

EEL SWARM

Medium Swarm of Tiny Beasts, Unaligned

Armor Class: 13

Hit Points: 22 (5d8)

Speed: 5 ft., swim 40 ft.

Initiative: +2 (14)

		MOD	SAVE		MOD	SAVE		MOD	SAVE		
STR	10	+0	+2	DEX	14	+2	+4	CON	11	+0	+2
INT	1	-5	-5	WIS	10	+0	+0	CHA	3	-4	-4

Skills Stealth +4, Perception +2

Senses Blindsight 10 ft., Passive Perception 12

Languages -

Challenge 1/2 (XP 100)

Proficiency Bonus +2

TRAITS

Aquatic. The swarm can breathe only underwater.

Shocking Jolt (Recharge 6). When the swarm starts its turn with a creature in its space, that creature must succeed on a DC 11 Constitution saving throw or take 5 (1d10) lightning damage.

