

# SWARM OF BATS

*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)

- **Damage Resistance** bludgeoning, piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** blindsight 60 ft., passive Perception 11
- **Challenge** 1/4 (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

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- **Bites (swarm has more than half HP).** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* (2d4) piercing damage.
- **Bites (swarm has half HP or less).** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* (1d4) piercing damage.