

## WERERAT

Wererats are included in the base game rules. This version makes several changes.

**Damage Resistance.** The damage immunity of the standard lycantroupe has been replaced with damage resistance. Magic weapons no longer deal full damage to a lycantroupe, but silver-based sources still do.

**Shapechanger.** There is a slight delay after death before the lycantroupe reverts to its humanoid form, so PCs won't know instantly that it has been killed.

**Regeneration.** The lycantroupe now regenerates 1 hit point each turn, unless it has been damaged by silver since the start of its previous turn.

It regenerates faster when there is a full moon in the sky.

## WERERAT

*Medium humanoid (shapechanger), lawful evil*

**Armor Class** 12

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

**Skills** Perception +2, Stealth +4

**Damage Resistances** bludgeoning, piercing, and slashing from non-silver sources

**Senses** darkvision 60 ft. (rat form only), passive Perception 12

**Languages** Common (can't speak in rat form)

**Challenge** 2 (450 XP)

**Shapechanger.** The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, the wererat reverts to its humanoid form after 1 minute.

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

**Regeneration.** The wererat regains 1 hit point at the start of its turn.

When a moon is full and risen, the wererat instead regains 3 hit points at the start of its turn.

If the wererat takes damage from silver, this trait doesn't function at the start of its next turn. The wererat dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** The wererat makes two attacks, only one of which can be a bite.

**Bite (Rat or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

**Shortsword (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Hand Crossbow (Humanoid or Hybrid Form Only).** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

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