

HELPING GRANNY GNAWTOOTH

Goblins and Giant Rats are a staple of roleplaying games, but let's shake them up a bit shall we? Here you will find a d20 list of monster mutations, twelve level 2 goblin character sheets, and an adventure showcasing both.

This is meant to be accompanied by my Roll Your Own Goblin Tribe supplement.

Adventure Summary

The goblins are sent to a ruined temple to clear it of the mutant rats that infest the area. If they bring proof that the area is clear their patron Granny Gnawtooth will let them keep anything they find.

For 2nd level goblins in the fifth edition of the world's greatest roleplaying game.

Adventure Prep

For this adventure you will need the stat blocks for up to 6 different mutant rats. The base stat block is as follows:

Mutant Rat. AC 12. HP 7 (2d6). Bite (Melee), +4 to hit, 4 (1d8) piercing damage. Pack Tactics.

The variants you need from the mutations table (in order) are as follows:

Variant 1. Roll a d8 to determine a special ability.

Variant 2. Roll a d12 to determine a special ability.

Variant 3. Roll a d12 or a d20 to determine a special ability.

Variant 4. Roll a d20 to determine a special ability.

Big Boss Rat. Roll a d20 twice to determine two special abilities.

Double the hit dice, and the number of attacks.

Tip: Give each goblin one healing potion to start the adventure with (and let them describe it!)



Roleplaying Granny Gnawtooth

Old Granny Gnawtooth radiates wisdom and mischief through a raspy voice that tells tales in flowery language. She absent-mindedly taps her foot while she gossips the day away. Adorned with a myriad of tattoos, each one speaks of a long and colorful life. Her mischievous nature and love for riddles infuse her narration, using her various tattoos to aid in her storytelling.

hush now, listen to the ink, stories tattooed, let knowledge link

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.

BEGINNING THE ADVENTURE

The adventure begins with the goblins spotting a set of ancient ruins built into the mountain. Visible from afar are the wrecked stone pillars that stand in front of the entrance. As the goblins approach the giant stone doors, remind them of their goal: kill the giant rat infestation and bring back proof to Granny Gnawtooth.

Mountain Temple Ruins

Unless otherwise noted the ceilings of the chambers are 25 feet high and the temple is a mixture of old worked stone and natural stone.

1. Entrance

Bones, fur, and crumbling stone litter the entrance to the abandoned temple. A strong scent of urine and decay fills the air. Scratching and scuttling is faintly heard behind the doors. The large stone doors require a DC 12 STR check to open. A secret door to the south is found with a DC 15 INT (Invest.) check that leads to area 2a.

2. Main Chamber

A nasty smell fills the air while fur and bones lie scattered along the stone floor. A group of rats are tearing apart a winged carcass while another group emerges from passage 2A. A mix of **Mutant Rat Variants 1 & 2** (one per character total) attack when approached or provoked. A DC 15 INT (Invest.) check reveals a secret door leading to an ancient fountain.

- A. This passage leads to a chamber with a healing fountain dedicated to the fertility goddess Verona. Drinking from the fountain grants the benefits of a short or long rest.

3. Wooden Chest

A large metal chest with a heavy silver lock sits in the corner covered in green moss. Wiping away the slimy moss reveals a sign that says DO NOT TOUCH. A poison needle trap is activated if anyone attempts to pick or open the lock. A successful DC 20 WIS (Percep.) check reveals the needle, if a character inspects the lock. A successful DC 20 DEX check using thieves' tools disables the needle, and a failed save triggers the trap. The triggering creature must make a DC 15 CON saving throw. On a failed save, the creature takes 7 (2d6) poison damage and is poisoned for 10 minutes. On a successful save, the creature takes half damage and isn't poisoned. Inside the locked box is 19 cp, 4 sp, and a **Scroll of Flaming Sphere**. A DC 13 INT (Invest.) check reveals a secret door leading to area 4.

4. The Pit

Bones and scrapes of leather litter the floor of the pit. Rats that get pushed into the pit will reemerge from the pit or the secret door after 1 minute. Any search or investigation reveals an old adventurer's journal with entries about searching for the lost temple of Verona and praying at the altar (2A) to gain her blessing. Crossing one of the bridges triggers a falling pillar trap. DC 15 WIS (Perception) check to see the pressure plate. Each creature on the bridge must make a DC 13 DEX saving throw, taking 1d10 bludgeoning damage and knocked prone into the pit on a failure, and half damage on a success.

5. Altar and Statues

An altar to a forgotten god is overgrown with crystal like vines. Removing the crystal reveals the inscription VERONA. Saying the name of the ancient god bestows the Bless spell on the character and two other characters they can see, one time. Statues that flank the altar are made of the same black-gold crystal that covers the altar and are not stable. A DC 13 STR check topples them over causing a creature in its path to make a DC 13 DEX saving throw and creating 10 ft of difficult terrain. On a failed save, the creature takes 1d10 bludgeoning damage and is knocked prone. On a successful save, the creature takes half damage and isn't knocked prone.

6. The Apse

From behind the torn curtains comes out the **Big Rat Boss** and one **Mutant Rat Variant 3** per character ready to attack. At the top of round 2 a second wave of one **Mutant Rat Variant 4** per character arrive to attack from behind.

A small bit of treasure lies scattered on the chamber floor. A +1 handaxe, a marble chalice inlaid with ornate scrollwork, an obsidian chalice engraved with ancient runes, 5 sp, and 40 gp. An old chest holds a cloth gown trimmed with rabbit fur, a leather vest trimmed with fox fur, and a pouch of diamonds worth 100 gp.

When the characters return the chalices to Granny Gnawtooth she recognizes them as the **Twin Chalices of Verona** which the goddess used to give her most devout followers blessings and boons. Drinking from the marble chalice grants the Bless spell for up to three creatures once per day. The obsidian chalice grants the drinker the benefits of a healing potion once per day. Granny Gnawtooth thanks the characters and reveals her true goal: moving the clan to the temple for safety and comfort.

