

Small Beast, Unaligned

AC	Init.	HP	Speed	CR
12	+2 (12)	7 (2d6)	30 ft.	1/8 (XP 25; PB +2)
		MOD SAVE	MOD SAVE	MOD SAVE
STR	7	-2	DEX 15	CON 11
INT	2	-4	WIS 10	CHA 4
			+2	+0
			+0	-3

Senses Darkvision 60 ft., Passive Perception 10

Languages —

TRAITS

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

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

ACTIONS

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

VARIANT: DISEASED GIANT RATS

Some giant rats carry vile diseases that they spread with their bites.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points except by magical means, and the target's hit point maximum decreases by 3 (1d6) every 24 hours. If the target's hit point maximum drops to 0 as a result of this disease, the target dies.