but are deadly in their own right. The swarms vainly attempt to return to their former state by draining other creatures' force of personality to restore themselves.

The swarms have a dim collective memory from the ghosts they formed from, and will sometimes take the relatively peaceful tack of jumping into corporeal beings and subtly urging them to perform certain actions or travel to certain locations to put its spirit to rest.

GIBBERING SWARM

This formless mass contains dozens of creatures of all shapes, but all have countless eyes and mouths crawling across their bodies. A creature detaches itself from the mass, flails about jabbering nonsensically, then ceases moving.

GIBBERING SWARM

CR 6

XP 2,400

CE Tiny aberration (swarm)

Init +8; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

AC 20, **touch** 16, **flat-footed** 16 (+4 Dex, +4 natural, +2 size)

hp 85 (10d8+40)

Fort +6, **Ref** +9, **Will** +10

Defensive Abilities amorphous, swarm traits; **DR** 5/bludgeoning

OFFENSE

Speed 30 ft., swim 20 ft.

Melee swarm (2d6 plus 1d2 Con damage, distraction, and insane babble)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 18), insane babble, latch

STATISTICS

Str 2, **Dex** 19, **Con** 16, **Int** 5, **Wis** 13, **Cha** 14

Base Atk +7; **CMB** —; **CMD** — (19 vs. grapple)

THE SWARMINOMICON

Feats Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception), Toughness

Skills Climb +11, Perception +12, Stealth +16, Swim +12

ECOLOGY

Environment any underground

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Insane Babble (Ex) If a creature begins its turn inside a gibbering swarm's space, it must succeed on a DC 18 Will save or become confused for 1 round. A creature that begins its turn outside a gibbering swarm's space, and is within 200 feet of the swarm, must also attempt a DC 18 Will save. If the creature fails, it moves toward and then among the swarm using the most direct means available, skirting dangerous areas. If a creature successfully saves, it is not subject to the same swarm's insane babble to draw it close for 24 hours (this does not grant it immunity to the confusion effect). This is a mind-affecting compulsion insanity effect. The save DC is Constitution-based.

Latch (Ex) A creature leaving a gibbering moulder swarm must succeed on a DC 18 Reflex save or several of the individual gibbering moulthers attach themselves to the creature. At the beginning of the swarm's turn these latched moulthers deal 1d4 points of damage and 1 point of Constitution damage. Removing attached moulthers requires a full round action and a successful grapple or Escape Artist check. A typical gibbering moulder swarm's CMD is 19 (including a +4 racial bonus). The save DC is Constitution-based.

Gibbering moulthers, given their chaotic natures, have multiple ways of reproducing. The most common way is for them to grow and split off additional moulthers. However, many can also spray thousands of spores which grow into miniature versions. These spores gather together for mutual protection and wreak madness upon the underground habitats they claim.

Sages speculate gibbering swarms seek to find a host to give them a foundation from which they can metamorphose into true gibbering moulthers,

dissolving the host creature in the process. Finding evidence for this theory has proven difficult, however, as the swarms have left few survivors who wish to speak about their experiences.

GLOOM SWARM

Motes of darkness drift about a squirming blob of shifting shadows. Gray light surrounds the globule like a miserable nimbus.

GLOOM SWARM CR 4

XP 1,200

NE Diminutive undead (swarm)

Init +8; **Senses** darkvision 60 ft., see in darkness; Perception +10

Aura gloom (20 ft.)

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 32 (5d8+10)

Fort +3, **Ref** +7, **Will** +5

Defensive Abilities rejuvenation, swarm traits; **Immune** undead traits, weapon damage

OFFENSE

Speed 10 ft., fly 50 ft. (good)

Melee swarm (1d6 plus 2d6 negative energy, distraction, and ennuui)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14), ennuui

STATISTICS

Str 1, **Dex** 19, **Con** —, **Int** 7, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** —; **CMD** —

Feats Improved Initiative, Lightning Reflexes, Skill Focus (Stealth)

Skills Fly +14, Intimidate +10, Perception +9, Stealth +19

ECOLOGY

Environment any land

Organization solitary, pair, or eclipse (3–6)

Treasure none

MONSTER MENAGERIE

SPECIAL ABILITIES

Aura of Gloom (Su) A gloom swarm causes the illumination level within its aura to drop one step. If the area is already dark, it instead becomes supernaturally dark. The aura is treated as a 3rd-level darkness spell for the purposes of countering light spells. If a light source is within the swarm at the beginning of its turn, the swarm can attempt a caster level check (CL 7th) to douse the light. It automatically douses nonmagical light.

Ennui (Su) A creature taking swarm damage from a gloom swarm must succeed on a DC 14 Will save or become listless, taking a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 2d4 rounds. A creature that fails additional saves while suffering from the penalty cannot take actions during its next turn, but it can still defend itself. This is a mind-affecting effect. The save DC is Charisma-based.

Rejuvenation (Su) A dispersed gloom swarm gathers ambient darkness to itself, restoring the swarm in 2d4 days. The only way to fully destroy the swarm is to subject it to sunlight (or spells that create the equivalent) for 24 uninterrupted hours.

Gloom swarms result when creatures die in magical darkness, unable to see their assailants and embittered that they will never gain revenge on their killers. The swarms bring darkness wherever they travel, along with an infectious sense of despair. They hate light and prefer to engulf light sources to snuff them out.

Without light sources to attack, the swarm targets obvious worshippers of deities with daylight or the sun in their portfolio. Unlike many darkness-dependent undead, gloom swarms possess no weakness to light, so they dutifully attack magical and non-magical sources.

Gloom swarms often find themselves allied with undead creatures and those that operate in darkness. In such alliances, they act as a vanguard to destroy harmful—or simply inconvenient—sources of light and allow their allies to operate without hindrance. Ultimately, gloom swarms would like to snuff out the sun and live in perpetual darkness. Not having the power to effect that goal themselves, they seek above all other extremely powerful and insane creatures with the same objective to which they can pledge themselves.

GLYPH SWARM

Letters, glyphs, and symbols of all description collect together. Every so often one explodes and unleashes unfocused arcane power.

GLYPH SWARM

CR 13

XP 25,600

N Fine construct (swarm)

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 30, touch 30, flat-footed 22 (+4 deflection, +7 Dex, +1 dodge, +8 size)

hp 130 (20d10+20)

Fort +6, **Ref** +15, **Will** +6

Defensive Abilities swarm traits; **Immune** construct traits, *glyph* and *symbol* spells, weapon damage

Weakness burnout, *erase* vulnerability

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee swarm (4d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks absorb symbol, distraction (DC 20), living symbols

Spell-Like Abilities (CL 20th; concentration +24)

3/day—empowered *explosive runes* (DC 17), empowered *glyph of warding* (DC 17), *greater glyph of warding* (DC 20), *symbol of fear* (DC 20), *symbol of pain* (DC 19)

1/day—*symbol of death* (DC 23), *symbol of insanity* (DC 23), *symbol of stunning* (DC 22)

STATISTICS

Str 1, **Dex** 24, **Con** —, **Int** 13, **Wis** 10, **Cha** 19

Base Atk +20; **CMB** —; **CMD** —

Feats Dodge, Empower Spell-Like Ability (*explosive runes*), Empower Spell-Like Ability (*glyph of warding*), Hover, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes,

THE SWARMINOMICON

Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Toughness

Skills Fly +24, Knowledge (arcana) +27, Perception +18, Spellcraft +27

Languages Infernal

ECOLOGY

Environment any land

Organization solitary, pair, inscription (3–8)

Treasure none

SPECIAL ABILITIES

Absorb Symbol (Su) A glyph swarm can touch a *glyph* or *symbol* spell, which dispels the spell and heals the swarm for a number of hit points equal to the spell level. Additionally, the glyph swarm can use the spell as a standard action without suffering from burnout.

Burnout (Su) Creating powerful glyphs and symbols comes at a cost for a glyph swarm as the expended magic drains the swarm of life. When the swarm uses a spell-like ability, it takes damage equal to the spell level.

Erase Vulnerability (Su) Unlike other spells and effects targeting a single creature, *erase* can affect a glyph swarm. If the caster succeeds at a touch attack and a caster level check as per the spell, she deals 2d6 points of damage per effective spell level and suppresses the swarm's active symbol for 1 round. The swarm also cannot rearrange itself into a new symbol until after the end of the caster's next turn.

Living Symbols (Su) A glyph swarm can configure itself into arcane symbols rapidly as necessary for the spell effects. The swarm uses a standard action to use its spell-like abilities, as opposed to the typical 10-minute casting time. The symbols swirl around in the swarm, affecting all creatures that can see them. A creature can avoid a symbol's effect by averting its gaze, which grants it a 50% chance to have to save against a symbol. This grants concealment to the swarm against that creature, however.

A glyph swarm can only have one symbol active at a time.

Swarm Attack (Su) A glyph swarm's damage derives from arcane energy and is not subject to damage reduction.



Symbols given animation and intelligence, glyph swarms swirl with arcane might and can readily configure themselves to generate effects as appropriate to the combat situation. Powerful spellcasters create glyph swarms as dynamic and adaptive protection for their lairs.

CONSTRUCTION

A glyph swarm is made from special magic-imbued inks worth at least 20,000 gp.

GLYPH SWARM

CL 20th; **Price** 150,000 gp

Construction Requirements Craft Construct, *geas/quest*, *greater glyph of warding*, *summon swarm*, *symbol of death*, creator must be caster level 20th; **Skill** Craft (calligraphy) DC 32; **Cost** 95,000 gp

MONSTER MENAGERIE

GRAVITIC SWARM

Objects near this cloud of gray insects plummet into the earth or shoot into the sky, as though the collective were exerting random telekinetic control over them.

GRAVITIC SWARM

CR 11

XP 12,800

N Fine construct (swarm)

Init +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +18

Aura gravitic pull (20 ft.)

DEFENSE

AC 26, **touch** 22, **flat-footed** 22 (+4 Dex, +4 natural, +8 size)

hp 130 (20d10+20)

Fort +6, **Ref** +10, **Will** +8

Defensive Abilities swarm traits; **Immune** construct traits, weapon damage

OFFENSE

Speed 50 ft., fly 80 ft. (good)

Melee swarm (4d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 20), shift gravity

STATISTICS

Str 15, **Dex** 19, **Con** —, **Int** —, **Wis** 14, **Cha** 15

Base Atk +20; **CMB** —; **CMD** —

Feats Hover^B, Toughness^B

Skills Acrobatics +4 (+12 when jumping), Fly +16, Perception +18; **Racial Modifiers** +16 Perception

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Gravitic Pull Aura (Su) A gravitic swarm makes a free combat maneuver check against a creature

beginning its turn within the aura. The check is Strength-based (+22 for a typical swarm). If the check succeeds, the creature moves 5 feet closer to the swarm. A creature 5 feet away from the swarm is pulled into it. A creature trapped within the swarm cannot move out of it unless it succeeds on a DC 20 Strength or Escape Artist check.

Shift Gravity (Su) A gravitic swarm creates a “well” of gravity extending above and below it for 500 feet. It can choose the relative gravity in the well, with independent effects above and below the swarm. If the swarm chooses to reverse gravity, all creatures in the area fall upward at a rate of 100 feet per round while they remain in the well. This also affects levitating and flying creatures. A flying creature or a creature that can grab something solid can attempt a DC 20 Reflex save to resume flying or remain where they are; failure means a flying creature cannot fly out of the well. If the swarm chooses to intensify gravity, flying creatures in the area fall 60 feet per round, creatures on the ground fall prone (taking 1d6 points of damage), and all creatures are slowed. Already prone creatures take 4d6 points of bludgeoning damage as they are crushed under their own weight. A successful DC 20 Fortitude save negates the effects and must be attempted each round spent in the well. On a failed save, the creature is automatically subject to the effects until it leaves the well. When the swarm moves, relative gravity is restored (causing creatures to fall in the case where reversed gravity ceases). The save DCs are Constitution-based.

Creatures reaching the swarm due to the relative gravity stop moving and are entrapped within it (as per gravitic pull aura).

Swarm Attack (Su) The swarm damage dealt by a gravitic swarm is due to the random pull of gravity exerted on a creature and is not subject to damage reduction.

Individual insect-like constructs comprising gravitic swarms make little impact on gravity, but the thousands of component creatures enact substantial changes. The swarms find the most advantageous location to employ their subjective and ambient gravity in order to pull opponents into their mass where they can crush their foes.

THE SWARMINOMICON

CONSTRUCTION

A gravitic swarm is made from an alchemically bound mixture of lighter-than-air gases and extremely dense metals worth at least 10,000 gp.

GRAVITIC SWARM

CL 17th; Price 120,000 gp

Construction Requirements Craft Construct, *geas/quest, reverse gravity, slow, summon swarm*, creator must be caster level 17th and must have at least 10 ranks in Knowledge (engineering); **Skill** Craft (traps) DC 30; **Cost** 70,000 gp

GRIFTER IMP SWARM

Despite their minute size, the presence of valuable objects draws visible looks of unadulterated greed on all the faces of the winged, devilish monkeys in this mob.

GRIFTER IMP SWARM

CR 9

XP 6,400

LE Diminutive outsider (devil, evil, extraplanar, lawful, swarm)

Init +7; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 19, flat-footed 18 (+5 Dex, +4 natural, +4 size)

hp 152 (16d10+64)

Fort +8, **Ref** +13, **Will** +9

Defensive Abilities evasion, swarm traits; **Immune** fire, poison, weapon damage; **Resist** acid 10, cold 10

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee swarm (4d6 nonlethal plus distraction and everything not nailed down)

Space 15 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 20), everything not nailed down

STATISTICS

Str 1, **Dex** 16, **Con** 18, **Int** 13, **Wis** 12, **Cha** 15

Base Atk +12; **CMB** — (+15 for everything not nailed down); **CMD** — (20 vs. disarm and steal)

Feats Combat Expertise, Improved Initiative, Improved Disarm^{APG}, Improved Steal^{APG}, Skill Focus (Appraise), Skill Focus (Bluff)

Skills Appraise +26, Bluff +27, Disable Device +24, Fly +11, Knowledge (local) +20, Perception +20, Sleight of Hand +30, Stealth +36

Languages Common

ECOLOGY

Environment any (Hell)

Organization solitary, pair, guild (3–8)

Treasure standard

SPECIAL ABILITIES

Everything not Nailed Down (Ex) A grifter imp swarm can attempt a disarm or steal combat maneuver against all creatures whose space it occupies at the end of its move. The swarm uses its Dexterity modifier to determine the CMB for the combat maneuvers (+15 for a typical swarm). A creature within a grifter imp swarm can attempt a disarm or steal maneuver to retrieve a taken item, but the creature takes swarm damage unless it has Improved Disarm or Improved Steal, as appropriate.

Derived from the souls of greedy mortals who made ill-advised bargains, grifter imp swarms return to the Material Plane to continue their pursuit of wealth. They attack by sweeping in and grabbing everything they can as they batter their opponents and cackle maniacally. The swarms balance cowardice with greed and carefully decide whether they want to continue stripping their foes of their belonging or retreat with their ill-gotten gains.

While the swarms act in unison in the face of active opposition, the imps quickly fall to infighting as they divvy up the choicest treasures from their victims. Grifter imp swarms gravitate toward urban areas where they can find wealthier people and easily accessible lairs. In cities where thieves' guilds operate, the swarms usually offer their services—for a price.

Powerful devils use grifter imp swarms to remove problematic magic items and weapons before they attack or to retrieve bargaining chips to make unfavorable deals with the victims. While grifter imps prefer not to turn over their booty to more powerful creatures, they also understand the torment that awaits them if they refuse. These devils

MONSTER MENAGERIE

also seed rituals to summon grifter imp swarms among powerful thieves' guilds, allowing greedy guild leaders to forfeit their souls and perpetuate the creation of these swarms.

ICE CRYSTAL SWARM

What first appears to be an incongruous swirling cloud of ice shards reveals itself as a threat as it moves against the flow of air.

ICE CRYSTAL SWARM CR 8

XP 4,800

NE Diminutive outsider (cold, elemental, native, swarm, water)

Init +7; **Senses** darkvision 60 ft.; **Perception** +12

Aura biting cold (10 ft.)

DEFENSE

AC 21, touch 17, flat-footed 18 (+3 Dex, +4 natural, +4 size)

hp 95 (10d10+40)

Fort +8, **Ref** +10, **Will** +8

Defensive Abilities frigid fast healing, swarm traits; **DR** 5/bludgeoning, weapon damage; **Immune** cold, elemental traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., fly 50 ft. (poor), swim 30 ft.

Melee swarm (2d6 slashing plus distraction and stinging ice)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 18), ice wall, stinging ice

STATISTICS

Str 1, **Dex** 16, **Con** 17, **Int** 5, **Wis** 12, **Cha** 6

Base Atk +10; **CMB** —; **CMD** —

Feats Great Fortitude, Improved Initiative, Skill Focus (Knowledge [geography]), Skill Focus (Perception), Toughness

Skills Fly +5, Intimidate +9, Knowledge (geography) +16, Perception +12, Survival +11, Swim +11

Languages Aquan

ECOLOGY

Environment any cold

Organization solitary, pair, vortex (3–8)

Treasure none

SPECIAL ABILITIES

Biting Cold Aura (Ex) All creatures within an ice crystal swarm's aura, including creatures within the swarm, take 1d6 points of cold damage at the beginning of the swarm's turn.

Frigid Fast Healing (Su) In conditions of cold weather, an ice crystal swarm gains fast healing 1. In severe cold, the swarm's fast healing increases to 2, and in extreme cold it increases to 5.

Ice Wall (Su) Once per day, an ice crystal swarm can form a lattice from some of its component crystals to create a *wall of ice* (CL 10) as per the spell. This ability inflicts 10 points of damage to the swarm.

Stinging Ice (Ex) An ice crystal swarm inflicts an additional 2d6 points of cold damage with its swarm attack (DC 18 Reflex halves). A creature failing its Reflex save against the cold damage must attempt an additional DC 18 Fortitude save. On a failure, the creature is blinded and staggered for 1d4 rounds. The save DCs are Constitution-based.

Already aggressive about defending their arctic homes, ice crystal swarms become incensed when they witness a creature wielding fire magic. Ice crystal swarms do not hunt to feed, since they subsist on freezing water present in the air. They use this condensed water to increase their numbers as they imbue the crystalized water with sentience and add it to their hive minds.

Despite their typically belligerent natures, ice crystal swarms sometimes take pity on lost and freezing creatures, provided such creatures do not employ fire magic. With a sufficient offering of diamonds or other clear crystals—which can be relatively valueless, since the elementals are not intelligent enough to truly appraise their worth—the swarms impart their knowledge of the area, including places of shelter and hazards to avoid. However, since they speak their own native language, communicating this information may be difficult. Druids and fey who manage to befriend the swarms deploy them as guardians. While typically loath to lose some of their number to create walls of ice, elementals allied with other creatures accept commands to create these walls.

KI SWARM

Tiny pieces of wood form this orderly collective, each shining with an inner light.

Ki Swarm

CR 16

XP 76,800

LN Diminutive construct (swarm)

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 30, touch 30, flat-footed 22 (+7 Dex, +1 dodge, +8 insight, +4 size)

hp 195 (30d10+30)

Fort +10, **Ref** +19, **Will** +18

Defensive Abilities improved evasion, insightful, swarm traits; **DR** 15/adamantine; **Immune** construct traits

OFFENSE

Speed 40 ft.

Melee swarm (5d6 plus distraction and find weakness)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 25), find weakness, stunning swarm strike

STATISTICS

Str 1, **Dex** 24, **Con** —, **Int** 7, **Wis** 27, **Cha** 14

Base Atk +30; **CMB** —; **CMD** —

Feats Critical Focus, Dodge, Following Step^{APG}, Improved Critical (swarm attack), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Skill Focus (Acrobatics), Skill Focus (Perception), Skill Focus (Sense Motive), Spring Attack, Step Up, Step Up and Strike^{APG}, Toughness

Skills Acrobatics +26 (+30 when jumping), Perception +24, Sense Motive +11, Stealth +26

SQ ki pool (18 points), ki powers (abundant step, diamond resilience, diamond soul, elemental fury, elemental burst, furious defense, ki volley, wholeness of body)

Languages Common

ECOLOGY

Environment any land

Organization solitary, pair, or contemplation (3–6)

Treasure none

SPECIAL ABILITIES

Find Weakness (Ex) When a ki swarm deals swarm damage, it makes an attack roll against all creatures it damages for the purpose of determining whether it deals critical damage to a target. Its threat range is 19–20, and it uses its Strength modifier on its roll to determine whether it confirms the critical (a typical swarm has a +29 attack bonus). If it succeeds, it deals double damage.

Insightful (Ex) A ki swarm adds its Wisdom modifier to its Armor Class as an insight bonus.

Ki Pool (Su) A ki swarm is treated as a 16th level monk for purposes of its ki pool (typically 16 points) and ki powers it can use. This allows the swarm to treat its swarm attack as adamantine for the purpose of overcoming damage reduction and bypassing hardness as long as it has at least 1 point in its ki pool.

Stunning Swarm Strike (Su) A ki swarm can target one creature with which it shares space at the end of its move with an effect similar to a monk's stunning fist. The creature must succeed at a DC 26 Will save to avoid being stunned for 1 round. Alternatively, as per the class ability, the swarm can choose to make the target fatigued, sickened for 1 minute, staggered for 1d6+1 rounds, or permanently blinded or deafened.

Over years of training, the ki of monks and similar students gradually infuses into the splintered wood of their practice dummies. The discipline practiced by monks helps to form ki swarms, which have unusually lawful outlooks for constructs. Ki swarms travel the land to find worthy opponents and defeat them in combat. Because they are aware of the inherent advantages they have in their forms, they consent to fight powerful spellcasters who might have a better chance to harm them. On rare occasions, ki swarms will train monks, but the lessons they impart are bizarre and inapplicable to beings with coherent physiologies.

MONSTER MENAGERIE

A creature with a ki pool who succeeds at a DC 25 Will save after a ki swarm is dispersed can replenish its ki pool with 2 points, and an additional 2 points for every 5 by which it exceeds the save DC.

MORPHIC SWARM

The group of creatures make subtle, unsettling changes in their appearance as they move.

MORPHIC SWARM CR 12

XP 19,200

CN Diminutive aberration (shapechanger, swarm)

Init +11; **Senses** darkvision 60 ft.; **Perception** +17

DEFENSE

AC 27, touch 21, flat-footed 20 (+7 Dex, +6 natural, +4 size)

hp 153(18d8+72)

Fort +8, **Ref** +14, **Will** +14

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee swarm (4d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 21), horrific visage

Spell-Like Abilities (CL 17th, concentration +20)
At will—*detect thoughts* (DC 15)

STATISTICS

Str 2, **Dex** 24, **Con** 17, **Int** 12, **Wis** 15, **Cha** 17

Base Atk +12; **CMB** —; **CMD** —

Feats Deceitful, Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Shapeshifter Foil^{UC}, Skill Focus (Intimidate), Skill Focus (Knowledge [arcana]), Toughness

Skills Bluff +24, Disguise +25, Fly +13, Intimidate +26, Knowledge (arcana) +23, Perception +18, Sense Motive +14, Stealth +23

Languages Aklo; telepathy 120 ft.

SQ change shape (swarm, *shapechange*), enthusiastic pursuer, quick change

ECOLOGY

Environment any

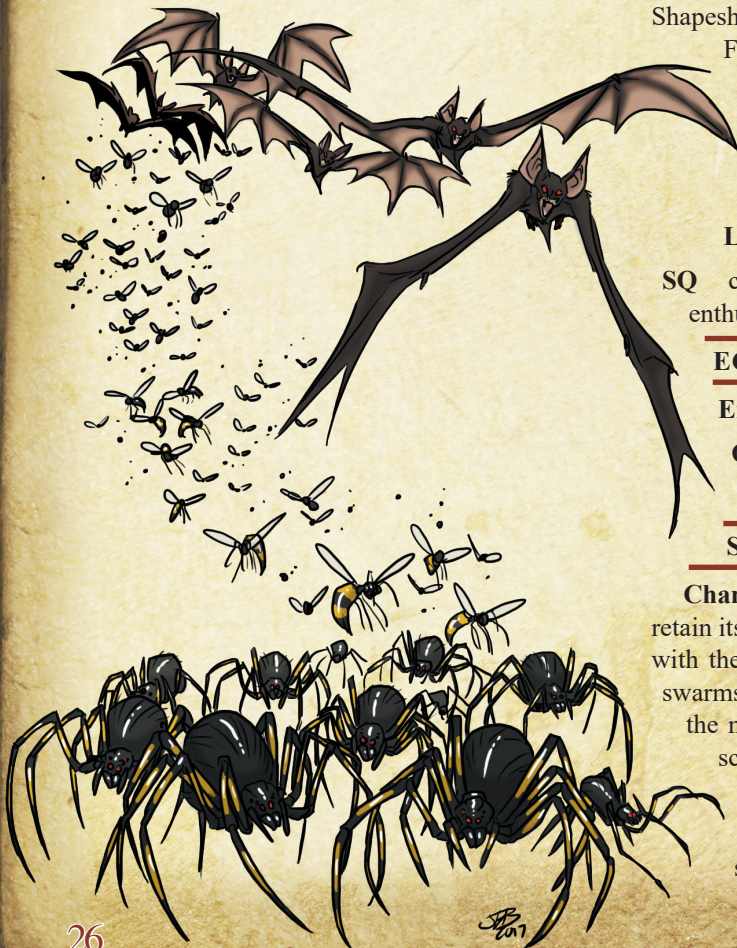
Organization solitary

Treasure none

SPECIAL ABILITIES

Change Shape (Su) A morphic swarm can retain its base form and gain abilities from a swarm with the same CR or lower or from two different swarms with a collective CR equal to or lower than the morphic swarm's CR -2. It uses its ability scores to determine the effects and save DCs dependent on ability scores.

Enthusiastic Pursuer (Ex) A morphic swarm that has successfully frightened a



THE SWARMINOMICON

creature with its horrific visage can make a single 45-degree turn while it takes the run action to catch up to a creature it has frightened. It can also run while flying.

Horrific Visage (Su) When a morphic swarm changes shape, it does so in the most disturbing way possible. All creatures who can see the swarm must succeed on a DC 22 Will save or become frightened for 1d6 rounds. Creatures within the swarm when it changes shape incur a -4 penalty on their saves, and the save DC increases by 2 for creatures on which the morphic swarm has successfully used *detect thoughts*. This is a mind-affecting fear effect. The save DC is Charisma-based.

Quick Change (Su) Three times per day, a morphic swarm can use change shape as a swift action.

Morphic swarms grew out of attempts to create swarms from whole cloth, using doppelganger blood and amorphous aberrations as catalysts for the experiments. The attempts proved wildly successful, but the swarms escaped after destroying their creators and have since spawned more of their number.

Morphic swarms lurk near large settlements and take on the form of more innocuous swarms, such as gnats or flies. Regarded as mere nuisances in these forms, they are typically ignored when other creatures even notice them. When the swarms choose their targets, they stay hidden and use *detect thoughts* to discover fears harbored by their targets. If they cannot penetrate their targets' defenses, they default to a combination of spider, wasp, and mosquito to maximize the potential to terrify their victims. If they succeed at this, they chase fleeing victims and deal swarm damage while leaving means of escape open as long as possible to prolong the chase. Against more stalwart opponents, morphic swarms pay attention to their foes' abilities, spells, and weakness so they can adapt their forms to compensate. As an odd side effect of their creation, morphic swarms are also capable of disrupting other shapeshifters.

As morphic swarms become powerful, they learn to fully control their shapeshifting abilities and become swarmonic infiltrators.

MOTE SWARM, ADAMANTINE

This gray metallic cloud roils forward, disintegrating everything in its path.

MOTE SWARM, ADAMANTINE CR 13

XP 25,600

N Fine construct (swarm)

Init +4; **Senses** darkvision 60 ft., low-light vision, metal sense; **Perception** +17

DEFENSE

AC 30, touch 22, flat-footed 26 (+4 Dex, +8 natural, +8 size)

hp 149 (23d10+23)

Fort +7, **Ref** +11, **Will** +8

Defensive Abilities swarm traits; **DR** 20/adamantine; **Immune** construct traits, electricity, weapon damage; **Resist** acid 20, fire 20

OFFENSE

Speed 5 ft., burrow 30 ft., fly 60 ft. (average)

Melee swarm (5d6 plus distraction and scour)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 21), feed on metal, scour

STATISTICS

Str 3, **Dex** 18, **Con** —, **Int** —, **Wis** 13, **Cha** 7

Base Atk +23; **CMB** —; **CMD** —

Feats Toughness^B

Skills Fly +12, **Perception** +17; **Racial Modifiers** +16 Perception

ECOLOGY

Environment any

Organization solitary, pair, or flensing (3–6)

Treasure incidental (50 lbs. of collectible adamantine)

SPECIAL ABILITIES

Feed on Metal (Ex) When an adamantine mote swarm deals damage to metal objects with its scour ability, it gains temporary hit points equal

MONSTER MENAGERIE

to the damage dealt, up to a maximum number of temporary hit points equal to half its full normal hit points. These temporary hit points last for 1 minute. If the metal object is adamantine, the mote swarm instead heals damage equal to the damage dealt. If this would heal the swarm beyond its maximum hp, it gains the rest as temporary hit points up to a maximum number equal to half its full normal hit points; these temporary hp last for 1 hour.

Metal Sense (Ex) An adamantine mote swarm can detect the presence of metal within 400 feet.

Scour (Ex) An adamantine mote swarm deals its swarm damage to unattended, carried, or worn objects, ignoring hardness 10 or less. Magic items can attempt a DC 21 Reflex save to negate this damage. An object reduced to 0 hp is destroyed, while an object with half its total hp gains the broken condition. Additionally, creatures unprotected by armor or natural armor take an additional 5d6 points of damage from the adamantine motes (DC 21 Reflex halves). The save DCs are Constitution-based.

Adamantine flakes off imperceptibly in battle, leaving trace amounts behind. As most adamantine weapons and armor are enchanted, the magic occasionally animates the flecks of material as adamantine mote swarms when enough of them accumulate. Likewise, when a creature such as an adamantine golem (*Pathfinder Bestiary* 2) is utterly destroyed, the golem's animating force may activate the remnants. In rarer cases still, a spellcaster can create adamantine mote swarm, usually for the purpose of wanton destruction or to harvest more adamantine. In all cases, the resulting clouds of material seek to absorb other metal into their masses to effect repairs.

Adamantine mote swarms destroy everything they contact, and draw metal into their cores. Impure metals—anything that is not adamantine—provide some protection for the swarms, but they quickly move on. Adamantine nourishes the swarms and they search for it over other sources of metal. Uncontrolled swarms fight until they are dispersed, while deliberately created swarms return to their controllers when they have destroyed an objective or collected enough adamantine.

Adamantine mote swarms are dense, collectively weighing over 200 pounds, and leave behind a considerable amount of usable material when they are dispersed.

CONSTRUCTION

An adamantine mote swarm is made of 250 pounds of adamantine (some of which is consumed in the creation process) and alchemical reagents worth 10,000 gp.

ADAMANTINE MOTE SWARM

CL 16th; Price 150,000 gp

Construction Requirements Craft Construct, *disintegrate*, *geas/quest*, *summon swarm*, *wish*, creator must be caster level 20th; **Skill** Craft (sculpture) DC 25; **Cost** 80,000 gp

NEEDLE DRAKE SWARM

The miniature brown dragons in this roiling cloud have long needle-like proboscides, razor-sharp claws, and whip-like tails. Acrid smoke belches forth from their thousand mouths.

NEEDLE DRAKE SWARM

CR 7

XP 3,200

NG Diminutive dragon (swarm)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 20, touch 18, flat-footed 16 (+3 Dex, +1 dodge, +2 natural, +4 size)

hp 84 (8d12+32)

Fort +10, **Ref** +11, **Will** +9

Defensive Abilities swarm traits; **Immune** acid, paralysis, sleep, weapon damage

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee swarm (2d6 plus 2d6 acid and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks breath weapon (20-ft. cloud, 5d6 acid damage, Reflex DC 17 for half, usable every 1d4 rounds), broken needles, distraction (DC 18), lingering cloud

STATISTICS

Str 1, **Dex** 16, **Con** 18, **Int** 9, **Wis** 10, **Cha** 13

Base Atk +8; **CMB** —; **CMD** —

THE SWARMINOMICON

Feats Dodge, Improved Initiative, Lightning Reflexes, Swarming Flyby Attack

Skills Fly +16, Intimidate +12, Knowledge (geography) +10, Perception +11, Spellcraft +10, Stealth +22

Languages Common, Draconic

ECOLOGY

Environment temperate and warm forests and swamps

Organization solitary, pair, or flight (3–6)

Treasure incidental

SPECIAL ABILITIES

Broken Needles (Ex) Once per day, a needle drake swarm can break off their needle-like proboscides in their opponents when they deal swarm damage. The quills deal 2d6 points of piercing damage and inflict 1d4 points of bleed. A creature succeeding on a DC 18 Reflex save takes half damage and negates the bleed. The lodged needles cause the creature to become sickened until they are removed. Removing the needles is a full round action that deals an additional 2d6 points of damage. Alternatively, a character can attempt a DC 20 Heal check as a full round action to remove the needles. Failing this check by less than 5 points only causes 1d6 points of damage, while any other failure causes 2d6 points of damage. Regardless of the result, the needles are removed. The save DC is Constitution-based.

Lingering Cloud (Su) The cloud produced by a needle drake swarm remains for an additional round, but the acid has diluted somewhat. Any creature passing through the cloud takes 2d6 points of acid damage (DC 18 Reflex halves). Any creatures in the cloud at the beginning of the swarm's turn after it used the breath weapon also take 2d6 points of acid damage (DC 18 Reflex halves).

Not all dragons are massive engines of destruction, but minute needle drakes have learned to band together in great numbers to become dangerous creatures in their own right. They are gregarious creatures and tend to talk to visitors to their lairs rather than immediately attack. Wishing to indulge their curiosity, they pepper visitors with hundreds of questions at once. Polite requests for the drakes to speak one at a time are met with genuine attempts to do so (although interruptions regularly occur), while they meet anything they regard as rude with threats.

Not generally quick on the uptake, needle drake swarms can be encountered near green and black dragon lairs. They hold the considerably larger dragons in reverence, and look to their shared ability to spew acid as a sign of their destiny to ascend to the same level of majesty. The more powerful dragons seem angry and vicious, but the drakes reason the true dragons have their reasons. For the mightier dragons' part, they exploit the naïve drakes and use them as lackeys and throwaway guardians which alert them to the presence of intruders.

PESTILENCE SWARM

The land shakes as plants and animals alike wither and die in the wake of this mass of gray flies.

PESTILENCE SWARM CR 20

XP 307,200

NE Tiny outsider (evil, extraplanar, swarm)

Init +7; **Senses** darkvision 60 ft., see in darkness; Perception +38

DEFENSE

AC 36, touch 16, flat-footed 32 (+3 Dex, +1 dodge, +20 natural, +2 size)

hp 356 (31d10+217); regeneration 20 (good)

Fort +18, **Ref** +22, **Will** +21

Defensive Abilities swarm traits; **DR** 20/epic and good; **Immune** acid, cold, electricity, fire; **SR** 31

OFFENSE

Speed 10 ft., fly 90 ft. (good)

Melee swarm (5d6 plus distraction, poison, and unholy withering)

Space 20 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 31), poison, ruination, stunning distraction

Spell-Like Abilities (CL 31st; concentration +33)

At will—*deeper darkness*, *epidemic* (DC 19), *horrid wilting* (DC 20)

3/day—quicken *earthquake*, quicken *tsunami*^{APG}

1/day—*control weather*

MONSTER MENAGERIE

STATISTICS

Str 2, Dex 17, Con 22, Int 11, Wis 19, Cha 14

Base Atk +31; CMB —; CMD —

Feats Deadly Finish^{UC}, Dodge, Flyby Attack, Following Step^{APG}, Great Fortitude, Hover, Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Quicken Spell-Like Ability (*earthquake*), Quicken Spell-Like Ability (*tsunami*), Step Up, Step Up and Strike^{APG}, Swarm Spread

Skills Fly +45, Intimidate +33, Knowledge (arcana) +31, Knowledge (planes) +34, Perception +38, Spellcraft +31

Languages Abyssal, Infernal

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Su) Swarm—injury; *save* Fort DC 31; *frequency* 1/round for 8 rounds; *effect* 1d3 damage to all ability scores, permanent blindness, paralysis for 1 round; *cure* 3 consecutive saves.

Ruination (Su) A pestilence swarm's swarm attack penetrates damage reduction as if it were epic and magic, and ignores up to 20 points of hardness.

Stunning Distraction (Ex) The stings from a pestilence swarm threaten to stop opponents in their tracks. Creatures failing the Fortitude save against the swarm's distraction by 5 or more are instead stunned for 1 round.

Unholy Withering (Su) A pestilence swarm deals an additional 8d6 unholy damage when it deals swarm damage. It also afflicts all targets with its choice of *epidemic* or *horrid wilting* if it has not already used a non-quicken spell-like ability.

Pestilence swarms herald the end of a world. Whether they bring about a planet's devastation themselves or merely soften up resistance for the lords of destruction commanding them, the swarms cause the land to buckle and the seas to churn. In unpopulated areas, pestilence swarms

raze the earth, upheaving it and destroying all plant life upon it, leaving behind broken, gray wasteland. When they make their way to population centers, they target places of worship and destroy the buildings before turning their attention on the settlement's inhabitants. They sow disease and destroy crops, leaving survivors to suffer as they move on to the next city or town. If left unchecked, the swarms then descend below the earth to eliminate pockets of resistance and any underground civilizations.

Daemons and other powerful beings that use pestilence swarms cannot send the creatures themselves. Instead, a ritual must be performed to invoke the "blessing" of the swarms. These fiendish lords maneuver around the forbiddance by seeding worlds with ancient texts containing the ritual, along with false promises of a world subjugated by the ritualists after they complete the ritual. Since pestilence swarms appear where the ritual is performed, the ritualists become the swarms' first victims. Souls harvested during the obliteration wrought by the swarms become larvae that develop into mature pestilence flies in a decade to add to the swarms' ranks and perpetuate the cycle of annihilation.

PHALANGE SWARM

Fingers and hands of all description crawl over each other as the entire collective somehow lurches forward.

PHALANGE SWARM

CR 14

XP 38,400

LE Diminutive undead (swarm)

Init +8; **Senses** blindsight 60 ft.; Perception +17

DEFENSE

AC 29, touch 23, flat-footed 20 (+8 Dex, +1 dodge, +6 natural, +4 size)

hp 199 (21d8+105)

Fort +11, **Ref** +17, **Will** +13

Defensive Abilities swarm traits; **DR** 10/bludgeoning or slashing; **Immune** undead traits, weapon damage

THE SWARMINOMICON

OFFENSE

Speed 40 ft., climb 30 ft.

Melee swarm (5d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 24), interposing hand

Spell-Like Abilities (CL 21st; concentration +25)

Constant—*interposing hand*, *mage hand*

3/day—quicken *finger of death* (DC 22), quicken *forceful hand*, quicken *grasping hand*

1/day—*clenched fist*, *crushing hand*

STATISTICS

Str 5, **Dex** 27, **Con** —, **Int** 4, **Wis** 12, **Cha** 19

Base Atk +15; **CMB** —; **CMD** —

Feats Combat Casting, Dodge, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Quicken Spell-Like Ability (*finger of death*), Quicken Spell-Like Ability (*forceful hand*), Quicken Spell-Like Ability (*grasping hand*), Skill Focus (Spellcraft), Spell Focus (necromancy), Toughness

Skills Acrobatics +8 (+12 when jumping), Climb +16, Intimidate +20, Perception +17, Spellcraft +27;

Racial Modifiers +16 Intimidate, +16 Perception

ECOLOGY

Environment any

Organization solitary, pair, or doom (3–12)

Treasure incidental (magical rings)

SPECIAL ABILITIES

Interposing Hand (Sp) A phalange swarm always has *interposing hand* available to it. As a move action, it can designate a new target for the hand. Its spell-like abilities originate from the *interposing hand*, and it loses the benefit of that spell when it uses other *hand* spells, which target the creature designated by the swarm. If it uses a ranged spell-like ability (such as *finger of death*), it still benefits from *interposing hand*. If the hand is destroyed, it can create a new one at the beginning of its turn as a swift action.

Often crawling forth from the remains of a group of spellcasters, the undead monstrosities

known as phalange swarms continue their terrible dabbling with the arcane, but their focus shifts to finger- and hand-related spells. The swarms retain vestiges of intellect from the spellcasters whose fingers comprise the swarms and are capable of directing the powerful spells at their disposal. They typically climb to an out of the way vantage point and employ *interposing hand* to keep creatures doing the most damage at bay, but they will target spellcasters dealing devastating damage to them. The swarms particularly enjoy using *crushing hand* and *clenched fist* to dispatch these rivals. The swarms have no visual capabilities, but they receive the sensations from their *interposing hands* repurposed to squeeze the life out of victims. If unchallenged, the swarms go on nightly killing sprees during which they crush and strangle unsuspecting victims, giving rise to rumors of serial killers.

Phalange swarms work well with each other, but they are competitive when it comes to the number and quality of kills. They only ally with powerful undead with arcane might, such as liches, who use the swarms to protect their lairs and as assassins. However, thanks to the swarms' limited intelligence, have difficulty grasping the identity of the victims they want dispatched. The swarms usually murder additional victims on these missions, and the collateral damage can bring unwanted attention, making them more trouble than they are worth at times.

At the GM's discretion, phalange swarms can wear magical rings appropriate for their CR. The swarms typically use rings for protection and offensive capabilities and discard rings that provide no benefit (such as a *ring of sustenance*).

PORTAL SWARM

Perfectly circular rings comprise this collection of creatures. Within each ring, a glimpse of an otherworldly vista can be viewed.

PORTAL SWARM

CR 14

XP 38,400

CN Tiny construct (swarm)

Init +12; **Senses** darkvision 60 ft., low-light vision; Perception +21

MONSTER MENAGERIE

DEFENSE

AC 29, touch 29, flat-footed 20 (+8 deflection, +8 Dex, +1 dodge, +2 size)

hp 156 (24d10+24)

Fort +8, Ref +18, Will +9

Defensive Abilities dimensional unmooring, displacing defense, swarm traits; **Immune** construct traits

OFFENSE

Speed fly 70 ft. (good)

Melee swarm (5d6 plus distraction and teleportation)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 22), teleportation

Spell-Like Abilities (CL 24th; concentration +28)

At will—*dimension door*

1/day—*interplanetary teleport*^{UM}

3/day—*greater teleport*, *plane shift* (DC 21), quickened *dimension door*, quickened *ice crystal teleport*^{UM} (DC 20)

STATISTICS

Str 1, Dex 26, Con —, Int 15, Wis 12, Cha 18

Base Atk +24; CMB —; CMD —

Feats Dimensional Agility^{UC}, Dodge, Hover, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Quicken Spell-Like Ability (*dimension door*), Quicken Spell-Like Ability (*ice crystal teleport*), Skill Focus (Knowledge [arcana]), Skill Focus (Knowledge [planes]), Toughness

Skills Fly +16, Knowledge (arcana) +32, Knowledge (planes) +32, Perception +21, Spellcraft +26, Stealth +20

Languages Abyssal, Celestial

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Dimensional Unmooring (Su) When targeted by *dimensional anchor*, a portal swarm is treated

as if it has a spell resistance of 25. Additionally, if a teleportation spell is cast within 20 feet of the swarm and the caster fails a caster check against the swarm's spell resistance of 25, the swarm can counter the spell or determine where the spell's target(s) appear.

Displacing Defense (Su) A portal swarm imposes a 25% miss chance on weapon attacks as the portal redirects the attack to a random location.

Swarm Attack (Ex) The swarm damage dealt by a portal swarm represents part of the creature being shunted off to another location and cannot be modified with damage reduction.

Teleportation (Su) If a portal swarm damages a creature, it potentially shunts it off to another location altogether. An affected creature must succeed on a DC 26 Will save or be teleported 100 feet in a random direction. If the creature fails by 5 or more, but less than 10, it is teleported a half mile in a random direction. If the creature fails by 10 or more or rolls a natural 1 on the save, the portal swarm teleports it to a random location in the world, to another planet, or to another plane (at the GM's discretion). The save DC is Charisma-based.

Created as a side effect of a mishap involving two extradimensional magic items (such as a *bag of holding* and a *portable hole*), or when ancient portals to other planes collapse due to age and disuse, portal swarms are strange animated constructs with incredible knowledge of the inner workings of the physical universe and the planes. The creatures are curious about where the random portals comprising their collective lead and sometimes use their abilities to warp to other locations, which looks like the swarms collapsing in upon themselves before disappearing entirely.

Portal swarms also offer to provide transport to creatures who can provide them information about their portals random destinations. Unfortunately, the swarms have yet to figure out how to ensure a return trip, so they often strand hapless creatures in—usually—hospitable locations. Against combative or rude creatures, portal swarms have no qualms about sending them to indeterminate destinations without obtaining their consent.

PROTYUGH SWARM

The sour reek emanating from this pile of three-legged, tentacled creatures gives it away far earlier than it can be seen. The filthy creatures have bits of detritus clinging to them, and their neighbors occasionally pick at the trash.

PROTYUGH SWARM

CR 7

XP 3,200

N Tiny aberration (swarm)

Init +6; **Senses** darkvision 60 ft., scent; Perception +16

Aura stench (20 ft., DC 18, 8 rounds)

DEFENSE

AC 22, touch 14, flat-footed 20 (+2 Dex, +8 natural, +2 size)

hp 90 (12d8+36)

Fort +8, **Ref** +8, **Will** +9

Defensive Abilities swarm traits; **Immune** disease

OFFENSE

Speed 30 ft., climb 20 ft.

Melee swarm (3d6 plus disease, distraction, and stench)

Space 10 ft.; **Reach** 0 ft.

Special Attacks disease, distraction (DC 18), filth eater

STATISTICS

Str 5, **Dex** 14, **Con** 15, **Int** 3, **Wis** 12, **Cha** 4

Base Atk +9; **CMB** —; **CMD** —

Feats Great Fortitude, Improved Great Fortitude, Improved Initiative, Lightning Reflexes, Run, Toughness

Skills Climb +10, Perception +16

ECOLOGY

Environment any underground

Organization solitary, pair, pile (3–8)

Treasure incidental

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Swarm—injury; *save* Fortitude DC 18; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Filth Eater (Ex) If a protyugh swarm encounters a creature suffering from an injury disease other than filth fever, it attempts to consume the disease. This allows it to affect a creature with an effect similar to *remove disease*, except it is nonmagical. The swarm uses its Hit Dice as its caster level to determine whether it cures all injury diseases suffered by the creature.

Stench (Ex) A creature that begins its turn in a protyugh swarm must succeed on a DC 18 Fortitude save, even if it had previously attempted a save against the swarm's stench. If the creature is already sickened and it fails the save, it becomes nauseated instead. The save DC is Constitution-based



MONSTER MENAGERIE

Very few scholars dare to study the otyugh reproductive process, but those possibly insane researchers have discovered that otyughs are hermaphroditic and spawn hundreds of live young on a garbage heap they have built up for the purpose of sustaining their young, then leaves them to fend for themselves. Coined “protyugh swarms” by scholars, the squirming mass of young otyughs feast on the available trash, taking several months to fully consume the entire heap, and then compete among each other for survival, a process that involves the stronger specimens devouring their siblings. Left alone, one or two victors emerge after a month and stake out their own territory. However, if an interruption in the form of fresh prey occurs, the swarms suspend their cannibalistic infighting. Protyugh swarms roll over their prey, slapping their opponents with small tentacles while incidentally infecting them with filth fever incubated during their short lives spent in garbage. The swarms also incapacitate foes with the reek emanating from their skin. As bad as the smell is from a distance, it intensifies as the swarms overtake creatures, inducing involuntary retching in their victims.

Protyugh swarms remain in their lair, but some underground races have learned to bait the swarms with garbage and rotting flesh to maneuver them against enemies. If protyugh swarms stay well fed, they do not undergo the required step of consuming their fellows to grow to adulthood. These same scholars also discovered protyugh swarms will consume diseased flesh, while ignoring flesh they infect with filth fever. Creatures desperate for a cure to a nasty disease may find a repulsive solution in these swarms. Protyugh swarms have not mastered communication like their parents, so asking them to remove the disease without causing harm is unlikely at best.

PUPPY SWARM

Dozens of young dogs clumsily climb over each other as they attempt to reach their destination.

PUPPY SWARM

CR 1/4

XP 100

N Tiny animal (swarm)

Init +2; **Senses** low-light vision, scent; **Perception** +3

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +6, **Will** -1

Defensive Abilities adorable, swarm traits

Weaknesses relatively harmless

OFFENSE

Speed 30 ft.

Melee swarm (1d6 nonlethal plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 10)

STATISTICS

Str 1, **Dex** 14, **Con** 10, **Int** 1, **Wis** 8, **Cha** 15

Base Atk +0; **CMB** —; **CMD** —

Feats Lightning Reflexes

Skills Perception +3

ECOLOGY

Environment any land

Organization solitary, pair, or a wriggle (3-5)

Treasure none

SPECIAL ABILITIES

Adorable (Ex) A creature seeing a puppy swarm must succeed on a DC 12 Will save or become fascinated for 2d6 rounds. Additionally, a creature must succeed on a DC 12 Will save to attack a puppy swarm or target it with a spell. An evil creature gains a +4 morale bonus on its Will save for either effect (at the GM's discretion other circumstances grant bonuses on the Will saves). This is a mind-affecting compulsion effect. The save DCs are Charisma-based.

Relatively Harmless (Ex) A puppy swarm attack deals nonlethal damage, and a creature attacked by a puppy swarm that succeeds on a DC 10 Fortitude save takes half damage, rounding down. The save DC is Constitution-based.

Puppies enjoy running together and gather in small packs as they play fight with each other and awkwardly roll around. Collecting enough of them to call them a swarm is difficult, and involves a number of chew

THE SWARMINOMICON

toys and treats. Unscrupulous creatures use the formation of puppy swarms to distract targets from their nefarious activities. Puppy swarms pose very little threat to those they see as playthings; the greatest peril involved with these swarms comes from the inability to act in response to the licking and wiggling they inflict. Dispersing puppy swarms is a relatively easy affair, leaving hurt and distrustful puppies in the wake of an attack.

Variant Puppy Swarms: Mundane puppies are not the only young canines to gather in huge, playful packs where the individual creatures have no notion of personal space.

Blink puppy swarms (CR 1) are hardier than their mundane counterparts. This swarm has the following differences from the base swarm: **Type** magical beast (swarm); **Senses** darkvision 60 ft., low-light vision, scent; **hp** 11 (2d10); **Fort** +3, **Ref** +7; **Melee** swarm (1d6 plus distraction); **Special Attacks** distraction (DC 11); **Base Atk** +2; **Skills** Perception +4. The DC for its adorable ability increases to 13. Blink puppy swarms gain the constant use of *blink* as a spell-like ability.

Hell puppy swarms (CR 2) retain the adorable natures of puppy swarms, but their fiery abilities add an air of menace. This swarm has the following differences from the base swarm: **Type** outsider (extraplanar, fire, swarm); **Init** +6; **Senses** darkvision 60 ft., scent; **AC** 16, touch 14, flat-footed 14; **hp** 16 (3d10); **Fort** +3, **Ref** +7, **Will** +0; **Immune** fire; **Weakness** vulnerability to cold; **Melee** (1d6 plus 1d4 fire and distraction); **Special Attacks** distraction (DC 11); **Base Atk** +3; **Feats** Improved Initiative, Lightning Reflexes; **Skills** Perception +5. The DC for its adorable ability increases to 13, and fire giants and lawful evil outsiders do not gain a +4 morale bonus on their Will saves.

REGIMENTED SWARM

Rows of minute brass soldiers march forward together, instinctively carrying out the unspoken orders of some unknown creature.

REGIMENTED SWARM

CR 12

XP 19,200

LN Tiny construct (lawful, swarm)

Init +7; **Senses** darkvision 60 ft., *detect chaos*, low-light vision; Perception +21

Aura magic circle against chaos

DEFENSE

AC 28, touch 16, flat-footed 24 (+3 Dex, +1 dodge, +12 natural, +2 size)

hp 149 (23d10+23)

Fort +6, **Ref** +11, **Will** +9

Defensive Abilities swarm traits; **DR** 10/adamantine or chaotic; **Immune** construct traits

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee swarm (5d6 plus distraction and enforced order)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 20), enforced order, smite chaos

Spell-Like Abilities (CL 20th; concentration +21)

Constant—*detect chaos*

3/day—*dispel chaos*, *order's wrath* (DC 15)

STATISTICS

Str 7, **Dex** 16, **Con** —, **Int** 3, **Wis** 17, **Cha** 12

Base Atk +20; **CMB** —; **CMD** —

Feats Dodge, Following Step^{APG}, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Skill Focus (Perception), Step Up, Step Up and Strike^{APG}, Toughness

Skills Fly +7, Perception +24, Stealth +19

ECOLOGY

Environment any land

Organization solitary, pair, or army (3–12)

Treasure none

SPECIAL ABILITIES

Enforced Order (Ex) A creature damaged by a regimented swarm must succeed on a DC 22 Will save. If the creature fails, on its next turn it repeats the same action it performed on its previous turn. If for some reason the creature cannot complete the same action (such as being unable to cast the same spell) the creature can take no other action. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

MONSTER MENAGERIE

Magic Circle Against Chaos (Su) This ability duplicates the spell *magic circle against chaos*. A regimented swarm cannot suppress this ability.

Smite Chaos (Su) Three times per day, a regimented swarm can imbue itself with the principles of law to better defeat chaos. As a swift action, it chooses one target within its swarm to smite. If the target is chaotic, the swarm adds its Charisma bonus (typically +1) as a deflection bonus to its AC against attacks made by the target. It also adds its Hit Dice to swarm damage dealt to the target, and it gains a spell resistance of 17 against spells cast by the target. The smite remains in effect until the target of the smite is dead or the swarm rests.

Protectors of order at all levels, regimented swarms look like they are composed of highly-detailed metal soldiers with grim expressions. Regimented swarms perform all their actions in unison, even falling simultaneously when the swarm takes damage. This gives them a curiously exploitable disadvantage in their hunt for agents of chaos: their ability to detect chaotic creatures only works in whatever direction all the soldiers face, giving them a major blind spot. Often, to compensate for this deficiency, the swarms patrol in a square to increase their coverage. Once they discover chaotic foes, they become implacable pursuers, initiating their smite ability to add to their already considerable might. If regimented swarms are in combat with chaotic creatures, they fight until their foes are dead or until they are dispersed. Otherwise, they often break off attacks when they lose too many of their number.

While the process for creating regimented swarms is not available to mortal spellcasters, powerful lawful entities can fashion them. When their terrestrial followers are besieged by chaotic foes, these entities gift their followers with the swarms.

RESIN SWARM

A red, viscid fluid drips from the numerous orange insects in this collective. While the liquid holds leaves and other debris fast, the insects move about effortlessly.

RESIN SWARM

CR 2

XP 600

N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +5

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 19 (3d8+6)

Fort +5, **Ref** +3, **Will** +2

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 30 ft.; climb 20 ft.

Melee swarm (1d6 plus distraction and encase in amber)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), encase in amber, knock prone, residue

STATISTICS

Str 1, **Dex** 14, **Con** 15, **Int** —, **Wis** 12, **Cha** 5

Base Atk +2; **CMB** —; **CMD** —

Skill sClimb +10, **Perception** +5; **Racial Modifiers** +4 Perception

SQ cling to surface

ECOLOGY

Environment temperate and warm forests

Organization solitary, pair, or entrapment (3–8)

Treasure incidental

SPECIAL ABILITIES

Cling to Surface (Ex) A resin swarm enjoys a nonmagical version of *spider climb* thanks to its resin.

Encase in Amber (Ex) A resin swarm creates an extraordinary amount of resin when it is in combat. When it deals swarm damage, it also sprays instantly solidified amber. Creatures in the swarm at the end of its move are entangled and must succeed on a DC 13 Reflex save to avoid being

THE SWARMINOMICON

stuck in the glass-like amber, unable to move. A creature stuck in amber can break free by making a DC 13 Strength check or by dealing 19 points of damage with a bludgeoning weapon. A prone character encased in amber begins to suffocate and cannot deal damage to the amber to free itself. After 5 minutes, the amber becomes brittle and shatters easily with a single hit. The swarm is immune to its own amber ability. The DCs are Constitution-based.

Knock Prone (Ex) A resin swarm that deals damage to a creature caught in its amber can attempt a free combat maneuver check to knock the character prone. The combat maneuver check is Dexterity-based (CMB +0 for a typical swarm). A prone character still stuck in amber must succeed on a DC 13 Reflex save to be able to stand. The save DC is Constitution-based.

Residue (Ex) As a resin swarm moves, it leaves slower drying resin on the surface. A creature entering the squares through which the swarm moved must succeed on a DC 13 Reflex save to avoid becoming entangled in the sticky material. The save DC is Constitution-based.

Resin swarms use their amber to catch insects and small animals, but they are capable of capturing larger creatures by adhering them to the ground and then knocking them prone, after which they can encase their victims' heads in amber and asphyxiate them. Instinctive ambush hunters, resin swarms climb to the tops of trees or other surfaces and drop upon unsuspecting victims. While they cannot get caught in their own amber, they can use the sticky material they produce to enable them to climb vertical surfaces and even cling to ceilings. The swarms are omnivorous and supplement meat with nectar-producing flowers, which enable them to produce the resin they use to ensnare prey.

Harvesting resin from a dispersed resin swarm requires a successful DC 15 Craft (alchemy) or Knowledge (nature) check, which allows for the creation of 1 tanglefoot bag plus 1 for every 5 points by which the check exceeds the DC. Tanglefoot bags created in this way operate the same, except breaking free of them requires bludgeoning weapons as opposed to slashing weapons.

SCINTILLATING SWARM

Hundreds of minute humanoid figures glow with a disproportionately bright light. The cheery creatures babble incessantly.

SCINTILLATING SWARM CR 1

XP 400

NGDiminutivefey (swarm)

Init +5; Senses low-light vision; Perception +6

DEFENSE

AC 15, touch 15, flat-footed 15 (+1 Dex, +4 size)

hp 13 (3d6+3)

Fort +2, Ref +6, Will +3

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 5 ft., fly 30 ft. (good)

Melee swarm (1d6 plus dazzle and distraction)

Space 15 ft.; **Reach** 0 ft.

Special Attacks dazzle, distraction (DC 12), harmful radiance, intensify light

Spell-Like Abilities (CL 3rd; concentration +4)

3/day—*flare* (DC 11)

1/day—*daylight*

STATISTICS

Str 1, Dex 12, Con 12, Int 7, Wis 10, Cha 13

Base Atk +1; CMB —; CMD —

Feats Improved Initiative, Lightning Reflexes

Skills Diplomacy +7, Fly +19, Perception +6, Sense Motive +6, Stealth +5; **Racial Modifiers** –12 Stealth

Languages Sylvan

ECOLOGY

Environment forests and plains

Organization solitary, pair, incandescence (3–8)

Treasure none

MONSTER MENAGERIE

SPECIAL ABILITIES

Dazzle (Ex) A scintillating swarm's light is eye-watering to creatures surrounded by the swarm. If a creature is in the swarm's space when the swarm ends its move, the creature must succeed on a DC 12 Fortitude save or become dazzled for 1d4 rounds. A creature that is already dazzled incurs an additional -1 penalty from the condition. Upon reaching a -4 penalty, the creature becomes temporarily blind for 1d6 rounds. A scintillating swarm cannot suppress this ability. The save DC is Constitution-based.

Harmful Radiance (Su) Though a scintillating swarm is not incorporeal, its swarm damage comes from an intensity of light that damages incorporeal creatures. It is also not subject to damage reduction.

Intensify Light (Su) A scintillating swarm sheds bright light in a 20-foot radius and increases the light level for an additional 20 feet by one step, up to bright light. The swarm's light negates any darkness spell of level 2 or lower. If the swarm is in the radius of a *daylight* spell (including its own spell-like ability), it can make a caster level check to dispel magical darkness.

Scintillating swarms are collections of fey creatures who emanate profound amounts of light. Found in the courts of fey nobles who enjoy the warm glow, they normally produce white light but can cycle through a variety of colors. Scintillating swarms also attach themselves to adventuring parties for which they can provide welcome illumination. In addition to the extreme amount of light they produce, the excitable creatures talk among themselves constantly, rendering stealthy movement nearly impossible. They prove useful in combat as well by blinding their opponents and dealing damage that bypasses most forms of protection.

Scintillating swarms enjoy the company of chordic swarms, and often put on light shows to accompany the musical performances put on by the latter, matching them in tone and tempo. In contrast, the swarms despise gloom swarms and other shadowy creatures, and use their light to destroy such beings. Even if they are overmatched, they fight until they are victorious dispersed.

SCUM SWARM

This slick pile of yellow plant material oozes across the water's surface.

SCUM SWARM

CR 5

XP 1,600

N Diminutive plant (aquatic, swarm)

Init +4; **Senses** low-light vision; **Perception** +0

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 52(8+16)

Fort +10, **Ref** +7, **Will** +3

Defensive Abilities bloom, swarm traits; **Immune** electricity, plant traits, weapon damage

OFFENSE

Speed 5 ft., swim 30 ft.

Melee swarm (2d6 plus distraction and suffocate)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 16), suffocate

STATISTICS

Str 1, **Dex** 18, **Con** 15, **Int** —, **Wis** 10, **Cha** 3

Base Atk +6; **CMB** —; **CMD** —

Skills Stealth +23, Swim +11; **Racial Modifiers** +8 Stealth

ECOLOGY

Environment temperate and warm water

Organization solitary, pair, or patch (3–6)

Treasure none

SPECIAL ABILITIES

Bloom (Ex) A scum swarm is immune to electricity damage, but, if it takes electricity damage equal to half its total maximum hit points, it splits into two identical patches of scum, each with the originating scum swarm's current hp. The newly-formed scum swarm deals its swarm damage to all creatures in its space.

Suffocate (Ex) A scum swarm that deals swarm damage to a creature that breathes either water or

THE SWARMINOMICON

air forces it to succeed at a DC 16 Fortitude save or suffocate for a number of rounds equal to half the swarm's Hit Dice. The save DC is Constitution-based.

While scum typically live in nutrient-rich water, dead scum strip the area of oxygen, causing marine life to slowly suffocate as it rapidly overtakes swaths of open water. This strain of carnivorous scum takes this horrific effect one step further and gathers into a mobile patch of plant material to actively smother victims. These scum swarms have difficulty photosynthesizing, so they must nourish themselves with the flesh and blood of unconscious or dead prey. The swarms sit just below the surface of the water and wait to cover underwater prey or surprise victims on the surface. Since feeding is a slow process for the scum—taking an hour to strip an average human of its flesh—they continue to hunt creatures they can sense. Once the water is calm, they commence with consuming all their victims.

In addition to blooming in nitrogen-rich water, they have a spontaneous reaction to exposure to electricity. They are unharmed by this energy type, but the energy invigorates them and spawns additional swarms. Aquatic druids who cultivate these aggressive swarms often pair them with electric eel swarms to create an instant underwater threat.

Individual alga contributing to the swarms live for less than three months, but the swarms add new scum at a prodigious rate, making them effectively immortal. Dead scum from scum swarm is reportedly a delicacy among aquatic humanoids, sought after for their high nutritional value—if one can overlook the source of those nutrients. A creature succeeding at a DC 15 Knowledge (nature) or Survival check can harvest enough scum for four days' worth of rations; for every 5 by which the creature exceeds the DC, she harvests an additional four days' rations.

Variant Scum Swarm: A rare lichen variant preys on land-bound creatures. These swarms have similar statistics as scum swarms, with the following differences: **Immune** fire, plant traits; **Speed** 5 ft., fly 40 ft. (poor); **Skills** Fly +6, Stealth +24. Lichen swarms lose the aquatic subtype and bloom when affected as above by fire damage.

SHARD SWARM

What appears to be the collateral damage from a barroom brawl coalesces into a ball of glass with jagged edges poking out haphazardly.

SHARD SWARM

CR 7

XP 3,200

N Diminutive construct (swarm)

Init +3; **Senses** blood sense, darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +9

DEFENSE

AC 21, touch 17, flat-footed 18 (+3 Dex, +4 natural, +4 size)

hp 88 (16d10)

Fort +5, **Ref** +8, **Will** +6

Defensive Abilities swarm traits; **DR** 10/bludgeoning; **Immune** construct traits, weapon damage



MONSTER MENAGERIE

OFFENSE

Speed 30 ft.

Melee swarm (4d6 plus 2d4 bleed and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks broken glass hazard, distraction (DC 18)

STATISTICS

Str 1, **Dex** 17, **Con** —, **Int** —, **Wis** 12, **Cha** 3

Base Atk +16; **CMB** —; **CMD** —

Skills Perception +9; **Racial Modifiers** +8 Perception

SQ innocuous

ECOLOGY

Environment any land

Organization solitary, pair, shatter (3–8)

Treasure none

SPECIAL ABILITIES

Blood Frenzy (Su) A shard swarm that detects a creature suffering from bleed damage with its blood sense increases its base speed by 10 feet.

Blood Sense (Su) A shard swarm can detect blood of a living creature within 90 feet and pinpoint its location within 30 feet.

Broken Glass Hazard (Ex) The glass comprising a shard swarm counts as caltrops for creatures moving through the swarm's space. The swarm's attack roll is Dexterity-based (+23 for a typical swarm), and it deals 1 point of bleed damage in addition to other effects for caltrops.

Innocuous (Ex) Since a shard swarm looks like a normal broken pile of glass when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Knowledge (arcana) can use that skill instead of Perception to notice the swarm.

Swarm Attack (Ex) A shard swarm's damage counts as slashing, piercing, and magic for purposes of bypassing damage reduction.

When destruction of glass on a widespread level occurs, or when a glass golem (*Pathfinder*

Bestiary 2) or other glass-based monster is destroyed, the broken remains seem to animate out of spite and create shard swarms. Spellcasters also deliberately create shard swarms as nasty surprises for intruders. Shard swarms are attracted by movement, but they have innate sense for blood, especially blood they have drawn themselves. Controlled shard swarms are instructed to wait for targets to come close before attacking, while uncontrolled swarms attack as soon as they sense prey. Once they get a taste for blood, they pursue their bleeding victims until they stop moving. It is possible to fool shard swarms with substantial quantities of blood, but such subterfuge would not be easy.

A character who succeeds on a DC 20 Craft (weapons) or Knowledge (arcana) check with a dispersed shard swarm can retrieve enough glass shards to cover 2d4 5-ft. squares as caltrops. The caltrops deal 1 point of damage and 1 point of bleed damage, and are treated as magic for purposes of overcoming damage reduction.

CONSTRUCTION

A shard swarm is made from enchanted broken glass treated with alchemical reagents worth at least 2,000 gp.

SHARD SWARM

CL 9th; **Price** 12,000 gp

Construction Requirements Craft Construct, *bloody claws*^{APG}, *lesser geas*, *magic weapon*, *summon swarm*, creator must be caster level 9th; **Skill** Craft (weapons) DC 19; **Cost** 7,000 gp

Variant Shard Swarm: Particularly vile creatures add injury diseases and poisons to shard swarms to increase the threats posed by the swarms. This potentially increases the swarm's challenge rating, as per GM discretion.

SPIKELEAF SWARM

The wind seems to catch a pile of dangerously spiny leaves, making them rustle. While the leaves do not seem attached to any particular plant, they are remarkably healthy.

SPIKELEAF SWARM

CR 8

XP 4,800

CN Diminutive plant (swarm)

Init +4; **Senses** low-light vision, water sense; Perception +0

THE SWARMINOMICON

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 112 (15d8+45)

Fort +11, Ref +9, Will +5

Defensive Abilities swarm traits; **Immune** plant traits, weapon damage

OFFENSE

Speed 30 ft., climb 20 ft.

Melee swarm (3d6 plus 1d6 bleed, anticoagulant poison, blood feast, and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks anticoagulant poison, blood feast, distraction (DC 19)

STATISTICS

Str 1, **Dex** 19, **Con** 15, **Int** —, **Wis** 10, **Cha** 6

Base Atk +11; **CMB** —; **CMD** —

Feats Toughness^B

Skills Climb +12, Perception +8; **Racial Modifiers** +8 Perception

SQ camouflage

ECOLOGY

Environment temperate forests or plains

Organization solitary, pair, grove (3–6)

Treasure none

SPECIAL ABILITIES

Anticoagulant Poison (Ex) Swarm—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *initial effect* 1 Con damage; *secondary effect* bleed susceptibility for 1d3 hours; *cure* 2 consecutive saves. A creature suffering from the secondary effect takes 1 point of bleed damage when struck by piercing or slashing weapons, and other sources of bleed damage increase their damage by 1. The save DC is Constitution-based.

Blood Feast (Ex) A spikeleaf swarm inflicts 1d4 points of Con damage to each creature suffering from bleed damage prior to taking damage from the swarm's attack. For each creature it inflicts Con damage, it gains 5 temporary hit points for 1 hour (up to a maximum number of hit points equal to the swarm's maximum).

Camouflage (Ex) A spikeleaf looks like a normal plant when at rest, requiring a creature to succeed on a DC 20 Perception check to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills, with a +4 circumstance bonus, instead of Perception to notice the swarm.

Water Sense (Ex) A spikeleaf swarm can locate open water up to a half mile away. It can also sense creatures with blood up to 60 feet away

The plants in spikeleaf swarms are mobile and do not have a root system. Instead, they use hollow spines ringing their leaves to suck in moisture. Water sustains spikeleaf swarms, and they can survive for up to their ten-year lifespans on water and sunlight alone. They have a taste for blood, however, which enlivens them far more than mere water. Spikeleaf swarms have no particular taste for the blood of intelligent creatures and feed just as easily on animals as they do humanoids. The swarms' initial attacks inflict constantly bleeding wounds, and the swarms target bleeding victims to energize themselves. The swarms also secrete a poison they can inject with their spines in order to free the flow of blood from their victims. Once the swarms fell their victims they continue feeding on them until they are completely drained of blood. The only exception to this is during the spikeleaf swarms' annual reseeding, when they leave fresh kills in which their seeds germinate, producing another spikeleaf swarm after three months of growth.

Those capable of taming the creatures place the swarms in out of the way places where to lurk and wait to attack trespassers. As long as the swarms feed on blood equivalent to that belonging to an average adult human per week, they will not turn on their ostensible controllers.

SWARMIC INFILTRATOR

The skin of this humanoid creature ripples, as if several insects were crawling underneath the surface of its skin.

SWARMIC INFILTRATOR

CR 14

XP 38,400

LE Tiny aberration (shapechanger, swarm)

Init +13; **Senses** darkvision 60 ft.; Perception +24

MONSTER MENAGERIE

DEFENSE

AC 30, touch 22, flat-footed 20 (+9 Dex, +1 dodge, +8 natural, +2 size)

hp 178 (21d8+84)

Fort +10, Ref +18, Will +18

Defensive Abilities swarm traits

OFFENSE

Speed 30 ft.

Melee swarm (5d6 plus distraction and swarming grapple) or

unarmed strike +20/+15/+10 (1d3+4)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 23), swarming grapple

Spell-Like Abilities (CL 21st, concentration +25)

At will—*detect thoughts* (DC 15)

STATISTICS

Str 16, **Dex** 28, **Con** 17, **Int** 15, **Wis** 18, **Cha** 19

Base Atk +15; **CMB** —; **CMD** —

Feats Deceitful, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Skill Focus (Sense Motive), Skill Focus (Use Magic Device), Toughness

Skills Bluff +29, Disguise +29, Intimidate +11, Knowledge (local) +26, Perception +28, Sense Motive +28, Stealth +27, Use Magic Device +24

Languages Aklo, Common

SQ change shape (humanoid or swarm, *shapechange*), coalesce, hive mind, quick change

ECOLOGY

Environment any urban

Organization solitary, pair, or insinuation (3–6)

Treasure standard (NPC gear)

SPECIAL ABILITIES

Change Shape (Su) A swarmic infiltrator can retain its base form and gain abilities from a swarm with

the same CR or lower or from two different swarms with CR equal to or lower than the infiltrator's CR – 2. It uses its ability scores to determine the effects and save DCs dependent on ability scores.

Coalesce (Ex) As part of its change shape ability, a swarmic infiltrator can coalesce its form into that of a humanoid creature, creating partial swarms of skin and hair to more effectively disguise itself. In this form, a swarmic infiltrator can be targeted by spells and effects that target a single creature. It can use armor, weapons (or unarmed strike), and slotted magic items in this form. When it switches back to swarm form, it drops all items it is carrying and wearing.

Shared Awareness (Su) As long as there are at least two swarmic infiltrators within sight of each other, no infiltrator is flat-footed unless all of them are.

Quick Change (Su) Three times per day, a swarmic infiltrator can use change shape as a swift action.

Swarming Grapple (Ex) When a swarmic infiltrator successfully grapples a creature while in its coalesced form, it can choose to deal its swarm damage to that creature.

As morphic swarms mature, they gain more awareness of their surroundings as the component creatures grow in size. As a result, the swarms become more nuanced in their dealings with other creatures and eschew the easy frights caused by their transformations. These swarmic infiltrators instead integrate themselves into society and pursue byzantine agendas, including the occasional murder. Their ability to change their shape and precisely control the composition of their swarms enables them to interact with humanoids in their chosen haunts without raising suspicion. Every now and then, they move the swarms under their “skins” to disconcert opponents, but intimidation is only a means to an end for the infiltrators.

Swarmic infiltrators can easily spot others of their kind and often put out cryptic invitations. When infiltrators meet, they temporarily merge, making for a disturbing sight for accidental onlookers, and exchange component creatures from their individual swarms as a way to quickly exchange information.

TANGLEWEED SWARM

The individual weeds in this drifting clump of tumbleweed squirm as the tumbleweed moves on its own.

TANGLEWEED SWARM

CR 3

XP 800

N Diminutive plant (swarm)

Init +7; **Senses** low-light vision, tremorsense 60 ft.; **Perception** +10

DEFENSE

AC 17, **touch** 17, **flat-footed** 14 (+3 Dex, +4 size)

hp 26 (4d8+8)

Fort +6, **Ref** +6, **Will** +3

Defensive Abilities swarm traits; **Immune** plant traits, weapon damage

OFFENSE

Speed 30 ft.

Melee swarm (1d6 plus distraction and entrap)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14), entrap (DC 14, 1d4 minutes, hardness 5, hp 8)

STATISTICS

Str 5, **Dex** 17, **Con** 14, **Int** —, **Wis** 15, **Cha** 4

Base Atk +3; **CMB** —; **CMD** —

Feats Improved Initiative^B, Lightning Reflexes^B

Skills Perception +10; **Racial Modifiers** +8 Perception

SQ camouflage, entangling vines

ECOLOGY

Environment desert

Organization solitary, pair, or tumble (3–6)

Treasure none

SPECIAL ABILITIES

Camouflage (Ex) To the uninitiated, a tangleweed swarm looks like a large tumbleweed. A creature must succeed on a DC 20 Perception check to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the swarm.

Entangling Vines (Ex) Tangleweed vines grasp at creatures caught in the swarm. A creature that begins its turn in a swarm's space or moves through the swarm moves at half speed until it exits the swarm. By succeeding at a DC 14 Strength or Escape Artist check, a creature can negate this effect, but it must attempt this check for every square it moves through the swarm. The DCs are Constitution-based.

Entrap (Ex) At the beginning of the swarm's turn, all creatures inside its space must make a DC 14 Strength or Escape Artist check or become entrapped. If a creature fails a second saving throw against this ability, it is completely entrapped by tangleweed vines, cannot breathe (forcing it to hold its breath or suffocate), and takes 1d3 points of damage at the beginning of its turn.

Tangleweed swarms roll around their barren desert homes in search of prey. When not actively hunting, the swarms allow the elements to blow them in random directions. Creatures stumbling across the swarms when they roll at the whims of desert winds have no idea the creatures are dangerous until the swarm notices prey with its tremorsense and shift direction against the wind to pursue them. Tangleweed swarms entangle creatures they encounter and twist their vines to lash down one of their opponents, at which point they begin to strangle the them.

Tangleweed swarms are not inherently carnivorous, but the scarcity of water requires them to supplement it with fresh blood. After the swarms strangle their victims, they dig their vines into their victims' flesh to get at the blood. Living material tears from tangleweed swarms as vines remain to strangle victims, but the swarms roll back to the detached vines to rejoin them to the collective.

Desert dwellers capable of controlling plants and supply a steady source of water can direct tangleweed swarms to attack.

Variant Tangleweed Swarm: An aquatic version of the tangleweed swarm, known as a tanglekelp swarm (CR +0), grabs and drowns its opponents. This swarm has the following differences from the base swarm: **Speed** 5 ft., swim 30 ft.; **Skills** Perception +10, Swim +11. A tanglekelp swarm also gains the aquatic subtype.

MONSTER MENAGERIE

TEMPORAL SWARM

Some objects near this swarm of black and white motes rot and corrode, others gain a new luster, and still others revert to their component parts.

TEMPORAL SWARM

CR 17

XP 102,400

CN Diminutive outsider (swarm, chaotic, native)

Init +13; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 32, touch 32, flat-footed 22 (+9 Dex, +1 dodge, +8 insight, +4 size)

hp 246 (29d10+87)

Fort +9, **Ref** +20, **Will** +13

Defensive Abilities out of sync, swarm traits; **Immune** construct traits, temporal spells, weapon damage

OFFENSE

Speed 60 ft., fly 90 ft. (perfect)

Melee swarm (5d6 plus distraction and temporal disruption)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 24), temporal disruption

Spell-Like Abilities (CL 29th; concentration +34)

At will—*haste*, *slow* (DC 18)

3/day—quicken *haste*, quicken *slow* (DC 18), *temporal stasis* (DC 23), *time stop*

1/day—*spell turning*

STATISTICS

Str 1, **Dex** 28, **Con** 14, **Int** 13, **Wis** 14, **Cha** 21

Base Atk +29; **CMB** —; **CMD** —

Feats Dodge, Hover, Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Mobility, Quicken Spell-Like Ability (*haste*), Quicken Spell-Like Ability (*slow*), Skill Focus (Knowledge [arcana]), Skill Focus (Knowledge [history]), Skill Focus (Knowledge [planes]), Skill Focus (Perception), Skill Focus (Spellcraft), Toughness

Skills Fly +38, Knowledge (arcana) +36, Knowledge (history) +36, Knowledge (planes) +36, Perception +37, Spellcraft +36, Stealth +23

Languages Common

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Immune to Temporal Spells (Su) A temporal swarm cannot be affected by spells or effects that change the flow of time around it, including *slow* and *haste*.

Out of Sync (Su) A temporal swarm randomly shifts to a second before or after the perceived time and is simply not there when targeted by an attack or spell. The swarm imposes a 50% miss chance on melee and ranged attacks. Additionally, if a spell or effect includes the swarm in its area of effect, the caster has a 50% chance of not affecting the swarm at all with the spell or effect.

Temporal Disruption (Su) A creature caught in a temporal swarm suffers (or benefits) from the strange flow of time caused by the creature. If the creature fails a DC 24 Fortitude save, one of the following random effects occurs (roll 1d4):

1—The creature ages by one step, suffering the physical penalties from aging, but gaining none of the benefits; 2—The creature youthens by one step, gaining the relative physical benefits from decreasing in age, but suffering none of the penalties; 3—The creature moves forward in time 1d4 rounds and cannot do anything until it reappears; 4—The creature echoes itself in time, allowing it roll twice and take the best result for a single d20 roll in the next 4 rounds.

If an aging effect exceeds venerable, the creature must succeed on a DC 24 Fortitude save or die. If the aging effect predates adulthood, the creature gains the young creature template. A creature already with the young creature template must succeed on a DC 24 Fortitude save or die. The save DCs are Constitution-based.

At the GM's discretion, temporal disruption can affect unattended objects in the same way. On a result of 1, the item becomes broken, while a broken item is

THE SWARMINOMICON

destroyed; on a result of 2, the item reverses its state (destroyed, broken, whole); on a result of 3, the item disappears for 1d4 rounds; on a result of 4, the item doubles its base damage or armor value (or other applicable effect) for 1d4 rounds.

Temporal swarms result when catastrophic events warp the temporal flow, freeing fragments of time to amalgamate and damage the timeline. The swarms work with other strange creatures such as portal swarms, gravitic swarms, and entropy swarms to maximize the reality warping wrought during the formation. Scholars speculate dispersed swarms would still randomly affect the flow of time, and only an effect equivalent to a permanent *time stop* would restore local temporal mechanics to some semblance of normality.

TOY SWARM

This collection looks like a child threw all of her belongings into a heap...until it starts moving.

TOY SWARM CR 5

XP 1,600

NG or NE Diminutive construct (swarm)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 18, touch 18, flat-footed 16 (+2Dex, +2 natural, +4 size)

hp 52 (8d10+8)

Fort +2, **Ref** +8, **Will** +3

Defensive Abilities swarm traits; **DR** 5/adamantine; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee swarm (2d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14), protect/destroy

STATISTICS

Str 1, **Dex** 14, **Con** —, **Int** —, **Wis** 12, **Cha** 9

Base Atk +8; **CMB** —; **CMD** —

Feats Lightning Reflexes^B, Toughness^B

SQ innocuous

ECOLOGY

Environment any land

Organization solitary, pair, playroom (3–6)

Treasure none

SPECIAL ABILITIES

Destroy/Protect (Su) When created, a target can be designated for the toy swarm, which it either is assigned to protect or destroy. In protect mode, the swarm does no damage to its charge even if it moves into a space occupied by its charge. When it shares a space with its charge, it grants double its natural armor bonus to the creature. However, if the natural armor bonus is the difference between



MONSTER MENAGERIE

a miss and a successful hit, the swarm takes the damage intended for its ward. In destroy mode, the swarm gains a +10 bonus to Perception checks to find its target and deals an additional 4 points of damage with its swarm attack to its target.

For each point of damage a toy swarm takes, there is a cumulative 1% chance that it forgoes its designation and attacks at will. A protected target is no longer exempt from the swarm's damage, while a toy swarm in destroy mode loses its bonus to Perception and damage against its target.

Innocuous (Ex) Since a toy swarm looks like a collection of playthings when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Knowledge (arcana) can use that skill instead of Perception to notice the swarm.

Needling Hands (Su) A toy swarm bypasses damage reduction as if it were adamantine, silver, and magic, and it ignores 20 points of hardness.

Spellcasters wishing to protect their children developed a way to afford them that protection without intrusive measures, by converting their children's toys to construct guardians. The resulting toy swarms, designed from the children's favorite playthings, are inert when they are not needed to protect the children, allowing their charges to play with them. Unfortunately, evil spellcasters came up with their own version of the swarms, which mingle unassumingly among their targets' toys and attack their unsuspecting victims when they have no protection. The forces animating the swarms have difficulty reconciling their clandestine missions with the instinct to attack indiscriminately, and they have a tendency to revert to normal behavior as they take damage and degrade.

Rumors speak of toy swarms spontaneously created when their children lavish love on them, and an animating spirit inhabits the swarms to protect them. On the darker flip side, children who die in horrific ways may awaken toy swarms, which seek revenge on their children's killers.

CONSTRUCTION

A toy swarm is made from normal toys enchanted and alloyed with mithral and adamantine, worth at least 10,000 gp.

TOY SWARM

CL 14th; Price 90,000 gp

Construction Requirements Craft Construct, *geas/quest*, *instant enemy*^{APG} or *shield other*, *summon swarm*, creator must be caster level 14th; **Skill** Craft (sculpture) DC 21; **Cost** 50,000 gp

VENGEANCE SWARM

A litany of curses emanates from this collection of angry, gray-furred spheres with oversized mouths.

VENGEANCE SWARM

CR 15

XP 51,200

LE Fine monstrous humanoid (swarm)

Init +8; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 23, touch 23, flat-footed 18 (+4 Dex, +1 dodge, +8size)

hp 199 (21d10+84)

Fort +11, **Ref** +18, **Will** +14

Defensive Abilities swarm traits

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee swarm (5d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 23), I know what you did

Spell-Like Abilities (CL 20th; concentration +19)
Constant—*death watch* (target of *discern location* only)
1/day—*discern location*

STATISTICS

Str 6, **Dex** 19, **Con** 17, **Int** 6, **Wis** 15, **Cha** 8

Base Atk +20; **CMB** —; **CMD** —

Feats Dodge, Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Intimidate), Skill Focus (Perception), Skill Focus (Stealth), Strong Comeback^{UC}, Toughness

Skills Fly +8, Intimidate +23, Perception +24, Stealth +15, Survival +19

SQ revenge-driven

THE SWARMINOMICON

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Revenge-Driven (Su) The creature summoning a vengeance swarm imprints the identities of all the targets that have wronged it. This allows the swarm to use *discern location* to find its targets. It doubles its swarm damage to its targets and it gains DR 20/adamantine against its target's attacks. If other creatures attack the swarm while it is in pursuit of its targets, it gains the above advantages against them as well. A vengeance swarm that has killed a target indicated by *discern location* must wait until it rests to begin the hunt against its next target. During this "down time," it is possible to attack the swarm without fear of retribution. When the swarm has killed its last target it immediately fades away.

I Know What You Did (Su) When a vengeance swarm is in sight of the target of its *discern location* ability, it shouts invectives at its target, against which it receives a free demoralize attempt as per use of the Intimidate skill. If the swarm exceeds the DC by more than 4 but less than 10, the target is frightened instead of shaken. If the swarm exceeds the DC by 10 or more, the target is instead panicked.

Many creatures become undead when they die under horrific circumstances or after they have been wronged. However, some creatures expend their last vestiges of life to call forth a strange collection of creatures, known as vengeance swarms, to avenge them. In rare cases, a still-living creature can summon these vengeance swarms to exact payback for a terrible wrong. Once these creatures are set upon their path of revenge, nothing short of the swarms' destruction can deter them from their retribution. Ruses where targets play dead to satisfy vengeance swarms prove ineffective as the creatures have an innate sense of their targets' status. As long as the swarms are left to themselves, they chase down their targets. If the targets' allies directly intervene (typically by dealing damage to the swarm), the swarms decide whether to change their focus to these allies, especially if the new

creatures present a real threat. If they change their targets, they do so secure in the knowledge they can resume their chase later.

Certain hag covens know the secret of summoning vengeance swarms, and local legends may point characters who feel wronged to these hags. The hags ask for a devastating price (firstborn child, the petitioner's soul, etc.) to awaken vengeance swarms and send them after those who refuse to make payment.

WIRE SWARM

Tangles of wire roll like a metallic tumbleweed, individual strands of wire poking from the tangle to guide its movement.

WIRE SWARM

CR 7

XP 3,200

N Diminutive construct (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +12

DEFENSE

AC 22, touch 20, flat-footed 16 (+6 Dex, +2 natural, +4 size)

hp 84 (13d10+13)

Fort +4, **Ref** +10, **Will** +0

Defensive Abilities swarm traits; **DR** 5/slashing; **Immune** construct traits, weapon damage

OFFENSE

Speed 30 ft., climb 10 ft.

Melee swarm (3d6 plus 1d6 bleed)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 16), strangle, tripping wire

STATISTICS

Str 12, **Dex** 22, **Con** —, **Int** —, **Wis** 2, **Cha** 1

Base Atk +13; **CMB** —; **CMD** —

Feats Toughness^B

Skills Climb +14, Perception +12; **Racial Modifiers** +16 Perception

SQ innocuous

MONSTER MENAGERIE

ECOLOGY

Environment any land

Organization solitary, pair, or cluster (3–12)

Treasure none

SPECIAL ABILITIES

Constricting Wire (Ex) If a wire swarm ends its move in a square with a prone opponent it loops wires around its opponent's throat, forcing the opponent to hold its breath or suffocate. The victim can attempt a DC 17 Reflex save to avoid this. Escaping from strangling wire requires a DC 16 Strength or Escape Artist check. At the beginning of the wire swarm's turn, the wire deals 2d6 points of damage and reduces the amount of time the target can hold its breath by 1 round. The DCs are Strength-based.

Innocuous (Ex) Since a wire swarm looks like a normal tangle of wire when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Knowledge (arcana) can use that skill instead of Perception to notice the swarm.

Tripping Wire (Ex) At the end of a wire swarm's move, it can whip wires around creatures with which it shares its space. It attempts a separate combat maneuver check against all creatures in its space. If successful, it trips its target. The swarm uses its Dexterity modifier to determine its CMB (a typical swarm has CMB +15). A creature attempting to stand from prone while entangled in the wire must succeed on a DC 17 Acrobatics or Strength check or fall prone again. The DC is Strength-based.

Creators of wire swarms use them to impede intruders' progress as the swarms trip their opponents and keep them down. The more sadistic of wire swarm controllers enjoy watching the swarms' wires strangle the life out of their victims. Much like other construct swarms that look like common items, wire swarms can be ordered to remain still until their opponents get close enough to attack with an element of surprise.

CONSTRUCTION

A wire swarm is made from an alchemically treated copper and silver wire mixed with adamantite worth at least 4,000 gp.

WIRE SWARM

CL 11th; Price 44,000 gp

Construction Requirements Craft Construct, *bladelash*^{ACG}, *geas/quest*, *magic weapon*, *summon swarm*, creator must be caster level 11th; **Skill** Craft (weapons) DC 30; **Cost** 24,000 gp

Variant Wire Swarm: By adding *contagion* to the spells used to construct a wire swarm, a creator adds tetanus to the creature's swarm attack. *Tetanus:* Swarm—injury; *save* Fortitude DC 17; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Dex damage and victim must succeed on another DC 16 Fortitude save or be unable to speak for 24 hours due to stiffened jaw muscles; *cure* 1 save. The save DC is Strength-based. This variant is CR +0.

WISP SWARM

Miniature contrails collide with each other as this cloudlike collection of creatures churns, occasionally crackling with sparks.

WISP SWARM

CR 6

XP 2,400

N Diminutive outsider (air, elemental, native, swarm)

Init +7; **Senses** darkvision 60 ft.; Perception +14

Aura obscuring cloud

DEFENSE

AC 20, touch 18, flat-footed 16 (+3 Dex, +1 dodge, +2 natural, +4 size)

hp 60 (8d10+16)

Fort +4, **Ref** +11, **Will** +6

Defensive Abilities swarm traits; **Immune** electricity, elemental traits, weapon damage

OFFENSE

Speed fly 60 ft. (perfect)

Melee swarm (2d6 plus 2d6 electricity, choke, distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks choke, distraction (DC 16), stunning strike

Spell-Like Abilities (CL 8th; concentration +9)
1/day—*aggressive thundercloud*^{ACG} (DC 13),
stinking cloud (DC 14)

THE SWARMINOMICON

STATISTICS

Str 1, **Dex** 17, **Con** 14, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +8; **CMB** —; **CMD** —

Feats Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)

Skills Fly +28, Intimidate +10, Knowledge (planes) +10, Perception +14, Sense Motive +11, Stealth +15 (+23 in clouds); **Racial Modifiers** +8 Stealth in clouds

Languages Auran

ECOLOGY

Environment any land (clouds above)

Organization solitary, pair, cumulus (3–8)

Treasure none

SPECIAL ABILITIES

Choke (Ex) A wisp swarm can select one target to which it deals its swarm damage. That creature must succeed on a DC 16 Fortitude save to avoid some of the swarm's cloud-stuff filling its lungs. The creature is nauseated and must succeed on subsequent Fortitude saves (with a cumulative +1 for each previous save) at the beginning of each of its turns or remain nauseated and take 2d6 points of damage as it chokes and coughs. A creature that succeeds on the subsequent save is no longer nauseated, but it is sickened for 1d6 rounds as it recovers from the trauma. The save DC is Constitution-based.

Obscuring Cloud (Su) Mist surrounds a wisp swarm as it moves. This functions as per the spell (CL8th) but with the following difference: while the mist can be dispersed by the usual methods, the swarm can recreate the mist as a free action at the beginning of its next turn.

Stunning Strike (Su) Once per day, as a swift action, a wisp swarm can gather up all the electricity in its mass for a massive jolt to one of its foes. When it uses this ability, its swarm attack deals no electricity damage. However, it deals 8d6 points of electricity damage to its chosen target, which also staggers the creature for 1d6 rounds. A successful DC 16 Fortitude save halves the damage and negates the staggered effect. The save DC is Constitution-based.

Minute air elementals gathered for mutual protection, wisp swarms flit among clouds, presenting incidental danger to flying creatures. However, when moisture condenses on the ground to produce fog and mist, the swarms dive down to investigate, causing the majority of their hostile encounters. The swarms prefer being left alone and only become aggressive when other creatures attack them. Even then, they attempt to deter foes first, reserving their stunning strike for particularly powerful foes before making their escape. Rumor has it an angered wisp swarm can speak to the clouds, which will follow the object of the swarms' ire and rain perpetually on the victim, making close strikes with the occasional lightning bolt.



MONSTER MENAGERIE

SWARM FEATS

The following feats add options when creating or enhancing swarms and gives players options to more effectively defeat them.

DISPERSING EVASION

You purposely disincorporate to avoid a damaging spell.

Prerequisites: Swarm subtype, base attack bonus +8.

Benefit: If you are not considered flat-footed, you can disperse to negate damage from a spell or effect that affect an area. You must spend a full-round action on your next turn to reconstitute the swarm.

GREATER SWARMING VITAL STRIKE

The creatures in your swarm can deal massive amounts of damage to a single foe.

Prerequisites: Swarm subtype, base attack bonus +15.

Benefit: When you make a swarm attack, you can choose one opponent against which you quadruple the swarm attack's damage dice. This does not affect any other damage dealt during a swarm attack, such as additional energy damage.

IMPROVED SWARM CRUSHER

You maximize the amount of damage you dish out to swarms.

Prerequisites: Swarm Crusher, base attack bonus +6.

Benefit: When you attack a swarm with a piercing or slashing weapon, it deals full damage to swarms composed of Tiny creatures. Against swarms composed of Diminutive creatures, you deal 50% of weapon damage and against swarms composed of Fine creatures, you deal 25% of weapon damage, regardless of the type of weapon.

Normal: Piercing and slashing weapons deal half damage to swarms of Tiny creatures. Diminutive and Fine creatures are immune to all weapon damage.

IMPROVED SWARMING VITAL STRIKE

The creatures in your swarm can deal severedamage to a single foe.

Prerequisites: Swarm subtype, base attack bonus +10.

Benefit: When you make a swarm attack, you can choose one opponent against which you triple the swarm attack's damage dice. This does not affect any other damage dealt during a swarm attack, such as additional energy damage.

SWARM CRUSHER

You have learned to wield your weapons so you can take out swarms of even the smallest creatures.

Prerequisites: base Base attack bonus +1.

Benefit: When you attack a swarm with a piercing or slashing weapon, it deals 75% of its damage to swarms composed of Tiny creatures. Against swarms composed of Diminutive creatures, you deal 25% of weapon damage regardless of the type of weapon.

Normal: Piercing and slashing weapons deal half damage to swarms of Tiny creatures. Diminutive creatures are immune to all weapon damage.

SWARM SPREAD

You can increase the amount of space you can cover with your swarm at the cost of inflicting less harm on your opponents.

Prerequisites: Swarm subtype, base attack bonus +3.

Benefit: As a swift action, you increase your space by 10 feet. This reduces your swarm damage, and any additional variable, numeric effects by 50%. You also reduce the DC of any special attacks you deliver with your swarm attack (such as distraction) by 2.

SWARMING FLYBY ATTACK

You can damage opponents as you fly past.

Prerequisites: Swarm subtype, fly speed.

Benefit: If you fly in a straight line, you deal half your swarm damage, and half of any energy damage dealt by your swarm attack, to targets whose spaces you cross. Opponents attacked in this way are not affected by distraction, disease, or poison. You attack creatures as normal at the end of your move.

SWARMING VITAL STRIKE

The creatures in your swarm can deal substantial damage to a single foe.

Prerequisites: Swarm subtype, base attack bonus +5.

Benefit: When you make a swarm attack, you can choose one opponent against which you double the swarm attack's damage dice. This does not double any other damage dealt during a swarm attack, such as additional energy damage.

SWARM SPELLS

The following spells expand upon options to summon and manipulate swarms. An optional revision to *summon swarm* provides additional choices for spellcasters who want to summon a wider variety of swarms.

COMPRESS SWARM

School transmutation; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (component creature from the swarm)

Range close (25 ft. + 5 ft./2 levels)

Target one swarm

Duration 1 round/level (D)

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell causes a swarm to fill in the gaps between the component creatures, effectively shrinking the size of the swarm. The swarm has a space of 5 feet for the duration of the spell. However, the swarm deals 50% more damage with its swarm attack (including any additional variable, numeric effects), and the save DC for its distraction ability increases by 2.

SWARM MALADY

School necromancy; **Level** cleric 2, druid 2, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one swarm

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** no

You introduce a virulent poison to the target swarm. The poison deals 1d3 points of Strength, Constitution, or Dexterity damage (chosen when you cast this spell) per round for 6 rounds. The poisoned swarm can attempt a Fortitude save each round to negate the damage and end the effect.

SWARM WALL

School conjuration (summoning); **Level** druid 3, shaman 3, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 1 round

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect wall of swarms, up to one 10-ft. cube/level

Duration concentration + 3 rounds

Saving Throw none; **Spell Resistance** no

You call forth a wall comprised of swarms, as per *summon swarm* (or *summon swarm I*, as detailed below). Any creature forced into or attempting to move through a *swarm wall* takes swarm damage (and must save against the swarm's distraction ability) for each square it moves through the wall.

You can instead make the wall as thin as 5 feet thick, which allows you to shape the wall as a number of 10-by-10-by-5-foot blocks equal to twice your caster level. This has no effect on the damage dealt by the swarm, but any creature attempting to pass through the wall takes less overall damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall. A creature can easily pass through the wall, requiring no checks to do so.

Damaging the wall requires the same actions as damaging the swarm comprising the wall. Each 10-foot-cube has the same amount of hit points as the summoned swarm (half that if the wall is shaped into 10-by-10-by-5-foot blocks) and dealing enough damage to a block of swarm creates safe passage through the wall.

SUMMON SWARM I

School conjuration (summoning); **Level** bard 2, druid 2, shaman 2, sorcerer/wizard 2, summoner 2, witch 2

Casting Time 1 round

Components V, S, M/DF (a square of red cloth)

Range close (25 ft. + 5 ft./2 levels)

Duration concentration + 2 rounds

Saving Throw none; **Spell Resistance** none

You summon a swarm of your choice with CR 2 or less. If the swarm is comprised of unintelligent creatures, it attacks all other creatures within its area, and attacks or pursues the nearest creature as best it can if no living creatures are within its area. You have no control over the swarm's target or direction of travel. If the swarm is comprised of intelligent creatures and you can communicate with it, you can direct it not to attack, to attack particular enemies, or to perform other actions as you command.

MONSTER MENAGERIE

SUMMON SWARM II

School conjuration (summoning); **Level** bard 3, druid 3, shaman 3, sorcerer/wizard 3, summoner 3, witch 3
Duration concentration + 3 rounds

This spell functions like *summon swarm I*, except that you can summon one CR 3 swarm, or 1d3 swarms of the same kind from *summon swarm I*.

SUMMON SWARM III

School conjuration (summoning); **Level** bard 4, druid 4, shaman 4, sorcerer/wizard 4, summoner 4, witch 4
Duration concentration + 4 rounds

This spell functions like *summon swarm I*, except that you can summon one CR 4 swarm, 1d2 swarms of the same kind from *summon swarm II*, or 1d3+1 swarms of the same kind from *summon swarm I*.

SUMMON SWARM IV

School conjuration (summoning); **Level** bard 5, druid 5, shaman 5, sorcerer/wizard 5, summoner 5, witch 5
Duration concentration + 5 rounds

This spell functions like *summon swarm I*, except that you can summon one CR 5 or CR 6 swarm,

1d2 swarms of the same kind from *summon swarm III*, or 1d3+1 swarms of the same kind from a lower-level *summon swarm* spell.

SUMMON SWARM V

School conjuration (summoning); **Level** bard 6, druid 6, shaman 6, sorcerer/wizard 6, summoner 6, witch 6
Duration concentration + 6 rounds

This spell functions like *summon swarm I*, except that you can summon one CR 7 or CR 8 swarm, 1d2 swarms of the same kind from *summon swarm IV*, or 1d3+1 swarms of the same kind from a lower-level *summon swarm* spell.

SUMMON SWARM VI

School conjuration (summoning); **Level** druid 7, shaman 7, sorcerer/wizard 7, summoner 7
Duration concentration + 7 rounds

This spell functions like *summon swarm I*, except that you can summon one CR 9 or CR 10 swarm, 1d2 swarms of the same kind from *summon swarm V*, or 1d3+1 swarms of the same kind from a lower-level *summon swarm* spell.

SUMMON SWARM VII

School conjuration (summoning); **Level** druid 8, shaman 8, sorcerer/wizard 8, witch 8
Duration concentration + 8 rounds

This spell functions like *summon swarm I*, except that you can summon one CR 11 or CR 12 swarm, 1d2 swarms of the same kind from *summon swarm VI*, or 1d3+1 swarms of the same kind from a lower-level *summon swarm* spell.

SUMMON SWARM VIII

School conjuration (summoning); **Level** druid 9, shaman 9, sorcerer/wizard 9, witch 9

Duration concentration + 9 rounds

This spell functions like *summon swarm I*, except that you can summon one CR 13 or CR 14 swarm, 1d2 swarms of the same kind from *summon swarm VII*, or 1d3+1 swarms of the same kind from a lower-level *summon swarm* spell.



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