

Cranium Rat

Tiny, Aberration, Lawful Evil

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ARMOR CLASS

12

HIT POINTS

3 (1d4 + 1)

CHALLENGE

0 | 10 XP

PROFICIENCY

+2

Speed	Walk 30 ft.
Initiative	+2
Saving Throws	N/A
Skills	Stealth +4
Damage Resistances	Psychic
Senses	Darkvision 30 ft.; Passive Perception 10
Passive Perception	10
Languages	Telepathy 30 ft. with other cranium rats

STR2
-4**DEX**14
+2**CON**12
+1**INT**8
-1**WIS**10
+0**CHA**8
-1

Traits

Shared Spark. While within 30 feet of another cranium rat, the rat has Advantage on Intelligence checks.

Tiny Skulker. The rat can move through the space of a Medium or larger creature but cannot end its movement there.

Actions

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 1 Piercing damage plus 1 Psychic damage.

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