

LOCUST

Locusts are small, grasshopper-like insects that periodically come in massive plagues. Though normal locusts are dangerous in large numbers, the largest danger they pose is the threat of famine to entire regions. However, there are many worse forms of monstrous locusts that pose a more direct and immediate threat to life and limb.

Bloodfiend locusts haunt the Nine Hells, devouring the blood of native devils and visiting creatures alike. Rapture locusts are multihued iridescent locusts from the Feywild.

Bloodfiend Locust Swarm

Level 17 Skirmisher

Large immortal beast (insect, swarm)

XP 1,600

HP 160; **Bloodied** 80

Initiative +17

AC 31; **Fortitude** 26; **Reflex** 31; **Will** 29

Perception +13

Speed 5, fly 5

Resist half damage from melee and ranged attacks; **Vulnerable** 15 against close and area attacks

TRAITS

Swarm Attack * **Aura** 1

Any enemy that starts its turn in the aura takes 10 damage.

Swarm

The bloodfiend locust 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 large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(melee) Bloodsucking Bites * **At Will**

Attack: Melee 1 (one creature); +20 vs. Reflex.

Hit: 2d10+9 damage, and the target loses a healing surge.

(close) Swarming Mass * **Recharge** when the swarm moves at least 3 squares on its turn

Attack: Close burst 1 (each creature in burst); +18 vs. Reflex.

Hit: 2d8+5 damage, and the target loses a healing surge and is dazed (save ends).

MOVE ACTIONS

Crawling Swarm * **At Will**

Requirement: The swarm may not be flying.

Effect: The swarm shifts 3 squares.

Str 1 **Dex** 25 **Wis** 21

Con 16 **Int** 6 **Cha** 11

Alignment chaotic evil

Languages -

Rapture Locust Swarm

Level 13 Controller

Large fey beast (insect, swarm)

XP Value

HP 126; **Bloodied** 63

Initiative +10

AC 27; **Fortitude** 22; **Reflex** 26; **Will** 26

Perception +8

Speed 5, fly 8

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

TRAITS

Rapturous Iridescence (charm) * **Aura** 3

Any enemy that starts its turn in the aura is dazed until the start of its next turn. If it makes a saving throw to remove an effect that includes the dazed condition, it suffers a -3 penalty.

Rapturous Reflection

When the rapture locust swarm takes radiant damage, each creature adjacent to it is dazed until the end of that creature's next turn.

Swarm

The rapture lotus 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 large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(melee) Swarm of Bites * At Will

Attack: Melee 1 (one creature); +18 vs. Will.

Hit: 3d6+11 damage, and the target is dazed (save ends).

(close) Consume * At Will

Effect: Close burst 1 (each dazed creature in burst); each target takes 15 damage.

Str 1 **Dex** 18 **Wis** 15

Con 14 **Int** 3 **Cha** 22

Alignment unaligned

Languages -