

# UBASHKI SWARM

## CREATURE 2

**NE****LARGE****UNDEAD****SWARM**

Converted by VaranSL

**Perception** +7; darkvision

**Skills** Athletics +7, Stealth +10

**Str** +1, **Dex** +4, **Con** +3, **Int** -4, **Wis** +1, **Cha** +2

**AC** 18; **Fort** +8, **Ref** +11, **Will** +6

**HP** 22 (negative healing); **Immunities** death effects, disease, paralyzed, poison, precision, swarm mind, unconscious; **Resistances** bludgeoning 5, piercing 5, slashing 2; **Weaknesses** area damage 5, splash damage 5

**Speed** 25 feet

**Swarming Bites** ◆ Each enemy in the swarm's space takes 1d8 piercing damage (DC 18 basic Reflex save) plus ubashki fever.

**Ubashki Fever** (disease, virulent); **Saving Throw** DC 17 Fortitude; Onset 1 day; **Stage 1** enfeebled 1 and stupefied 1 (1 day); **Stage 2** as stage 1 (1 day); **Stage 3** enfeebled 2 and stupefied 1 (1 day); **Stage 4** as stage 3 (1 day); **Stage 5** enfeebled 2 and stupefied 2 (1 day)

This swarm of cats has been mummified and set to watch over their master in death.