

Fey D'Essaim (Swarm Faeries)

By Reloria

Diminutive Fey/Considered Tiny Fey when in a swarm of 10

HD: 1d4 (2 hp)

Initiative: +7 (+4 Feat, +3 Dex)

Speed: 15 ft., fly 50 ft.

AC: 18 (+2 Size, +3 Dex, +3 Beetle Armor)

Attacks: Poisonous Sting. Each swarm of 10 count as one attack +4

Damage: 1d4 + Poison

Face/Reach: 5 ft. X 5 ft./ 5 ft. per 10 Swarm Faeries

Special Attacks: Poisonous Sting. Target must make a Fortitude saving throw (DC 12) or take 1d2 points of Str damage.

Special Defenses: none

Saves: Fort +1, Ref +10, Will +1

Abilities: Str 3, Dex 16, Con 12, Int 10, Wis 10, Chr 10

Skills: Spot +6, Listen +6

Feats: Improved Initiative, Alertness, Combat Reflexes

Climate/Terrain: Any forested area

Organization: Swarm Faeries act in individual groups of 10, but a swarm can encompass 100's to 1000's of Faeries (10 – 100 groups)

Challenge Rating: ¼per 10 Faeries

Treasure: None

Alignment: Chaotic Evil

Description: Swarm Faeries are diminutive Fey with poisonous stingers protruding from the tops of their heads. They are of slender build similar to dragonflies, so that they can easily dive and attack in groups of 10 individuals (using the stats above per 10). A swarm can encompass many more Faeries. Swarm Faeries use beetle carapace to fashion armor similar to Hide Armor.

