

Swarm of Rats

March 8, 2023



Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 - 7)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|--------|---------|--------|
| 9 (-1) | 11 (+0) | 9 (-1) | 2 (-4) | 10 (+0) | 3 (-4) |

Saving Throws

Skills

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities

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

Senses darkvision 30 ft., passive Perception 10

Languages --

Challenge 44930 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

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 rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.