

# DRAGON RAT

Dragon rats are vicious little dragons resembling the rodents that are their namesake. They have patches of colored scales covering their bodies like armor, leathery dragon wings, and sharp fangs that crackle with destructive energy. A dragon rat is a much more terrible nuisance than its mundane kin, as its destructive potential is augmented by its inherited dragon breath. That nuisance quickly becomes a nightmare when dragon rats gather in great numbers, swarming up from beneath the ground or down from the sky to devour and destroy. An unchecked plague of dragon rats can poison water supplies, devour whole fields of crops, and spark devastating and widespread fires.

**Draconic Origin.** Whether the first dragon rats were the result of mad arcane experiments, a divine plague sent by draconic deities, or a strange twist of nature remains a mystery. Virtually all that is known is that they carry a virulent plague that can infect true dragons, and that this plague is the source of all new dragon rats. If a dragon egg contracts this plague (most commonly by being chewed on by a dragon rat), it undergoes a terrible transformation. When the egg hatches, it releases not a dragon wyrmling, but a swarm of dragon rats.

**Vexing Infestations.** Dragons despise dragon rats, not only because they destroy dragon eggs to procreate, but because they infest older dragons as parasites, similar to how fleas infest many lesser creatures. Dragons in areas prone to infestation often task groups of kobold servants to meticulously groom their scales and scour their lairs. Only by searching for and eliminating any trace of dragon rats can a dragon stem the tide of plague that might be carried to its incubating eggs.

## DRACONIC HERITAGE

| Dragon | Damage Type | Breath Weapon                |
|--------|-------------|------------------------------|
| Black  | Acid        | 5 by 30 ft. line (Dex. save) |
| Blue   | Lightning   | 5 by 30 ft. line (Dex. save) |
| Brass  | Fire        | 5 by 30 ft. line (Dex. save) |
| Bronze | Lightning   | 5 by 30 ft. line (Dex. save) |
| Copper | Acid        | 5 by 30 ft. line (Dex. save) |
| Gold   | Fire        | 15 ft. cone (Dex. save)      |
| Green  | Poison      | 15 ft. cone (Con. save)      |
| Red    | Fire        | 15 ft. cone (Dex. save)      |
| Silver | Cold        | 15 ft. cone (Con. save)      |
| White  | Cold        | 15 ft. cone (Con. save)      |

# DRAGON RAT

*Tiny dragon, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 3 (1d4 + 1)

**Speed** 30 ft., fly 30 ft.

| STR    | DEX     | CON     | INT    | WIS     | CHA    |
|--------|---------|---------|--------|---------|--------|
| 4 (-3) | 12 (+1) | 12 (+1) | 3 (-4) | 13 (+1) | 6 (-2) |

**Damage Immunities** varies by heritage

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 0 (10 XP)

**Draconic Heritage.** The dragon rat arises from a draconic source. Choose one type of dragon from the Draconic Heritage table. The dragon rat's breath weapon, bite damage, and damage immunity are determined by the dragon type, as shown in the table.

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

## ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

*Hit:* 1 piercing damage, plus 1 damage of the type determined by the dragon rat's Draconic Heritage trait.

**Breath Weapon (Recharge 6).** The dragon rat breathes destructive energy as determined by its Draconic Heritage trait. Each creature in the area of the breath weapon must make a DC 11 saving throw, the type of which is determined by the dragon rat's Draconic Heritage. On a failed save, the creature takes 2 (1d4) damage of the noted type. On a success, the creature takes half as much damage.

## SWARM OF DRAGON RATS

Medium swarm of Tiny dragons, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft., fly 30 ft.

|         |         |         |        |         |        |
|---------|---------|---------|--------|---------|--------|
| STR     | DEX     | CON     | INT    | WIS     | CHA    |
| 14 (+2) | 12 (+1) | 12 (+1) | 3 (-4) | 13 (+1) | 6 (-2) |

**Damage Immunities** varies by heritage

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

**Draconic Heritage.** The swarm arises from a draconic source. Choose one type of dragon from the Draconic Heritage table. The swarm's breath weapon, bites damage, and damage immunity are determined by the dragon type, as shown in the table.

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

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

### ACTIONS

**Bites.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer, plus 7 (2d6) damage of the type determined by the swarm's Draconic Heritage trait.

**Breath Weapon (Recharge 5–6).** The swarm breathes destructive energy as determined by its Draconic Heritage trait. Each creature in the area of the breath weapon must make a DC 11 saving throw, the type of which is determined by its Draconic Heritage. On a failed save, the creature takes 15 (6d4) damage of the noted type, or 7 (3d4) damage if the swarm has half of its hit points or fewer. On a success, the creature takes half as much damage.