

Rat King

October 10, 2023



Medium beast (Swarm), unaligned

- **Armor Class** 14 (natural armor)
- **Hit Points** 52 (8d8 + 16)
- **Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

- **Damage Resistances** bludgeoning, piercing, slashing
- **Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** –
- **Challenge** 3 (700 XP)

Collapse. When the Rat King is reduced to 0 hit points, it collapses into a **swarm of rats**.

Keen Smell. The Rat King has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The Rat King has advantage on an attack roll

against a creature if at least one of the Rat King's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Swarm. The Rat King can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The Rat King can't regain hit points or gain temporary hit points.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 16 (4d6 + 2) piercing damage. The target must make a DC 12 Constitution saving throw at the end of its next turn or take 10 (3d6) poison damage and become poisoned until the disease is cured. The disease can be cured by any magic that cures disease, but only while the target is not poisoned.

Extension of Rats. Once per turn, the Rat King can extend itself to reach out and make a bite attack against a creature within 10 feet of it. This does not provoke opportunity attacks.

Rat Wave (Recharge 5-6). The Rat King summons a horde of rats to swarm in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more is also grappled by the swarming rats (escape DC 12). The grappled creature takes 10 (3d6) piercing damage at the start of its turn while grappled. The Rat King cannot recharge this action while grappling a creature.

Swarm of Rats

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swarm of Tiny beasts

Swarm of Ravens

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Swarm of Insects

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Swarm of Bats

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Swarm of Quippers

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Swarm of Poisonous Snakes

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