

The Complete Guide to

WERERATS

Wererat Creations

By Keith Baker

This article describes several new wererat monsters created by the weavers, as mentioned on page 32 of the Complete Guide to Wererats.

Half-Rats and Trigats

A half-rat is a normal rat that has been infected with a modified strain of lycanthropy. A half-rat cannot infect other creatures with lycanthropy, but it can shift between the form of a normal rat and that of a dire rat, and its natural intelligence is dramatically increased. Half-rats can be taught to understand human speech and can learn to speak using the wererat Brood codes. They are used as spies and messengers, using their tiny forms to pass through areas where the dire rat form of a wererat would cause alarm. Some half-rats are bred with additional abilities that increase their value as observers or weapons.

Half-Rat

Tiny Shapeshifter

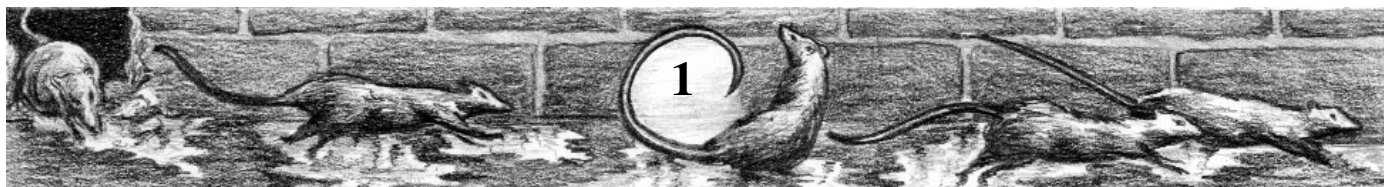
Hit Dice:	1d8+1 (5 hp)
Initiative:	+3 (Dex) as rat or hybrid
Speed:	30 ft.; 40 ft., climb 20 ft. as rat
AC:	12 (+2 natural); 17 (+1 size, +3 Dex, +3 natural) as rat
Attacks:	Bite +1 melee as rat; bite +4 melee as dire rat
Damage:	Bite 1d3-4 as rat; bite 1d4 as dire rat

Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Disease as dire rat
Special Qualities:	Alternate Form, Scent, bonus feats; plus Damage Reduction 8/silver as dire rat
Saves:	Fort +5, Ref +5, Will +5
Abilities:	Str 2/10, Dex 16, Con 12, Int 6, Wis 12, Cha 6
Skills:	Climb +12, Hide +11 as dire rat or +18 as rat, Listen +8, Move Silently +10, Search +8, Spot +8
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Any land or underground
Organization:	Solitary, pair, pack (6-10)
Challenge Rating:	1
Treasure:	None
Alignment:	Always lawful evil
Advancement:	2-3 HD (Tiny)

Half-rats possess the following special qualities and abilities:

Alternate Form (Su): A half-rat can shift forms, just like any other lycanthrope. Its natural form is that of a tiny rat, but it can assume the form of a dire rat. Every time it shifts shape it heals one hit point for each hit die that it possesses.

Bonus Feats: A half-rat may possess one of the following feats for each hit die that it has: Alternate Form (Tiger), Filtheater, Improved Healing, Plaguebearer, Sense the True



Shape, Strong Jaws, Venomous Bite. If a half-rat takes Venomous Bite as a feat, add 1 to the DC of the poison.

Alternate Form (Tiger) is a special feat that is only available to half-rats. Half-rats who possess it are called trigats, and are described in more detail below. A half-rat can access its bonus feats while in either rat or dire rat forms.

Damage Reduction (Ex): A half-rat gains damage reduction 8/silver while in dire rat form.

Disease (Ex): See the dragon rat description (page 31 of Complete Guide to Wererats).

As shapeshifters, half-rats possess darkvision with a range of 60 feet.

TRIGATS

Trigats are an example of the Weavers' flair for creating living weapons. A trigat is bred from tiger stock but can assume the form of a tiny rat or a dire rat. Trigats are used in assassinations; the trigat uses its tiny form to reach its target, and then transforms to its tiger form to tear its victim to pieces. A trigat possesses damage reduction in both dire rat and tiny rat forms, but not in tiger form. While in tiger form, a trigat's statistics are changed to the following:

Large Shapechanger: HD 6d8+18; hp 45; Init +2 (Dex); Spd 40 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atk +9 melee (1d8+6, 2 claws), +7 melee (2d6+3 bite); SA Improved Grab, Pounce, Rake 1d8+3; AL LE; SV Fort +10, Ref +7, Will +5; Str 23, Dex 15, Con 17, Int 6, Wis 12, Cha 6.

Skills: Balance +6, Hide +5, Listen +7, Move Silently +9, Spot +7, Swim +11. Feats: Multiattack

A trigat possesses more hit points in its tiger form than it does in its rat forms – an oddity for a shapechanging creature. When it shifts forms, use the percentage of its total hit points as the percentage of total hit points it possesses in the new form. Its lycanthropic healing rate is determined by the number of hit dice that it possesses in rat form.

Draconian Wererat

The wererat Weavers of the Asyra brood are constantly seeking to graft new abilities into the mutable blood of the wererat. Since the creation of the dragon rat, the Asyra have been trying to weave draconian powers into an actual wererat. So far, they have had only partial success. The draconian wererat is a humanoid creature that combines traits of both dragon and wererat. Possessing the lycanthropic resistance to injury and the raw power of a dragon, the draconian wererat is a deadly foe. However, in the process the creature loses its ability to shift shape, and its intelligence is limited; draconian wererats typically need to be controlled by Asyra ratmasters.

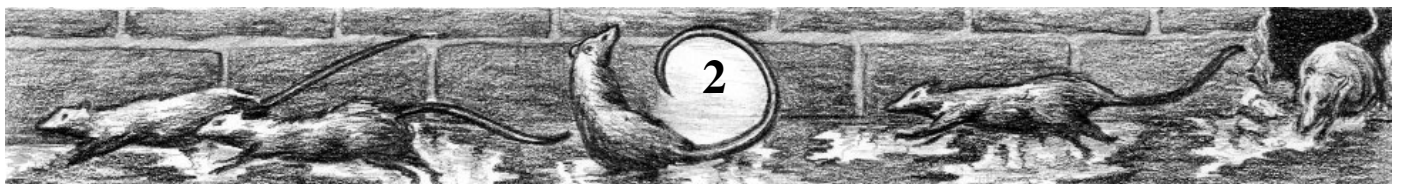
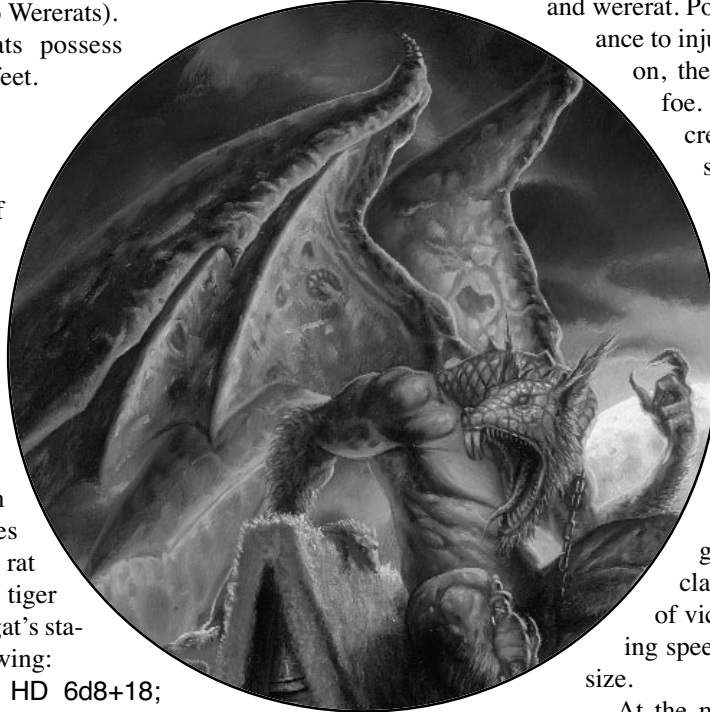
A typical draconian wererat is a humanoid creature, slightly over eight feet in height. It has a long, serpentine neck with a ratlike head perched on the end. Its thick green skin alternates scales and patches of rough green fur. It possesses powerful claws on its hands and a mouth full of vicious teeth. It moves with amazing speed and grace for a creature of its size.

At the moment, draconian wererats are extremely rare. They are more difficult to train than dragon rats, and as a result they are typically used as weapons of war as opposed to guards. As the Asyra continue their work, they may develop a more intelligent draconian wererat that has the ability to shift its form – such a creature could be a deadly surprise!

Draconian Wererat

Large Dragon

Hit Dice:	8d10+18 (51 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	35 ft., fly 35 ft. (average)
AC:	20 (-1 size, +4 Dex, +7 natural)
Attacks:	2 claws +12 melee, bite +14 melee
Damage:	Claw 1d6+3 damage; bite 1d8+7
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath Weapon
Special Qualities:	Immunities, Scent, Damage Reduction 15/silver
Saves:	Fort +10, Ref +10, Will +6
Abilities:	Str 24, Dex 18, Con 18, Int 3, Wis 10, Cha 8



Skills:	Hide +7, Listen +9, Move Silently +9, Spot +9
Feats:	Hover, Improved Initiative, Multiattack
Climate/Terrain:	Any Land and Underground
Organization:	Patrol (1 draconian wererat and 1 wererat handler)
Challenge Rating:	8
Treasure:	None
Alignment:	Always lawful evil
Advancement:	9-12 HD (Large)

Draconian wererats possess the following special abilities and qualities:

Breath Weapon (Ex): Once per day, a draconic wererat can exhale a 30 foot cone of corrosive gas. This inflicts 6d6 damage to all within the area of effect. Victims who succeed at a Reflex save (DC 17) take half damage.

Damage Reduction (Ex): A draconian wererat possesses Damage Reduction 15/silver. The damage from any physical attack is reduced by 15 points (to a minimum of 0) unless the attack involves a silvered or magical weapon.

Disease (Ex): The bite of a draconian wererat rate can infect its target with filth fever. This has an incubation period of 1d3 days and requires a Fortitude save of DC 12. The disease inflicts 1d3 temporary Dexterity and 1d3 temporary Constitution damage every time the victim fails his saving throw.

Immunities (Ex): A draconian wererat is immune to acid, sleep, and paralysis effects.

Scent (Ex): The draconian wererat has a highly developed sense of smell. This allows the creature to detect and identify odors within 30 feet, and to follow tracks by smell by making a Wisdom check.



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