

Glowworm Swarm

Type: Bioluminescent cave-dweller

Size: Individual: 10-20 cm; swarm: thousands

Behavior: Filter-feeds on airborne spores. Harmless individually, overwhelming in swarms. Light pulses disorient predators.

Abilities:

- Bioluminescence (controllable intensity)
- Synchronized light pulses (hypnotic)
- Numbers (crush threats by mass)

Vulnerabilities:

- Smoke (disperses swarm)
- Sound (disrupts coordination)
- Cold (induces hibernation)

Encounter Notes: Beautiful but dangerous in large numbers. Deepkin harvest them for lighting. Swarms indicate nearby food sources (fungal blooms).

Revision #6

Created 2025-11-28 13:27:40 UTC by zeruhur

Updated 2025-11-28 14:55:30 UTC by zeruhur