



WEEKLY CRITTER CRATE

This creature is a 10-foot tall, roughly humanoid burlap and cloth sack of thousands of writhing insects the size of a halfling's fist. The whole assembly is encased with what looks like sheets of sticky spider webs. It has no head, and no visible eyes, yet it stomps and flows unerringly towards you.

SWARM GOLEM

Large natural animate (construct, trans-role)

LEVEL 21 ELITE CONTROLLER

XP 3200

Initiative +9 **Senses** Perception +10

HP 133; **Never Bloodied** see also *swarm burst*

AC: 35; **Fortitude** 35, **Reflex** 31, **Will** 35

Immune disease, poison, sleep

Saving Throws +2

Speed 6

⚔ **Swarming Slam** (standard; at-will) ✦ **Poison**

The creature bashes into you bodily, unleashing a few dozen giant mites that scabble and bite every exposed bit of skin.

Reach 2; +25 vs. AC; 3d8+7 damage and the swarm golem makes a secondary attack +25 vs. Fortitude; ongoing 5 damage and 10 poison damage (save ends both).

↔ **Mite Swarm** (move; recharge ⓄⓄⓄ) ✦ **Poison**

Giant mites stream out of the creature's main body in every direction, trailing sticky webbing that coats all items and creatures, and madly biting everything they encounter.

Close burst 3; +23 vs. Reflex; targets are immobilized and take ongoing 5 damage and 10 poison damage (save ends all).

↔ **Swarm Burst** (move; automatic reaction when reduced to 0 HP) ✦ **Poison**

The last strike undoes what webbing was keeping the battered monster in one piece, but the now-revealed spider mite swarm streams in every direction before reforming into a more-or-less solid mass.

The swarm golem makes a mite swarm attack and transforms into a spider mite swarm with full HP.

Alignment Unaligned

Languages –

Str 24 (+16)

Dex 8 (+9)

Wis 10 (+10)

Con 26 (+18)

Int 3 (+7)

Cha 3 (+7)



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Thousands of scrabbling, voracious, giant mites flow over one another, moving as a single flowing mass.

SPIDER MITE SWARM

Medium natural beast (trans-role)

LEVEL 21 ELITE ARTILLERY

XP 3200

Initiative +16 **Senses** Perception +10; darkvision

Swarm attack aura 2; the spider mite swarm makes a melee basic attack as a free action against each enemy that begins its turn in the aura.

HP 111 **Always Bloodied** see also *ravenous mites*

AC: 35; **Fortitude** 35, **Reflex** 35, **Will** 32

Immune fear; **Resist** half damage from melee and ranged attacks.

Speed 9

Mite Swarm (standard; at-will) ✦ **Poison**

A portion of the swarm's mites stream and leap with frightening speed to their targets.

Reach 2; +33 vs. Reflex; 2d6+8 damage and the spider mite swarm makes a secondary attack +33 vs. Fortitude; target is slowed and takes ongoing 5 damage and 10 poison damage (save ends all).

Swarm Launch (standard; at-will) ✦ **Poison**

The swarm seems to throw a group of winged giant mites at one target.

Ranged 5/10; +33 vs. Reflex; 2d6+6 damage and the spider mite swarm makes a secondary attack +33 vs. Fortitude; ongoing 5 damage and 10 poison damage (save ends both).

Swarm Volley (standard; at-will) ✦ **Poison**

Two groups of winged giant mites hurl themselves at separate targets.

Make two swarm launch attacks against separate targets.

Swarm Salvo (standard; recharge Ⓜ) ✦ **Poison**

Groups of mites explode from within the swarm in every direction, flying unerringly towards their targets before dispersing and returning to the whole.

The spider mite swarm makes a swarm launch attack against all enemies within 5 squares.

Ravenous Mites

When the spider mite swarm is reduced to 0 HP it becomes a group of a few hundred disorganized spider mites that deal 5 damage and ongoing 5 poison damage to any creature that enters the area. The ravenous mites disperse on their own within 5 rounds.

Alignment Unaligned

Languages –

Str 17 (+13)

Dex 22 (+16)

Wis 10 (+10)

Con 26 (+18)

Int 2 (+6)

Cha 3 (+7)



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SWARM GOLEM / SPIDER MITE SWARM TACTICS

Swarm golems keep close to their enemies and use mite swarm as often as possible to keep targets poisoned, nibbled, and stuck. Otherwise they bash single targets, and unlike other golems they can shift in combat.

A spider mite swarm pursues its targets mercilessly, using its great speed and unusual reach to capture and devour. A spider mite swarm uses its action point to make two swarm volley attacks as soon as it can.

ENCOUNTER GROUPS

Swarm golems are sometimes created by powerful druids, larva mages, lamias, or demons to act as guardians and executioners.

Level 21 Encounter (XP 16,300)

- ✦ 1 swarm golem/spider mite swarm (level 21 elite controller/artillery)
- ✦ 1 larva mage (level 21 elite artillery)
- ✦ 10 ogre bludgeoneers (level 16 minion)

Level 23 Encounter (XP 26,200)

- ✦ 1 swarm golem/spider mite swarm (level 21 elite controller/artillery)
- ✦ 2 blackroot treants (level 19 elite soldier)
- ✦ 1 glabrezu (level 23 elite brute)