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 swams 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**

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| --- | --- |
| **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 (i4di2+i4)

**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 (1/d12)

**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.

***SpikedShields.*** *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 enoungh 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.