MOON JELLY SWARM   CR 2

XP 600

N Diminutive vermin (aquatic, swarm)

Init +0; **Senses** blindsight 60 ft.; Perception +0

DEFENSE

AC 14, touch 14, flat-footed 14; (+4 size)

hp 18 (4d8)

Fort +4, **Ref** +2, **Will** +1

Defensive Abilities swarm traits; **Immune** jellyfish traits, weapon damage

Weakness swarm traits

OFFENSE

Speed swim 20 ft.

Melee swarm (1d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 12), poison

STATISTICS

Str 1, **Dex** 10, **Con** 10, **Int**—, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** —; **CMD** —

Skills Swim +3