

SWARM TEMPLATE

Any creature can become a swarm so long as there are enough of them. Swarms are large groups of monsters consolidated down into a single entity to keep combat running fast. Swarms are best for low CR creatures.

When a creature joins a swarm, it retains its statistics except as described below. The DM may determine that a swarm gains or loses any new traits or abilities.

Creature Size. If the creature is Tiny or Small, its size increases by two categories. If it is medium or larger, its size increases by one level. See chart below.

Hit Points. If the creature has less than 5 hit die, its now has 8 hit die. If the creature has 5 hit die or more, double the number of hit die it has. The hit die changes based on its new size. See chart below.

Ability Scores. If the creature's strength is 6 or less, it becomes 8. Otherwise, the creature gains a +2 to its Strength ability score.

Damage Resistances. The swarm has resistance to bludgeoning, piercing, and slashing damage.

Condition Immunities. The swarm gains immunity to the following conditions: *Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned.*

Challenge Rating. This is more subjective, when you have completed your swarm consult the chart found on page 274 or see the Chart below.

Swarm Trait. The swarm gains a new trait: *The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a [original creature's size] creature. The swarm can't regain hit points or gain temporary hit points.*

New Attack. The swarm keeps its old attack, but the reach is decreased by 5 feet. The damage is also replaced based off of its CR. See chart below. Once a swarm reaches half it's hit points, it rolls half the amount of damage dice.

Multiattack. If a creature has multiattack, the swarm also has multiattack. In the Swarm CR & Damage chart, the Multi-Attack column determines the amount of dice they roll for their first attack, located on the left side, and any remaining attacks use the damage dice on the right side.

Weapons. Swarms still use their weapons to attack and damage, but their damage die is based on the Swarm Size Chart below. A DM may determine that changing the damage die to match the weapon would better reflect the swarm and its Challenge Rating.

SWARM SIZE CHART

Original Size	Swarm Size	Swarm Hit Die
Tiny	Medium	d8
Small	Large	d10
Medium	Large	d10
Large	Huge	d12
Huge	Gargantuan	d20
Gargantuan	Gargantuan	d20

SWARM CR & DAMAGE

Original CR	Swarm CR	Damage Die	Multiattack
0 - 1/8	1/4	2d4	1d4 / 1
1/8 - 1/4	1/2	4d4	2d4 / 1d4
1/4 - 1/2	1	4d6	2d6 / 1d6
1/2 - 1	2	6d4	3d4 / 2d4
1 - 2	3	6d6	3d6 / 2d6
2+	4+	Double its normal dice	Double / Regular dice

KOBOLD SWARM

Large swarm of Small humanoids (kobold), lawful evil

Armor Class 12

Hit Points 37 (8d10 - 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1 (200 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a small creature. The swarm can't regain hit points or gain temporary hit points.

Sunlight Sensitivity. While in sunlight, the swarm has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The swarm has advantage on an attack roll so long as they occupy the same space as the targeted creature.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 16 (4d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage if the swarm has half of its hit points or fewer.

Sling. *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one target. *Hit:* 16 (4d6 + 2) bludgeoning damage, or 9 (2d6 + 2) bludgeoning damage if the swarm has half of its hit points or fewer.

OGRE SWARM

Huge swarm of Large giants, chaotic evil

Armor Class 11 (hide armor)
Hit Points 133 (14d12 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 4 (1,100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a large creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage, or 14 (2d8 + 5) bludgeoning damage if the swarm has half of its hit points or fewer.

Javelin. *Ranged Weapon Attack:* +7 to hit, reach 0 ft. or range 25/100 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage, or 12 (2d6 + 5) piercing damage if the swarm has half of its hit points or fewer.

FLYING MONKEY SWARM

Large swarm of Small beasts, unaligned

Armor Class 12
Hit Points 45 (8d10)
Speed 20 ft., climb 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	5 (-3)	12 (+1)	6 (-2)

Damage Resistances Bludgeoning, Piercing, Slashing
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses passive Perception 11
Languages --
Challenge 1/4 (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a small creature. The swarm can't regain hit points or gain temporary hit points.

Pack Tactics. The swarm has advantage on an attack roll so long as they occupy the same space as the targeted creature.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

VELOCIRAPTOR SWARM

Medium swarm of Tiny beasts, unaligned

Armor Class 13 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

8 (-1) 14 (+2) 13 (+1) 4 (-3) 12 (+1) 6 (-2)

Skills Perception +3

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses passive Perception 13

Languages --

Challenge 1 (200 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a small creature. The swarm can't regain hit points or gain temporary hit points.

Pack Tactics. The swarm has advantage on an attack roll so long as they occupy the same space as the targeted creature.

Actions

Multiattack. The swarm makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage, or 5 (1d6 + 2) piercing damage if the swarm has half of its hit points or fewer.

Claws. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, or 4 (1d4 + 2) slashing damage if the swarm has half of its hit points or fewer.

MONSTER STATISTICS BY CHALLENGE RATING

CR	Prof. Bonus	Armor Class	Hit Points	Attack Bonus	Damage/Round	Save DC
0	+2	<13	1-6	<+3	0-1	<13
1/8	+2	13	7-35	+3	2-3	13
1/4	+2	13	36-49	+3	4-5	13
1/2	+2	13	50-70	+3	6-8	13
1	+2	13	71-85	+3	9-14	13
2	+2	13	86-100	+3	15-20	13
3	+2	13	101-115	+4	21-26	13
4	+2	14	116-130	+5	27-32	14
5	+3	15	131-145	+6	33-38	15
6	+3	15	146-160	+6	39-44	15
7	+3	15	161-175	+6	45-50	15
8	+3	16	176-190	+7	51-56	16
9	+4	16	191-205	+7	57-62	16
10	+4	17	206-220	+7	63-68	16
11	+4	17	221-235	+8	69-74	17
12	+4	17	236-250	+8	75-80	17
13	+5	18	251-265	+8	81-86	18
14	+5	18	266-280	+8	87-92	18
15	+5	18	281-295	+8	93-98	18
16	+5	18	296-310	+9	99-104	18
17	+6	19	311-325	+10	105-110	19
18	+6	19	326-340	+10	111-116	19
19	+6	19	341-355	+10	117-122	19
20	+6	19	356-400	+10	123-140	19
21	+7	19	401-445	+11	141-158	20
22	+7	19	446-490	+11	159-176	20
23	+7	19	491-535	+11	177-194	20
24	+7	19	536-580	+12	195-212	21
25	+8	19	581-625	+12	213-230	21
26	+8	19	626-670	+12	231-248	21
27	+8	19	671-715	+13	249-266	22
28	+8	19	716-760	+13	267-284	22
29	+9	19	761-805	+13	285-302	22
30	+9	19	806-850	+14	303-320	23

Chart from pg 274 of the *Dungeon Master's Guide*.