

HUMANOID SWARMS

Humanoid foes such as goblins, orcs, and kobolds are iconic enemies. They pose a challenge to a party at lower levels, but as the player characters become more powerful, these foes can only threaten a party when encountered in very large numbers. The party facing off against a horde of aggressors is a great narrative, but unfortunately running a large number of monsters has a side effect of greatly slowing down and complicating combat.

One way around this problem is to adopt the already-existent swarm rules for these humanoid foes. The rules for swarms allow for faster but still challenging encounters while still making use of quintessential humanoid enemies. This supplement features statistic blocks for ten different types of humanoid swarms.

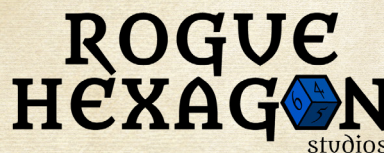
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HUMANOID SWARMS

Humanoids of many different kinds can be represented by swarms. Ten kinds of humanoid swarms most likely to be encountered by an adventuring party are presented here.

CHALLENGE RATINGS OF HUMANOID SWARMS

Swarm	Challenge (XP)
Swarm of commoners	4 (1,100 XP)
Swarm of bandits	5 (1,800 XP)
Swarm of guards	5 (1,800 XP)
Swarm of kobolds	5 (1,800 XP)
Swarm of tribal warriors	5 (1,800 XP)
Swarm of goblins	6 (2,300 XP)
Swarm of gnolls	7 (2,900 XP)
Swarm of lizardfolk	7 (2,900 XP)
Swarm of orcs	7 (2,900 XP)
Swarm of berserkers	9 (5,000 XP)

Swarm of Bandits

Huge swarm of Medium humanoids (any), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 105 (14d12+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 5 (1,800 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 Medium humanoid. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm of bandits makes two melee attacks.

Scimitars. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 28 (8d6) piercing damage.

Light Crossbows. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 27 (6d8) piercing damage.

Swarm of Berserkers

Huge swarm of Medium humanoids (any), any chaotic

alignment

Armor Class 13 (hide armor)

Hit Points 143 (15d12+45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 9 (5,000 XP)

Reckless. At the start of its turn, the swarm of berserkers can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against the swarm have advantage until the start of its next turn.

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

Actions

Multiattack. The swarm of berserkers makes two melee attacks.

Greataxes. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 33 (5d12) slashing damage.

Swarm of Commoners

Huge swarm of Medium humanoids (any race), any alignment

Armor Class 10

Hit Points 78 (12d12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 10

Languages any one language (usually common)

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

Actions

Multiattack. The swarm of commoners makes two melee attacks.

Clubs. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one

target in the swarm's space. *Hit:* 18 (7d4) bludgeoning damage.

Swarm of Gnolls

Huge swarm of Medium humanoids (gnolls), chaotic evil

Armor Class 15 (hide armor, shield; 13 while using longbows)

Hit Points 111 (17d12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 7 (2,900 XP)

Rampage. When the swarm of gnolls reduces a creature to 0 hit points with a melee attack on its turn, the swarm can take a bonus action to move up to half its speed and make a bites attack.

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

Actions

Multiattack. The swarm of gnolls makes two melee attacks.

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 23 (9d4) piercing damage.

Spears. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 25 (7d6) piercing damage.

Longbows. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 23 (5d8) piercing damage.

Swarm of Goblins

Large swarm of Small humanoids (goblinoids), neutral evil

Armor Class 15 (leather armor, shield; 13 while using shortbows)

Hit Points 99 (18d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +7

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 6 (2,300 XP)

Nimble Escape. The swarm of goblins can take the Disengage or Hide action as a bonus action on each of its turns.

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

Actions

Multiattack. The swarm of goblins makes two melee attacks.

Scimitars. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 25 (7d6) slashing damage.

Shortbows. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 25 (7d6) piercing damage.

Swarm of Guards

Huge swarm of Medium humanoids (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 90 (12d12+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +3

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 5 (1,800 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 Medium guard. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm of guards makes two melee attacks.

Spears. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 18 (5d6) piercing damage.

Swarm of Kobolds

Large swarm of Small humanoids (kobolds), lawful evil

Armor Class 12

Hit Points 105 (19d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	8 (-1)	7 (-2)	8 (-1)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 5 (1,800 XP)

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

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

Pack Tactics. The swarm has advantage on an attack roll against a creature if the creature is in the swarm's space or if at least one of the swarm's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The swarm of kobolds makes two melee attacks.

Daggers. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 18 (7d4) piercing damage.

Slings. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 18 (7d4) bludgeoning damage.

Swarm of Lizardfolk

Huge swarm of Medium humanoids (lizardfolk). neutral

Armor Class 15 (natural armor, shield)

Hit Points 124 (13d12+39)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +4, Stealth +5, Survival +6

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 13

Languages Draconic

Challenge 7 (2,900 XP)

Hold Breath. The swarm of lizardfolk can hold its breath for 15 minutes.

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

Actions

Multiattack. The swarm of lizardfolk makes two melee attacks, each one with different weapons.

Bites. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 25 (10d4) piercing

damage.

Heavy Clubs. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 25 (7d6) bludgeoning damage.

Javelins. *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 25 (7d6) piercing damage.

Spiked Shields. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 25 (7d6) piercing damage.

Swarm of Orcs

Huge swarm of Medium humanoids (orcs). chaotic evil

Armor Class 13 (hide armor)

Hit Points 124 (13d12+39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 7 (2,900 XP)

Aggressive. As a bonus action, the swarm can move up to its speed towards a hostile creature that it can see.

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

Actions

Multiattack. The swarm of orcs makes two melee attacks.

Greataxes. *Melee Weapon Attack:* +6 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 26 (4d12) slashing damage.

Javelins. *Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 25 (7d6) piercing damage.

Swarm of Tribal Warriors

Huge swarm of Medium humanoids (any), any alignment

Armor Class 12 (hide armor)

Hit Points 105 (14d12+14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 10

Languages any one language

Challenge 5 (1,800 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 Medium humanoid. The swarm can't regain hit points or gain temporary hit points.

Pack Tactics. The swarm has advantage on an attack roll against a creature if the creature is in the swarm's space or if at least one of the swarm's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The swarm of tribal warriors makes two melee attacks.

Spears. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 18 (4d8) piercing damage.

Javelins. *Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 18 (5d6) piercing damage.