

# Swarm of Bats

March 8, 2023



Medium swarm of Tiny beasts, unaligned

**Armor Class** 12

**Hit Points** 22 (5d8)

**Speed** 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	4 (-3)

**Saving Throws**

**Skills**

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities**

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 60 ft., passive Perception 11

**Languages** --

**Challenge** 44930 (50 XP)

**Echolocation.** The swarm can't use its blindsight while deafened.

**Keen Hearing.** The swarm has advantage on Wisdom (Perception) checks that rely on hearing.

**Swarm.** The swarm can occupy another creature's space and vice

versa, and the swarm can move through any opening large enough for a Tiny bat. The swarm can't regain hit points or gain temporary hit points.

## Actions

**Bites.** Melee Weapon Attack: +4 to hit, reach 0 ft., one creature in the swarm's space. Hit: 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.