

GIANT RAT

SMALL BEAST • UNALIGNED

ARMOR CLASS: 12

HIT POINTS: 7 (2d6)

SPEED: 30ft.

STR	DEX	CON	WIS	INT	CHA
7	15	11	10	2	4

SENSES: DARKVISION 60 FT., PASSIVE PERCEPTION 10

LANGUAGES: ERROR

CHALLENGE: 1/8

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.