

# Giant Rat

*Small, Beast, Unaligned*

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**ARMOR CLASS**

12

**HIT POINTS**

7 (2d6)

**CHALLENGE**

1/8 | 25 XP

**PROFICIENCY**

+2

**Speed** Walk 30 ft.

**Initiative** +2

**Saving Throws** N/A

**Skills** N/A

**Senses** Darkvision 60 ft.; Passive Perception 10

**Passive Perception** 10

**Languages** None

**STR**7  
-2**DEX**15  
+2**CON**11  
+0**INT**2  
-4**WIS**10  
+0**CHA**4  
-3

## Traits

**Keen Smell.** The rat has Advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** The rat has Advantage on attack rolls against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

## Actions

**Bite.** Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Piercing damage.

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