Whiz-Bang Beetle (Swarm)

Large Ooze  
HD: 7d8 (31 hp)  
Init: +6 (Dex)  
Speed: Fly 300 ft (perfect)  
AC: 15 (-1 size, +6 Dex)  
Attacks: See text  
Damage: See text  
Face/Reach: 10 ft by 10 ft/5 ft  
Special Attacks: Engulf  
Special Qualities: Swarm, ooze traits  
Saves: Fort +5 Ref +8 Will +2  
Abilities: Str 10 Dex 22 Con 10 Int - Wis 11 Chr 4  
Skills: Listen +5, Spot +5  
Feats: None  
Climate: Any underground  
Organization: Swarm (20-80)  
Challenge Rating: 4  
Treasure: None  
Alignment: Always neutral  
Advancement: None  

Whiz-bang beetles are tiny 1-inch long flying beetles, black or silver in color that make their lair in the walls of dungeons and caverns. They are quite fond of fire and smoke and sarm out of their nest if such a source is detected near a whiz-bang beetle lair. The distance the fire/smoke can be detected by the beetles depends solely on the source of fire/smoke as follows:

Fire Source (Range)  
5-ft radius fire (200 feet)  
Torch/lantern (100 feet)  
Candle (30 feet)  
Pipe or smaller (10 feet)  

COMBAT  
Whiz-bang beetles attack any light source within range by flying directly into it. Creatures near the source are hit as well as the beetles swarm the source of light.

Engulf (Ex): A whiz-bang beetle swarm only has to fly into an area occupied by a Large or smaller creature to attack it. Creatures that are swarmed or move into a space occupied by the whiz-bang swarm take 2d6 points of damage each round they remain in the area (Reflex save DC 13 for half). Concentration checks are necessary to cast spells while in a swarmed area.

Creatures in the area cannot see (even with darkvision) and are slowed to one-half movement.

Swarm (Ex): Despite being composed of many tiny stinging insects, the whiz-bang beetles are treated as a single creature of the Ooze type.

Whiz-Bang Beetle Honey  
The honey found in a whiz-bang beetle nest has a chance of bestowing unusual effects on a creature that eats it. A creature eating a portion of the honey is affected as follows:

<table>
<thead>
<tr>
<th>1d20</th>
<th>Effect</th>
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<tbody>
<tr>
<td>1-2</td>
<td>No effect</td>
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<tr>
<td>3-8</td>
<td>Haste (as the spell) for 5 rounds</td>
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<td>9-18</td>
<td>Haste (as the spell) for 5 rounds; creature suffers a -2 penalty to attack rolls, checks, and saves for 1 minute afterwards.</td>
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<tr>
<td>19-20</td>
<td>Creature is nauseated for 1 minute.</td>
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