

# GIANT RAT MUTATIONS

Roll a d8 for an easy ability, a d12 adds more, and a d20 includes the most powerful options. Or choose your own.

1. **Fire.** Hurls a ball of fire at a creature within range.
  1. Fire Bolt (Range 30 ft.), +4 to hit, 5 (1d10) fire damage.
2. **Cold.** Numbing frost forms along the ground in a straight line.
  1. Frost Strike (Line 15 ft.), DC 12 CON save vs. half damage, 4 (1d8) cold damage.
3. **Lightning.** A burst of lightning sweeps out.
  1. Lightning Burst (Self, 5 ft. radius), DC 12 CON save vs half damage, 4 (1d8) lightning damage.
4. **Acid.** Spits a bubble of acid at a creature in range.
  1. Acid Spit (Range 30 ft.), +4 to hit, 5 (1d10) acid damage.
5. **Dragon Breath.** The rat exhales in a 15 ft cone. 1d4: acid, lightning, fire, cold.
  1. Fire Breath (15 ft. cone), DC 12 DEX save vs half damage, 5 (1d10) fire damage.
6. **Psychic.** A psychic bite takes the damage amount off of the next saving throw.
  1. Psychic Bite (Melee), +4 to hit, 4 (1d8) psychic damage.
  2. On a hit, the damage amount is subtracted from the target's next attack, ability check, or saving throw.
7. **Radiant.** Mystical dim light glitters around a bitten target.
  1. Radiant Bite (Melee), +4 to hit, 4 (1d8) radiant damage.
  2. On a hit, the next attack on the target has advantage.
8. **Necrotic.** Each bite heals the rat for the amount of damage dealt.
  1. Necrotic Bite (Melee), +4 to hit, 4 (1d8) necrotic damage
  2. The rat regains a number of hit points equal to the necrotic damage.
9. **Water.** Shoots a shard of ice at a creature in range.
  1. Ice Bolt (Range 20 ft.), +4 to hit, 4 (1d8) cold damage.
  2. On a hit, the target makes a DC 12 CON save vs. reducing speed by 10 ft for 1 round.
10. Roll **twice** and combine the two
11. **Elemental.** Shards of elemental magic have been bound to the giant rat.
  1. Elemental Bite (Melee), +4 to hit, 4 (1d8) force damage.
  2. Elemental Shield. The giant rat has resistance to bludgeoning, piercing, and slashing from non magical attacks.
12. **Construct.** An assortment of rat parts stitched and bolted together.
  1. Slam (Melee), +4 to hit, 4 (1d8) bludgeoning damage.
  2. Magic Resistance. The giant rat has advantage on saving throws against spells and other magical effects.
13. **Ooze.** The rat resembles a heaving mound of sticky black sludge.
  1. Bite (Melee), +4 to hit, 4 (1d8) acid damage.
  2. Corrosive Form: Non Magical weapons that hit the rat take -1 penalty to damage rolls. The weapon is destroyed if the penalty drops to -5.
14. **Undead.** Necromantic magic animates the remains of a dead rat.
  1. Slam (Melee), +4 to hit, 4 (1d8) bludgeoning damage.
  2. Undead Fortitude: If an attack reduces the rat to 0 HP the zombie drops to 1 HP instead, one time.
15. **Thunder.** A wave of thunderous force sweeps out.
  1. Thunder wave: All creatures within 5 ft. of the rat make a DC 12 STR save vs 10 ft pushback
16. **Fey.** A fey mystique surrounds the giant rat.
  1. Fey Presence: One creature the rat can see within 30 ft makes a DC 12 WIS save vs being frightened or charmed for 1 min.
17. **Air.** A faint but constant breeze follows the rat.
  1. Gust Of Wind: A whirlwind erupts from the rat and each creature in a 5 ft. radius makes a DC 12 STR save vs being pushed back 10 ft.
18. **Earth.** The rat's fur is matted with dirt, stone, and gems.
  1. Slam (Melee), +4 to hit, 4 (1d8) bludgeoning damage.
  2. Tremor: The rat stomps trembling the ground, and each creature in a 5 ft radius makes a DC 12 DEX save vs being knocked prone.
19. **Demonic.** Spawned in the Abyss, formed of filth and carnage.
  1. Devil's Sight: The giant rat can cast darkness centered on itself and can see through magical darkness.
20. **Rat of Magic Missiles.** A giant rat with a wand of magic missiles taped to its back.
  1. Can cast Magic Missile at 2nd level 3 times per day.