

Bestiary

Saturday, June 4, 2016

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Swarm of Bone Rats

Medium swarm of Tiny undead, neutral evil

Armor Class

14 (natural armor)

Hit Points

52 (8d8 + 16)

Speed

30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	1 (-5)	10 (+0)	3 (-4)

Damage Immunities

Cold, Necrotic

Damage Resistances

Bludgeoning, Piercing, Slashing

Condition Immunities

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

Senses

Darkvision 60ft., passive Perception 10

Languages

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Challenge

2 (450 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 Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites.

Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 15 (4d6) piercing damage or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer. The target must make a DC 14 Constitution saving throw, becoming Incapacitated until the start of the swarm's next turn on a failed save.

