

# CRANIUM RAT

XP: 10    Level 1

An individual cranium rat is almost indistinguishable from a normal rodent, except that a portion of its large brain is exposed and pulses with a soft glow.

## Tiny Magical Beast

Armor Class 14

Hit Points 3 (½d10+1); see Traits below

Speed 40 ft., climb 20 ft.

Senses darkvision 60 ft.

Str 2 (-4)      Dex 17 (+3)      Con 14 (+2)

INT 3 (-4); see Traits below      Wis 14 (+2)      Cha

13 (+1)

Alignment neutral evil

Languages Cranium rats do not speak, but swarms containing 10 or more rats can communicate telepathically.



### TRAITS

**Swarm:** Cranium rats usually move in swarms of ten or more. In combat, a cranium rat swarm is considered a single creature. The cranium rat swarm can occupy the same space as another creature. Area of effect attacks against the cranium rat swarm gain advantage. Creatures in the same space as the cranium rat swarm make Strength and Dexterity checks at a disadvantage. The cranium rat swarm does not provoke opportunity attacks for moving out of a threatened space.

The amount of space the swarm occupies depends on the number of rats in the swarm.

Number of cranium rats	equivalent monster size
2-9	Medium
10-99	Large
100+	Huge

A pack of cranium rats has a group mind—and the more rats the higher its intelligent and the more hit points and abilities it has.

# Rats	HP	Int	Abilities
2-9	18	3 (-4)	Hive Mind, Damage Resistance
10-19	36	5 (-3)	Telepathy
20-29	54	7 (-2)	Spellcasting
30-39	72	9 (-1)	Mind Blast
40-49	90	11 (+0)	
50-59	108	13 (+1)	
60-69	126	15 (+2)	
70-79	144	17 (+3)	
80-89	162	19 (+4)	
90-99	180	20 (+5)	
100+	198+	20 (+5)	Magic Resistance

**Swam Size Reduction:** As larger swarms take damage the size and power of the swarm is reduced. For every 18 hit pots of damage it receives the number of rats in the swarm and the swarms abilities are reduced as indicated in the table above.

**Hive Mind:** A cranium rat swarm has a hive mind, which makes it susceptible to mind-affecting spells. For purposes of such spells, the swarm is a single creature.

**Damage Resistance:** The cranium rat swarm is resistant to cold and to slashing and piercing weapons.

**Telepathy:** A swarm that contain 10 or more cranium rats can communicate telepathically with any creature within 80 feet that that can understand a language.

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**Spellcasting:** The swarm of cranium rats uses its Intelligence as its magic ability to cast spells. The level of spellcaster, the spell save difficulty, and the spells prepared depends on the number of rats in the swarm. The swarm has the following spells prepared:

20-39 cranium rats cast as a 0 level spellcaster (spell save DC 9), and has the following spells:  
Cantrips - *dancing lights, flare, minor illusion (ghost sound), mage hand, grease*

40-49 cranium rats cast as a 2<sup>nd</sup>-level spellcaster (spell save DC 10), and adds:  
1st level (4/day) - *magic missile, ray of enfeeblement, shocking grasp*

50-69 cranium rats cast as a 3rd-level spellcaster (spell save DC 11), and adds:  
2nd level (3/day) - *invisibility, mirror image*

70-79 cranium rats cast as a 5th-level spellcaster (spell save DC 13), and adds:  
3rd level (3/day) - *fireball, lightning bolt*

80-89 cranium rats cast as an 8th-level spellcaster (spell save DC 14), and adds:  
4th level (3/day) - *confusion, ice storm*

90+ cranium rats cast as a 10th-level spellcaster (spell save DC 15), and adds:  
5th level (2/day) - *cone of cold*

**Magic Resistance:** A swarm of 100 or more cranium rats gain advantage when making saves against magic spells or effects.



## ACTIONS

**Multiattack:** The cranium rat swarm can make one bite attack against each opponent that is in the same space as the swarm.

**Melee Attack- Bite:** +4 to hit (reach 0 ft.; one creature in same space as the swarm) *Hit:* 3 (1d4+1) piercing damage

**Mind Blast (Recharge 6):** A swarm of 30 or more cranium rats can emit psychic energy in a 60-foot cone. Each creature in the area must make an Intelligence saving throw. The DC for the save depends on the number of cranium rats in the swarm; 30-39 (DC 9), 40-49 (DC 10), 50-69 (DC 11), 70-79 (DC 13), 80-89 (DC 14), 90+ (DC 15). *Failed Save:* The target is stunned for 1 minute but can repeat the saving throw at the end of each of its turns, ending the stunned condition early on a successful save.

## ENCOUNTER BUILDING

Level=1 XP=10

For more than 1 cranium rat (swarm):

# Rats	Level	XP
2-9	1	20
10-19	2	40
20-29	3	60
30-39	5	250
40-49	7	350
50-59	9	700
60-69	11	1,300
70-79	14	3,000
80-89	16	6,000
90-99	19	7,500
100+	20	9,000