



## RATS

**T**hese verminous rodents are the most well-known and infamous of their kind. Though rats are not inherently evil and can even be kept as pets, they are strongly associated with disease and ruin. In urban environments, they are notorious for spreading plagues and devouring food stores. Cities that fail to keep the rat population in check will soon be overwhelmed with rats scurrying through sewers and even out onto the open streets. In these situations, rats can go from being common pests to harbingers of civilization-ending ruin.

**Familiars and Test Subjects.** Rats are common familiars for spellcasters, particularly among fiends and fey who enjoy utilizing them as scouts, spies, or agents to spread deadly epidemics. Other, less fortunate rats are used as subjects for magical experimentation. They may be used to test recently developed elixirs or to study the effects of new and experimental magic on living organisms. Most test rats suffer bizarre and terrible deaths, the lucky ones receive extraordinary boons, and a rare few are warped into dark abominations threatening the sanctity of the natural world itself.

**Strength in Numbers.** Rats are not known for their strength or ferocity, and individually they pose little threat. Under most circumstances, threatened rats will quickly become frightened and scurry away from danger into the safety of small nooks and crannies. Rats are more likely to become emboldened when working in large numbers, and a hungry group of rats may become desperate enough to attack larger creatures who appear vulnerable. When they attack en masse this way, rats can quickly overwhelm their prey, allowing them to tear apart and devour creatures many times their size.



### RAT

*Tiny beast, unaligned*

**Armor Class 10**

**Hit Points 1 (1d4-1)**

**Speed 20 ft.**

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (0)	9 (-1)	4 (-3)	12 (+1)	4 (-3)

**Skills** Perception +3

**Senses** darkvision 30 ft., passive Perception 13

**Challenge** 0 (10 XP)

**Proficiency Bonus** +2

**Keen Smell.** The rat has advantage on Wisdom (Perception) checks that rely on smell.

#### Actions

**Bite.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

#### Reactions

**Scurry Away.** When an enemy the rat can see ends its turn, the rat can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the rat can only take the dash, disengage, dodge, or hide action. This feature ignores immunity to the frightened condition.

**Rats of Unusual Size.** Occasionally, rats can reach sizes far beyond that of a typical specimen. These rodents may belong to different species or the result of magical mutations, but the end result is the same. Their increased size leads to boldness in the face of humanoids and other larger creatures, whom they are more likely to see as food than their smaller kin. Though they still possess the same cowardice as normal rats, these larger rodents are much more likely to be aggressive towards humanoids, and they may even take to hunting villagers and travelers in large, aggressive swarms.

These enormous rodents can be found stalking caverns, lurking in abandoned buildings, or scurrying deep through city sewers. They may also be found in service of hags or subterranean races such as kobolds or goblins. The most common variety is the giant rat, which can reach the size of coyotes. However, some monstrous rats are the size of timber wolves and can easily hunt prey their size and larger, allowing them to serve as disturbing war beasts for unsavory masters.

## RAT, GIANT

*Small beast, unaligned*

**Armor Class** 12  
**Hit Points** 7 (2d6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	3 (-4)	12 (+1)	4 (-3)

**Skills** Perception +3  
**Senses** darkvision 60 ft., passive Perception 13  
**Challenge** 1/8 (25 XP)      **Proficiency Bonus** +2

**Crevice Crawler.** The rat can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

**Keen Smell.** The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Overwhelming Mass (1).** The first time each turn that the rat hits a creature with a weapon attack, it deals an extra 1 damage per each ally within 5 feet of the target that isn't incapacitated, up to a maximum of 3 extra damage.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

### Reactions

**Scurry Away.** When an enemy the rat can see ends its turn, the rat can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the rat can only take the dash, disengage, dodge, or hide action. This feature ignores immunity to the frightened condition.

## RAT, MONSTROUS

*Medium beast, unaligned*

**Armor Class** 12  
**Hit Points** 11 (2d8+2)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	4 (-3)	12 (+1)	4 (-3)

**Skills** Perception +3  
**Senses** darkvision 60 ft., passive Perception 13  
**Challenge** 1/4 (50 XP)      **Proficiency Bonus** +2

**Crevice Crawler.** The rat can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

**Keen Smell.** The rat has advantage on Wisdom (Perception) checks that rely on smell.

**Overwhelming Mass (2).** The first time each turn that the rat hits a creature with a weapon attack, it deals an extra 2 damage per each ally within 5 feet of the target that isn't incapacitated, up to a maximum of 6 extra damage.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

### Reactions

**Scurry Away.** When an enemy the rat can see ends its turn, the rat can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the rat can only take the dash, disengage, dodge, or hide action. This feature ignores immunity to the frightened condition.



**Vermin Tide.** Rats operate most effectively in large numbers. Nothing demonstrates this more clearly than the formation of a rat swarm. This congregation of rodents behaves as a single entity, allowing many individually weak rats to suddenly become a serious threat. Rat swarms may occur naturally if enough rats gather in one concentrated space, or they may result from magical manipulation. Druids or witches may exert their influence over colonies of rats, whipping them into frenzied swarms to overwhelm their enemies.

If enough rats come together, they may form a dreaded rat tide. These massive swarms can overwhelm groups of armed soldiers and strip them to the bone in moments. They may arise in cities overrun with hungry rats, or they might be summoned by powerful dark magic, or they could be unleashed as a form of divine wrath upon a doomed town.

## RAT SWARM

Medium swarm of tiny beasts, unaligned

**Armor Class** 10

**Hit Points** 24 (7d8-7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (0)	9 (-1)	4 (-3)	12 (+1)	4 (-3)

**Skills** Perception +3

**Damage Resistance** bludgeoning, piercing, slashing

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

**Senses** darkvision 30 ft., passive Perception 13

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

**Keen Smell.** The swarm has advantage on Wisdom (Perception) checks that rely on smell.

**Rat Queens.** Some especially vile rat infestations originate from a dark and unnatural source. Rats of these infestations behave like eusocial creatures, and at their center is a monstrous rat queen, spawning endless waves of vermin. These disturbing matriarchs are the size of hippos and barely mobile. They depend on the protection of their swarm and are capable of rallying their normally cowardly offspring, who will give their life for their queen. The origin of these rat queens is unknown, with some theorizing them to be the result of twisted magical experiments and others believing them to be the creations of some forgotten rat deity. Whatever the case, the presence of a rat queen quickly spells doom for any unfortunate population near its nest. The rat queen will often nest in a large abandoned building or sewer system where its swarms will spread forth to bring ruin upon civilization.

**Overwhelming Mass (2).** The first time each turn that the swarm hits a creature with a weapon attack, it deals an extra 2 damage per each ally within 5 feet of the target that isn't incapacitated, up to a maximum of 6 extra damage.

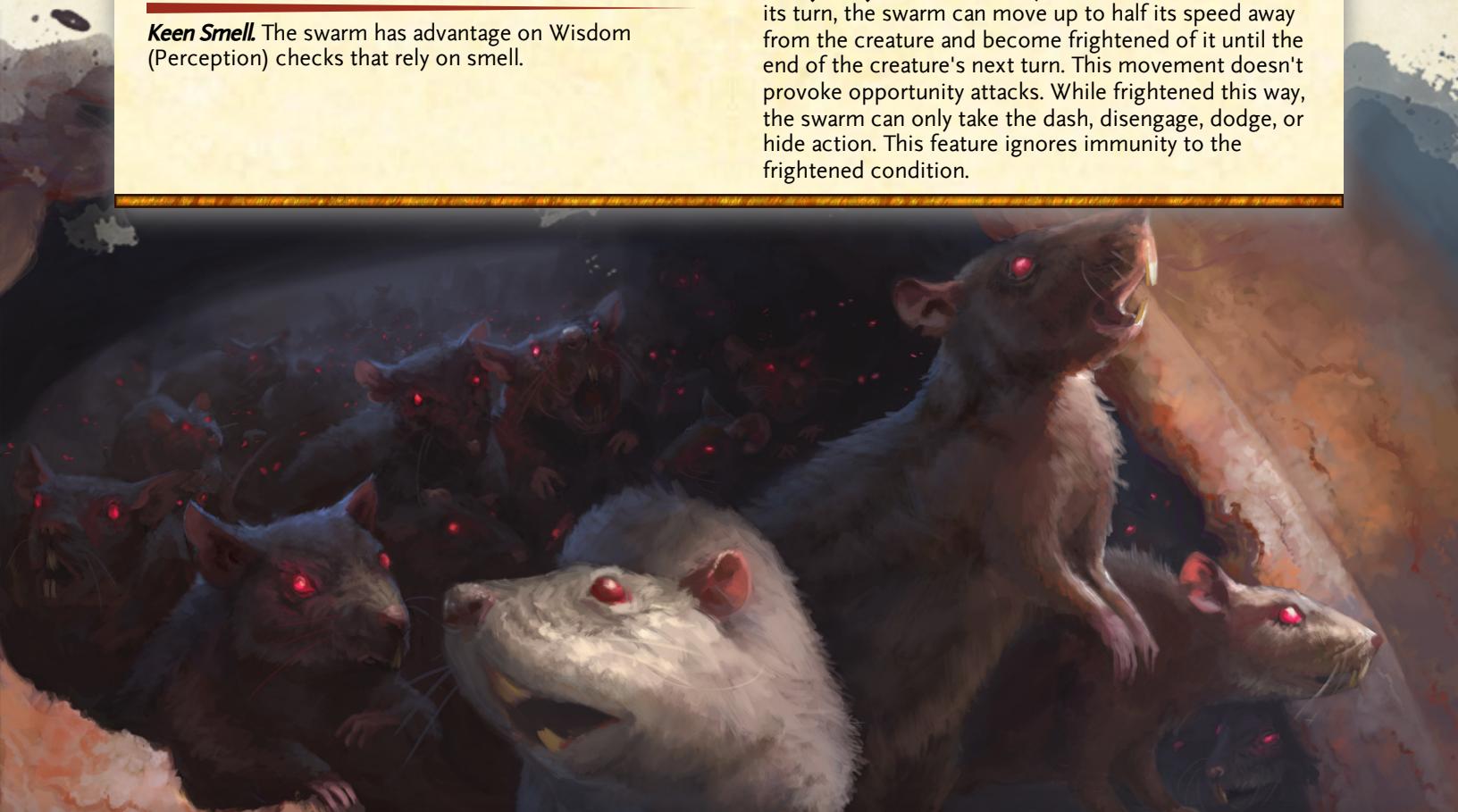
**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny rat. The swarm can't regain hit points or gain temporary hit points.

### Actions

**Bite. Melee Weapon Attack:** +2 to hit, reach 0 ft., one target in the swarm's space. **Hit:** 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

### Reactions

**Scurry Away.** When an enemy the swarm can see ends its turn, the swarm can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the swarm can only take the dash, disengage, dodge, or hide action. This feature ignores immunity to the frightened condition.



## RAT TIDE

*Large swarm of tiny beasts, unaligned*

**Armor Class** 10

**Hit Points** 72 (16d10-16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	9 (-1)	4 (-3)	12 (+1)	4 (-3)

**Skills** Perception +3

**Damage Resistance** bludgeoning, piercing, slashing

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

**Senses** darkvision 30 ft., passive Perception 13

**Challenge** 3 (700 XP)      **Proficiency Bonus** +2

**Keen Smell.** The swarm has advantage on Wisdom (Perception) checks that rely on smell.

**Overwhelming Mass (2).** The first time each turn that the swarm hits a creature with a weapon attack, it deals an extra 2 damage per each ally within 5 feet of the target that isn't incapacitated, up to a maximum of 6 extra damage.

**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

**Multiattack.** The swarm makes two attacks or one attack if the swarm has half of its hit points or fewer.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (3d6) piercing damage.

### Reactions

**Scurry Away.** When an enemy the swarm can see ends its turn, the swarm can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the swarm can only take the dash, disengage, dodge, or hide action. This feature ignores immunity to the frightened condition.

## RAT QUEEN

*Large monstrosity, chaotic evil*

**Armor Class** 8

**Hit Points** 85 (10d10+30)

**Speed** 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	4 (-3)	14 (+2)	6 (-2)

**Skills** Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Challenge** 1 (200 XP)      **Proficiency Bonus** +2

**Keen Smell.** The rat queen has advantage on Wisdom (Perception) checks that rely on smell.

**Overwhelming Mass (3).** The first time each turn that the rat queen hits a creature with a weapon attack, it deals an extra 3 damage per each ally within 5 feet of the target that isn't incapacitated, up to a maximum of 9 extra damage.

**Swarm's Cover** While a swarm of rats is occupying the same space as the rat queen, the rat queen counts as having half cover.

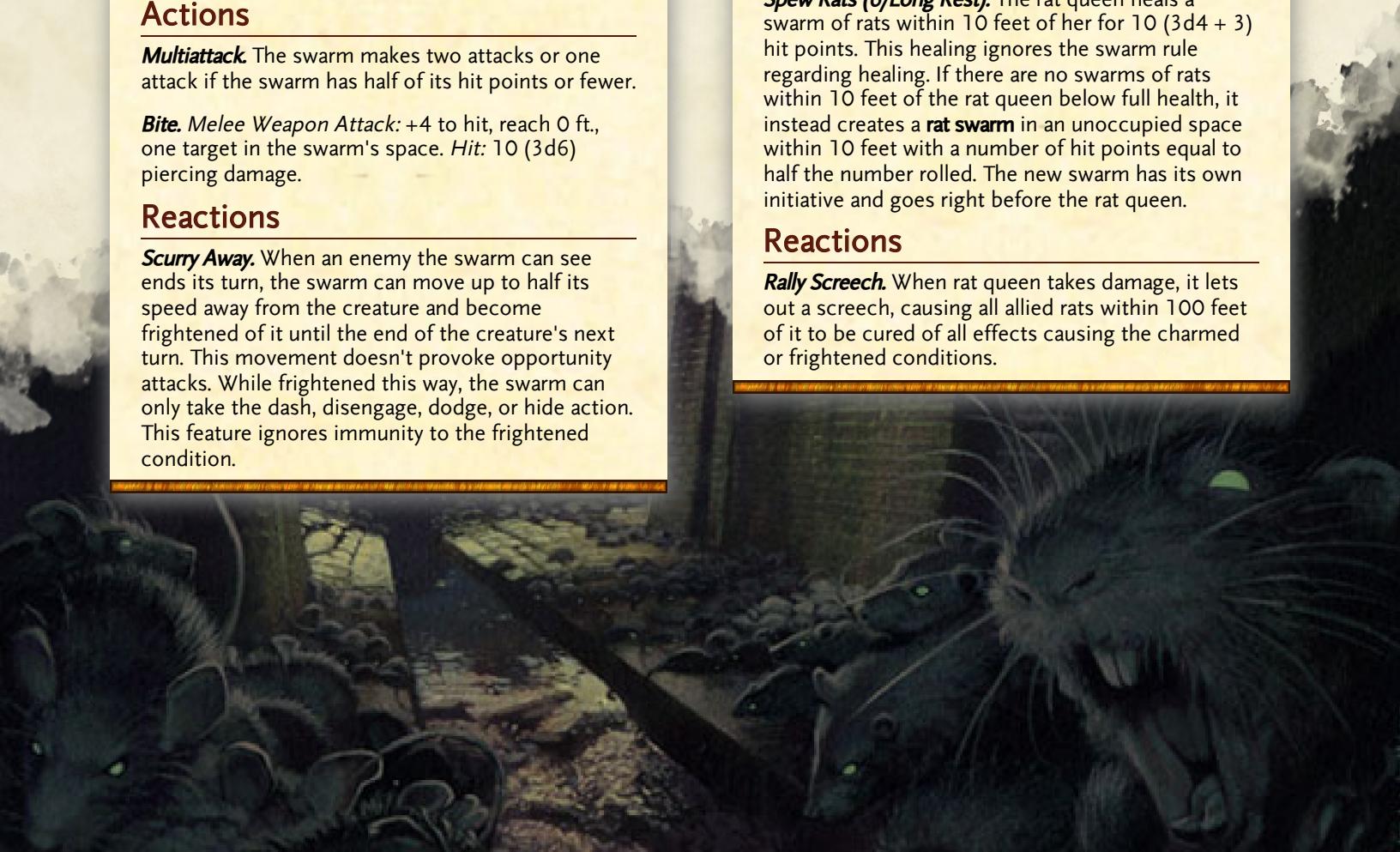
### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

**Spew Rats (6/Long Rest).** The rat queen heals a swarm of rats within 10 feet of her for 10 (3d4 + 3) hit points. This healing ignores the swarm rule regarding healing. If there are no swarms of rats within 10 feet of the rat queen below full health, it instead creates a **rat swarm** in an unoccupied space within 10 feet with a number of hit points equal to half the number rolled. The new swarm has its own initiative and goes right before the rat queen.

### Reactions

**Rally Screech.** When rat queen takes damage, it lets out a screech, causing all allied rats within 100 feet of it to be cured of all effects causing the charmed or frightened conditions.





## RATS IN YOUR ADVENTURES

The following table provides you with some ways you can incorporate different types of rats into your adventures.

### RAT ADVENTURES

d4                    Plot Hook

- 1 A **rat** stealthily follows the party throughout town, eavesdropping on their conversations and reporting everything it learns to its master.
- 2 An awakened **rat** claims to have escaped from a lab where it was subjected to bizarre experiments and warns of a terrible abomination that is nearing completion.
- 3 A **rat** carrying an insidious disease has been released into a town and must be stopped before it starts an epidemic.
- 4 A lab **rat** vital to a nearly complete experiment has escaped or been stolen.

### GIANT AND MONSTROUS RAT ADVENTURES

d4                    Plot Hook

- 1 A druid has taken up residence in a city sewer to "tend to the wildlife." The sewers are now filled with predatory **giant rats**.
- 2 An elderly watchman asks for help in clearing an old warehouse of a rat problem. He didn't specify that they were **giant rats**.
- 3 An alchemist's experimental growth serum works too well on her test rats, who quickly become **monstrous rats** and run amok in her lab.
- 4 A goblin tribe has allied itself with a swarm of **monstrous rats** which they use as battle mounts to swarm travelers passing near their territory.

### ART CREDITS

- Rat Token - Mike Bierer, Wizards of the Coast
- Ruin Rat - Shreya Shetty, Wizards of the Coast
- Rat Colony - Suzanne Helmigh, Wizards of the Coast

### RAT SWARM AND RAT TIDE ADVENTURES

d4                    Plot Hook

- 1 An elderly woman in town is known for capturing and keeping pet rats. She hasn't been heard from in days, and her home is overrun with **rat swarms**.
- 2 A druid posing as a homeless drifter has begun rousing a city's rat population into aggressive **rat swarms**.
- 3 A city has fallen to ruin, its mad king the only remaining human inhabitant who now rules over endless **rat tides**.
- 4 A town held a grand banquet but failed to pay respects to the gods. Ever since then, they have been plagued by **rat tides** of increasing size who are devouring their food stores

### RAT QUEEN ADVENTURES

d4                    Plot Hook

- 1 The party comes to a town with no citizens except swarms of roving rats. The former inhabitants' remains are in the town hall, along with its new ruler, the **rat queen**.
- 2 A lab rat subjected to dark mutations devoured its experimenters and quickly grew into a monstrous **rat queen**.
- 3 A queen granted numerous children by a powerful hag failed to hold up her end of their bargain and has been transformed into a horrid **rat queen**.
- 4 A cult of deranged druids has taken to worshipping a **rat queen**, and they constantly seek new victims to feed the swarm.

- Pack Rat - Kev Walker, Wizards of the Coast
- Wave of Rats - Brian Valeza, Wizards of the Coast

## **0.0.0**

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- Document creation

## **0.0.1**

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- Clean up stat blocks

## **0.0.2**

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- Write descriptor text
- Write adventure ideas
- Add art

## **0.0.3**

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- Clean up layout
- Add Crevice Crawler feature to giant rat and monstrous rat