

Rat, Giant

written by A J | November 20, 2014



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