

THE JUNGLE CHOMPERS

A first and unmistakable sign of a nearby pack of jungle chompers is the absolute absence of animal sounds. Stalking through the undergrowth of steamy forests, this primal beast is preying upon any unfortunate creature that crosses its path – be it as small as a nimble lizard or as large as a full-grown gorilla. While a single jungle chomper might be cute to look at, a pack of these ferocious critters poses a serious threat even for trained and well-equipped adventurers. Unfortunately for many explorers and wanderers, a jungle chomper never roams alone...



SWARM OF JUNGLE CHOMPERS

Medium swarm of Tiny beasts, unaligned

Armor Class 13
Hit Points 58 (13d8)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	17 (+3)	10 (+0)	4 (-3)	14 (+2)	3 (-4)

Skills Perception +4, Stealth +5
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 3 (700 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.
Keen Sight and Smell. The swarm has advantage on Wisdom (Perception) checks that rely on sight or smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny beast. The swarm can't regain hit points or gain temporary hit points.
Undergrowth Dweller. If in overgrown terrain, the swarm has advantage on Dexterity (Stealth) checks and attack rolls against it have disadvantage.

ACTIONS

Multiattack. The swarm makes two attacks, or one attack if the swarm has half of its hit points or fewer.
Tearing Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 8 (2d4 + 3) slashing damage, or 5 (1d4 + 3) slashing damage if the swarm has half of its hit points or fewer. In addition, the target suffers one Bleeding Wound.
For each Bleeding Wound, a creature loses 1 hit point at the start of each of its turns. If a creature has three or more Bleeding Wounds, it has disadvantage on ability checks and its speed is halved.
A Bleeding Wound can be closed by magical healing. Further, any creature can take an action to stanch one Bleeding Wound with a successful DC 13 Wisdom (Medicine) check.