

ALCHEMICAL RAT (ELECTRIC)

Small beast, unaligned

Armor Class 15
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	4 (-3)

Damage Resistances lightning

Senses darkvision 60 ft., passive Perception 10

Challenge 1/4 (50 XP)

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

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Shocking Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage and 4 (1d8) lightning damage. The rat's bite delivers an electric shock to its target. It has advantage on the attack roll if the target is wearing metal armor. On a hit, it takes damage, and it can't take reactions until the start of its next turn

"Magic rats in the sewers? I have absolutely no idea what you're talking about. I suppose there are unicorns dancing in the attic, too?" ~ Back Alley Alchemist

APPEARANCE

Alchemical Rats come in a variety of different appearances based off the type of magic they have been infused with. The Electric Rats crackle with lightning and smell of ozone while the Scorched Rats are covered in singed fur and stink of charred flesh. They are typically about the size of a small dog with discolored or dark course fur.



DESCRIPTION

Not every alchemist is as careful about discarding the results of their failed experiments as they should be. Sometimes these liquids get tossed down a sewer drain where they mix even further with the sludge flowing through the pipes. Swimming through these magical liquids can sometimes cause the denizens of the sewers to be infused with magical properties. Rats seem to be the most susceptible to the effects, increasing in size and gaining magical abilities and stronger resistances.

TYPES OF ALCHEMICAL RATS

Name	Resistance	Ability
Plague	-	Infestation
Scorched	Fire	Flame Bolt
Frozen	Ice	Frostbite
Thunder	-	Thunderclap
Electric	Lightning	Shocking Grasp

CUSTOMIZE

Each of these abilities and resistances are taken from a single cantrip; the resistance being based off the effect of the spell. This allows a lot of flexibility in building new versions. More powerful variations might include innate spellcasting abilities and increased intelligence