

Giant Tunnel Rat (M)(CR1): XP 400

N Medium [vermin](#), **Init** +0; **Senses** darkvision 60 ft., scent; [Perception](#) +5

DEFENSE

AC 15, touch 10, flat-footed 15; (+5 natural)

hp 24 (2d8+9)

Fort +6, **Ref** +0, **Will** +1

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2)

STATISTICS

Str 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11

Base Atk +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)

Feats [Toughness](#)^B

Skills [Climb](#) +10, [Perception](#) +5, [Survival](#) +5; **Racial**

Modifiers +4 [Perception](#), +4 [Survival](#).