

MONSTROUS RATS

The following creatures have forms and traits associated with rats found in nature, but nothing is natural about any of these monstrosities. They may have once been wild creatures twisted into abominations, or they may have entirely magical origins. They may be isolated cases of monstrous rats or associated with a larger force of rat-like creatures. In any case, they are certain to terrorize any would-be adventures unfortunate enough to cross their path.

BROOD HORRORS

These monstrous rodents are thought to have once been giant rats subjected to twisted, mutating forces shortly after birth. Their mutations grant them regenerative powers and rapid growth, which drives a ravenous hunger, leading the brood horror to devour all its litter mates and quickly grow beyond the size of a typical giant rat.

A fully grown brood horror is a ravenous monster whose bloated body belies its incredible speed, which it uses to run down prey before snatching them up with its whip-like tail. Subterranean races prize brood horrors as deadly mounts. But, riding one is a dangerous proposition, for even if the brood horror doesn't devour its rider, should it be slain in combat, it will explode in a mass of poisonous filth deadly to enemy and ally alike.



BROOD HORROR

Large monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	22 (+6)	6 (-2)	16 (+3)	8 (-1)

Skills Perception +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages —

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Blood-Crazed. The brood horror has advantage on all saving throws while it is within 5 feet of a hostile creature that doesn't have all its hit points.

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

Death Burst When the brood horror dies, it explodes in a burst of poisonous filth. Each creature within 20 feet of it must make a DC 16 Constitution saving throw, taking 20 (8d4) poison damage on a failed save, or half as much damage on a successful one.

Keen Smell. The brood horror has advantage on Wisdom (Perception) checks that rely on smell.

Overwhelming Mass (4). The first time each turn that the brood horror hits a creature with an attack, it deals an extra 4 damage per ally it has within 5 feet of its target that isn't incapacitated. The brood horror can benefit from up to 3 allies this way.

Regeneration. The brood horror regains 10 hit points at the start of its turn if it has at least 1 hit point. If the brood horror takes acid or fire damage, this trait doesn't function at the start of the brood horror's next turn.

Actions

Multiaction The brood horror makes two attacks, one with its bite and one with its tail.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 21 (6d4 + 6) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 16 (3d6 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the brood horror can't use its tail on another target.



HELL PIT ABOMINATIONS

These unholy horrors appear to be an amalgam of a wyrm and a monstrous rat, with an assortment of extra limbs and mouths haphazardly grafted across its body. Hell pit abominations are such a horrendously chaotic mess of arms and teeth that no two look alike. They all possess gargantuan bodies that are vaguely draconic in shape but sport grotesquely rat-like features.

Because of the unique circumstances involved in the creation of any hell pit abomination, the specifics of their appearance can vary wildly, with some looking akin to horrific flesh golems and others appearing to be eldritch horrors from another dimension.

Erratic Actions. The behavior of hell pit abominations is difficult to predict in combat because their bodies operate in such an unnatural and erratic manner. One moment the abomination's limbs may work against each other, causing it to barely keep pace with an average human, and the next moment it will gallop across the battlefield at breakneck speeds.

The abomination's attack patterns are similarly unpredictable. The monster has an assortment of flailing limbs it can use to pummel foes, but if it is gripped with maddening hunger, it may suddenly lash out with its many slavering mouths. Other times, the abomination's appendages are occupied with twitching spasms, so it settles for throwing its massive girth against every creature in range.

Undying Horror. The unholy energies that lead to the hell pit abomination's creation also make it exceptionally difficult to slay. Not only do these monsters regenerate at a rapid pace, but their deaths by no means guarantee an end to their terror.

Some slain abominations unleash one final burst of eldritch lightning to take their foes down with them, while others are host to massive swarms of bloodthirsty rats which burst from their corpse to devour everything in their path. Still, others refuse to die altogether and surge back to life to continue the battle against their would-be slayers.

Unnatural Origin. Hell pit abominations aren't born naturally but are the product of twisted, mutagenic magic. They are most often the result of a wicked, arcane experiment, akin to the creation of a flesh golem, but on a more massive scale. These monstrosities are crafted from pieces of huge draconic creatures fused with giant rats.

Other hell pit abominations may have differing origins. One may be a giant rat subjected to ancient eldritch rituals that turned it into a conduit for the powers of the Far Realm, while another may have once been a primordial rodent monster sleeping underground only to be awoken by the mutating effects of magical radiation.

Renegades and Warbeasts. The sheer power of a hell pit abomination combined with its erratic nature makes it very difficult to control. Even abominations purposefully created to serve often break free and unleash their own unpredictable rampages. These free abominations travel to the most abundant food sources they can find and wreak havoc along the way. They prefer the taste of humanoid flesh and often attack large groups of travelers, villages, and even large cities.

As terrifying as rogue hell pit abominations are, the most dangerous of their kind are those being directed by intelligent masters. These monsters combine overwhelming strength with strategic purpose and can serve a range of purposes, from mighty war beast to lair guardian.

HELL PIT ABOMINATION

Gargantuan monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 192 (11d20 + 77)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	24 (+7)	2 (-4)	16 (+3)	6 (-2)

Saving Throws Int +1, Cha +3

Skills Perception +8

Damage Immunities poison, lightning, radiant

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 18

Languages —

Challenge 16 (15,000 XP)

Proficiency Bonus +5

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

Immutable Form. The abomination is immune to any spell or effect that would alter its form.

Legendary Resistance (3/Day). If the abomination fails a saving throw, it can choose to succeed instead.

Lightning and Radiant Absorption. Whenever the abomination is subjected to lightning or radiant damage, it takes no damage and instead regains a number of hit points equal to the damage dealt.

Magic Resistance. The abomination has advantage on saving throws against spells and other magical effects.

Regeneration. The abomination regains 10 hit points at the start of its turn. If the abomination takes acid or fire damage, it regains only 5 hit points at the start of its next turn. The abomination dies only if it is hit by an attack that deals 10 or more acid or fire damage while it has 0 hit points.

Too Horrible to Die. (1/Day): When the abomination dies, one of the following happens at random:

1-2. *It's Alive!* The abomination stands up and regains 46 (4d12 + 20) hit points.

3-4. *The Rats Emerge.* A **rat tide**(stats found at end of document) appears in the abomination's space. It has its own turn and uses the abomination's initiative.

5-6. *Death Surge.* A line of lightning, 60 feet long and 15 feet wide, bursts from the abomination's corpse in the direction of its choice. Each creature in its area must make a DC 19 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

Shambling Horror. At the start of the abomination's turn, its burrow and walking speed are increases by 1d6 x 10 feet until the start of its next turn.

Actions

Multiattack The abomination can use its Frightful Presence and then use its Erratic Attack.

Frightful Presence. Each creature of the abomination's choice that is within 120 ft. of the abomination and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the abomination's Frightful Presence for the next 24 hours.

Erratic Attack. The abomination does one of the following actions at random:

1-2. *Gnashing Teeth.* The abomination makes one Gnashing Teeth attack. This attack has the following properties:

Melee Weapon Attack: +12 to hit, reach 10ft., one target. **Hit:** 23 (3d10 + 7) piercing damage and the target must make a DC 19 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

3-4. *Flailing Fists.* The abomination makes three Fist attacks.

5-6. *Avalanche of Flesh.* Each creature within 10 feet of the abomination must succeed on DC 19 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone.

Fist **Melee Weapon Attack:** +12 to hit, reach 15ft., one target. **Hit:** 16 (2d8 + 7) bludgeoning damage.

Legendary Actions

The abomination can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The abomination regains spent legendary actions at the start of its turn.

Check. The abomination makes a skill check that would normally require an action.

Shamble. The abomination moves up to 1d4 x 10 feet without provoking opportunity attacks.

Erratic Attack (Costs 2 Actions). The abomination uses its Erratic Attack action.

Reconstitute (Costs 3 Actions). If the abomination is suffering from one or more conditions that require it to make a saving throw to end, it may immediately make a save against each condition. A successful save for any of the throws will end the condition immediately. The only saving throws that this action can be used for are saves that are made at the end/start of its next turn or using its action. It can use this action while incapacitated.



RAT OGRES

These aptly named monstrosities combine the brutish physique of an ogre with rat-like features and agility. Rat ogres scurry at a speed that belies their hulking forms and can dodge incoming attacks with rodential dexterity before ripping apart their foes with giant's strength.

For all their physical prowess, rat ogres are incredibly simple and weak-willed. Without a master directing their actions, they operate only on a level of base instinct. These directionless rat ogres may mindlessly rampage towards anything that catches their attention or aimlessly wander in confused circles, unable to make any sense of their surroundings.

Rat ogres are unnatural creatures that don't typically arise in the wild and are instead engineered to be brutal minions and beasts of war. Mad mages and flesh smiths, particularly those of subterranean races, will combine mutating magic and twisted biological engineering to craft these murderous brutes. This process allows the rat ogre's creator to endow it with custom features to enhance its combat capabilities, meaning there are no guarantees as to what combination of abilities one will be up against when facing one of these customized monsters.

RAT OGRE MUTATIONS

If you wish to create a rat ogre with added capabilities, you can apply one or more mutations from the Rat Ogre Mutations table. For each mutation you apply, increase the rat ogre's CR by 1.

RAT OGRE

Large monstrosity, chaotic evil

Armor Class 13

Hit Points 95 (10d10 + 40)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	2 (-4)	14 (+2)	2 (-4)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Blood-Crazed. The rat ogre has advantage on all saving throws while it is within 5 feet of a hostile creature that doesn't have all its hit points.

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

Overwhelming Mass (3). The first time each turn that the rat ogre hits a creature with an attack, it deals an extra 3 damage per ally it has within 5 feet of its target that isn't incapacitated. The rat ogre can benefit from up to 3 allies this way.

Actions

Multiattack The rat ogre makes two attacks, one with its bite and one with its claw.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

RAT OGRE MUTATIONS

d4

Mutation

Regeneration. The rat ogre regains 10 hit points at the start of its turn at the start of its turn if it has at least 1 hit point. If the rat ogre takes acid or fire damage, this trait doesn't function at the start of the rat ogre's next turn.

Blood Frenzy. The rat ogre has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Accelerated Movement. The rat ogre can dash as a bonus action, its Dexterity becomes 18, its AC becomes 14, and it gains proficiency in Dexterity saving throws (+5 save modifier).

Blade Arm. The rat ogre replaces its Claw attack with a Blade Arm attack with the following properties:
4 *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 18 (4d6 + 4) slashing damage.

WERERATS

These lycanthropes are less physically imposing than other variants of their kind, though they make up for this with cunning and subterfuge. Wererats rely on ambush tactics and overwhelming numbers more than brute force and take any opportunity to "fight dirty" when engaging their enemies. If the fight doesn't seem to be going their way, wererats won't hesitate to scurry out of the fray and wait for a more advantageous moment to strike.

Lycanthropic Crimelords. The rodential stealth and perceptiveness of wererats make them naturally suited towards crime and banditry, and many form clans akin to thief's guilds. These clans reside in sewers, crumbling ruins, or abandoned warehouses, and they often form a kinship with local rats. The most powerful of these clans have various breeds of monstrous rats at their disposal, which serve as guardians and attack beasts.

Plague Locus. Rats are notorious for spreading death and disease, and wererats are often fond of doing the same. However, sometimes a wererat will become so stricken with disease that the sickness it carries becomes one with its lycanthropic curse. Known as a plague locus, this wretched creature is stuck in perpetual limbo as it is eroded away by sickness while being kept alive by its lycanthropy. This condition leaves the wererat with the appearance of terminal illness regardless of its form and nullifies the resilience normally gained from lycanthropy.



WERERAT

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common (can't speak in rat form)

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

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

Overwhelming Mass (2). The first time each turn that the wererat hits a creature with an attack, it deals an extra 2 damage per ally it has within 5 feet of its target that isn't incapacitated. The wererat can benefit from up to 3 allies this way.

Regeneration. The wererat regains 10 hit points at the start of its turn. If the wererat takes radiant damage or damage from a silvered weapon, this trait doesn't function at the start of the wererat's next turn. The wererat dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, reach 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bonus Actions

Shapechanger. The wererat polymorphs into a rat-humanoid hybrid or into a giant rat, or back into its humanoid form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its humanoid form if it dies.

Reactions

Scurry Away. When an enemy the wererat can see ends its turn, the wererat 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 wererat can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.

However, due to the supernatural nature of their affliction, these wererats can weaponize their own sickness, unleashing waves of pestilence and necrosis as they rot away their victims. Perhaps most terrifying of all, their lycanthropic curse is carried by their diseases, allowing them to more easily inflict other with wererat lycanthropy. An epidemic started by a wererat plague locus not only ravages communities with disease but leaves fresh swarms of wererats in its wake.

Some plague loci consider themselves unwilling victims. Exiled from their clan, they look for ways to make the world pay for what has befallen them. As dangerous as these individuals are, the willing plague loci are truly disturbing. They see themselves as sacred vessels for divine afflictions. The suffering they endure is their holy sacrament, and they seek to spread their sacred plague far and wide. The strong will rise as wererats, and the unworthy will be swept away.

WERERAT PLAGUE LOCUS

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 14

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	11 (+0)	14 (+2)	10 (+0)

Damage Immunities necrotic, poison

Condition Immunities poisoned

Skills Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages Common (can't speak in rat form)

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

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

Living Plague. The wererat is immune to diseases, and if it is targeted by a spell or effect that cures disease, such as Lay on Hands or *lesser restoration*, it takes 20 radiant damage.

Legendary Resistance (2/Day). If the wererat fails a saving throw, it can choose to succeed instead.

Lycanthropic Plague. The first time each turn that the wererat deals necrotic damage to a humanoid, that humanoid must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Overwhelming Mass (2). The first time each turn that the wererat hits a creature with an attack, it deals an extra 2 damage per ally it has within 5 feet of its target that isn't incapacitated. The wererat can benefit from up to 3 allies this way.

Rancid Degeneration At the end of each of the wererat's turns, each creature within 5 feet of it takes 5 (1d10) necrotic damage unless the wererat has taken damage from a silvered weapon or radiant damage since the end of its last turn

Bonus Actions

Shapechanger. The wererat polymorphs into a rat-humanoid hybrid or into a giant rat, or back into its humanoid form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its humanoid form if it dies.

Actions

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 10 (3d6) necrotic damage.

Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage.

Hand Crossbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +7 to hit, reach 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage.

Legendary Actions

The wererat can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The wererat regains spent legendary actions at the start of its turn.

Check. The wererat makes a skill check that would normally require an action.

Strike. The wererat makes one bite attack (rat or hybrid form only) or one shortsword attack (humanoid form only).

Move. The wererat moves up to its speed without provoking opportunity attacks.

Rotting Bile. (Costs 3 Actions) The wererat exhales bile in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 10 (3d6) necrotic damage on a failed save.

Reconstitute (Costs 3 Actions). If the wererat is suffering from one or more conditions that require it to make a saving throw to end, it may immediately make a save against each condition. A successful save for any of the throws will end the condition immediately. The only saving throws that this action can be used for are saves that are made at the end/start of its next turn or using its action. It can use this action while incapacitated.

Reactions

Scurry Away. When an enemy the wererat can see ends its turn, the wererat 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 wererat can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.

WOLF RATS

These monstrosities combine the aggression and hunting instincts of wolves with the agility of rats. Wolf rats roam through the cavernous underground environments and dark forests, always looking for prey to sate their neverending hunger. No matter how much they eat, they appear malnourished, and they attack any potential meal as though their life depends on it.

Like owlbears, wolf rats are bizarre hybridized creatures of mysterious origin. Some claim they are simply one of the many horrors to emerge from the Underdark. Others believe they were magically engineered as hunting beasts. If this is the case, they have proven to be unruly and difficult to train. Wolf rats generally prefer hunting humanoids over taking orders from them. Those few beast masters who've managed to break them have found wolf rats to be terrifyingly effective at running down and ripping apart soft targets trying to stay out of harm's way.

ART CREDIT

- Typhoid Rats - Dave Kendall, Wizards of the Coast
- Mockery of Nature - James Ryman, Wizards of the Coast
- Murasa Behemoth - Dave Kendall, Wizards of the Coast
- Wererat 4e - Wizards of the Coast
- Dimir Guildgate - Cliff Childs, Wizards of the Coast
- Lurking Chupacabra - YW Tang, Wizards of the Coast
- Kazandu Stomper - Sam Rowan, Wizards of the Coast

WOLF RAT

Medium monstrosity, unaligned

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	4 (-3)	14 (+2)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Blood-Crazed. The wolf rat has advantage on all saving throws while it is within 5 feet of a hostile creature that doesn't have all its hit points.

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

Overwhelming Mass (2). The first time each turn that the wolf rat hits a creature with an attack, it deals an extra 2 damage per ally it has within 5 feet of its target that isn't incapacitated. The wolf rat can benefit from up to 3 allies this way.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) piercing damage.





MONSTROUS RATS IN YOUR ADVENTURES

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

BROOD HORROR ADVENTURES

d4 Plot Hook

- 1 A lab rat subjected to horrific experiments devoured all its litter mates as it mutated into a horrendous brood horror before escaping captivity.
- 2 A warlord of an underground tribe has cemented his status by acquiring a brood horror mount which he rides into battles against the surface dwellers.
- 3 Swarms of different types of rats have begun launching surface side raids from the sewers, with each attack being led by a brood horror.
- 4 Rumor has it that a brood horror is loose in some nearby caves and being hunted by ambitious warriors who wish to capture it as a mount.

HELL PIT ABOMINATION ADVENTURES

d4 Plot Hook

- 1 In the lowest levels of a city's sewers, mad experiments are being conducted to piece together a hell pit abomination and unleash it upon the unsuspecting populous above.
- 2 The inhabitants of every cave the players raid have already been killed or driven off. Eventually, they find large and bizarre trails left by a hell pit abomination through tunnels leading deeper underground.
- 3 An explorer tells the players of a forgotten gate to the Far Realm that she found underground when her pet rat crawled through. When the players find the gate, her rat returns through it as a hell pit abomination.
- 4 The players find the remains of an ancient underground lab. If they manage to power on the equipment, a hell pit abomination in the secret lower chambers awakens.

RAT OGRE ADVENTURES

d4

Plot Hook

- 1 An underground race has created rat ogres as a labor force to dig new territory closer to a surface settlement.
- 2 A group of wererats attempting to "bulk up" have accidentally mutated themselves into rat ogres.
- 3 A mad mage wanting to create flesh golems runs low on choice parts and has to use rat substitutes, resulting in rat ogre minions.
- 4 A wizard experimenting with muscle growth on rats ends up beaten to death by the rat ogres he created.

WERERAT ADVENTURES

d4

Plot Hook

- 1 A clan of wererats slowly converts powerful city officials into fellow wererats as they tighten their grip on local power.
- 2 A wererat looking to leave behind her life of crime flees her clan and seeks the players' aid in starting a new life.
- 3 A clan of wererats hires the players to stop one of their members, who has become a plague locus and gone rogue.
- 4 A plague locus has formed a ruinous cult that seeks to spread disease and vermin through enough cities that they can awaken their demi-god (a hell pit abomination) and trigger the rat-pocalypse.

WOLF RAT ADVENTURES

d4

Plot Hook

- 1 An underground crime ring takes bets on the survival rate of captives who are released into a tunnel complex to be hunted by rat wolves.
- 2 Typically reclusive woodland folk flee from the wilds to walled towns, claiming their forests have suddenly been overrun by wolf rats.
- 3 The players stumble upon the wreckage of a city destroyed by some magical calamity with packs of mutant wolf rats roaming through the ruins.
- 4 A wizard attempting to make a name for herself by combining different types of animals accidentally unleashes a horde of wolf rats upon the world.

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

Languages —

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 an attack, it deals an extra 2 damage per ally it has within 5 feet of its target that isn't incapacitated. The swarm can benefit from up to 3 allies this way.

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.

1.0.0

- Public release

1.1.0

- Add Crevice Crawler to Brood Horror and Hell Pit Abomination
- Add Rat Tide stat block to end of document

1.1.1

- Fix typo with artist credit

1.1.2

- Add languages to stat blocks

1.2.0

- Change wording of Overwhelming Mass
- Update Rat Tide

1.2.1

- Capitalize actions in Scurry Away

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