Rat, Giant

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Common | *Small* | *Neutral* | *Vermin*

Giant Rats are 3’feet or longer more, and have gray or black fur.

Armor Class	Hit Points	Move
13	4 *(1 Hit Dice)*	walk 120 ft
Appearing	3d10	
Habitat	Mountains,Swamp,Underground,Urban	
Negotiation	no	
Morale DC	16	
Challenge	0.2 (60 XP per monster)	

Ability Scores

STR	DEX	CON	INT	WIS	CHA
-2	2	0	-3	-1	-3

Combat

Has 1 attack. Hit Bonus +1. Damage Bite. 1d4 damage

Special Attacks

Disease. Any creature bitten by a giant rat has a 5% chance per wound of catching a debilitating disease; a successful Constitution DC 10 save prevents catching the disease. If infected, onset 1d3 days; frequency 1/day; effect 1d3 Dexterity damage and 1d3 Constitution damage; cure 2 consecutive saves.

Treasure

Individual: None

Lair: None