

SHIMMERLING SWARM

Source: 3e *Monster Manual III*.

Shimmerlings are tiny fey folk that congregate in great swarms. Almost exclusively found on the Feywild, shimmerlings are individually as fragile as a dandelion, but in groups they can befuddle and confuse creatures, often amusing themselves by distracting individuals while more dangerous fey creatures move in to attack.

Shimmerling Swarm

Medium fey humanoid (swarm)

HP 97; **Bloodied** 48

AC 23; **Fortitude** 20; **Reflex** 22; **Will** 23

Speed 4, fly 6 (hover)

Immune radiant; **Resist** half damage from melee and ranged attacks; **Vulnerable** 10 close and area attacks

Level 9 Controller

XP 400

Initiative +9

Perception +3

Low-light vision

TRAITS

Dazzling Illumination (radiant) * **Aura** 5

The aura is brightly illuminated. An enemy that ends its turn in the aura is dazed until the end of its next turn.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is small enough for a single Tiny creature.

STANDARD ACTIONS

(close) Painful Radiance (radiant) * **At Will**

Attack: Close burst 1 (each enemy in burst); +12 vs. Reflex.

Hit: 2d6+3 radiant damage.

Str 4 **Dex** 20 **Wis** 8

Con 17 **Int** 5 **Cha** 21

Alignment unaligned

Languages Elven