Ratling

written by CresthavenRPG Guru | January 3, 2020

Rare | *Small* | *Chaotic neutral* | *Humanoid*

Ratlings are humanoid rats, with long naked tails, snouts, pink ears, and pronounced incisors, just like their non-humanoid kin. They are covered in fur of traditional rat colorations, ranging from white all the way to black, and most of the shades and different fur patterns in between. They range between 5′ and 5’6″ tall, with heights about equal for males and females.

Armor Class	Hit Points	Move
13	8 *(2 Hit Dice)*	walk 60 ft

Appearing	2d10
Habitat	Swamp,Underground,Urban
Negotiation	yes
Morale DC	11
Challenge	0.9 (270 XP per monster)

Ability Scores

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

Combat

Has 1 attack. Hit Bonus +3. Damage Bite. 1d4+3 damage

Special Attacks

Filth Bite. A successful hit will infect the target unless the target passes Constitution DC 12 Save. Failed save causes an additional 1d4 damage each turn for 3d20 turns or until the disease is removed.

Special Defense

Keen Smell. The ratling has advantage on Wisdom (Notice) checks that rely on smell.

Sense Magic. The ratling senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn’t itself magical.

Treasure

Individual: 4d6 gp

Lair: None