



MONSTER OF THE WEEK

MOONRAT

MOONRATS ARE INDISTINGUISHABLE FROM NORMAL RATS UNLESS IN MOONLIGHT. Lunar light has an insidious effect on these creatures, making them smarter, stronger, and more ferocious than any rat ought to be. On nights when the moon shines, they pour out of their darkened lairs to soak up the pallid rays and spread terror throughout humanoid settlements.

WANING STRATEGOS

Moonrats fight just like normal rats do, biting and tearing with their teeth. Under the influence of lunar light, moonrats also gain the ability to organize, converse with one another, formulate complex plans, and operate complicated devices. Their leaders remember things done and learned nights or even months before. When the moon's light is at its peak, moonrats are capable of making and acting on long-range plans that may require dozens of full-moon nights to complete. These schemes are often so subtle and involved that casual observers do not connect incidents relating to a well conceived moonrat plan until it is too late to stop it.

WELL EQUIPPED

Moonrats are entirely capable of using weapons and equipment during their bouts of intelligence as long as said weapons and equipment are of an appropriate size. They often keep such equipment locked away so they do not mistakenly destroy it during phases of the moon which cause their intelligence to wane.

"THE RATS! THE RATS MADE ME DO IT! THEY SEE EVERYTHING! THEY know all there is to know about you! They squirm and swarm in the walls and sewers, through the very bones of our city! You can lock me away or chop off my head, but soon enough you'll all come to see, it's the rats! The rats!"

- FATHER RHYS, DISGRACED CLERIC OF PELOR

MOONRATS

Tiny monstrosity, typically neutral evil

Armor Class 12 (natural armor)

Hit Points 2 (1d4)

Speed 20 ft., climb 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|--------|---------|--------|
| 2 (-4) | 15 (+2) | 11 (+0) | 2 (-4) | 13 (+1) | 2 (-4) |

Skills Acrobatics +4, Stealth +6 (expertise)

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Proficiency Bonus +2

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

Lunar Mind. The moonrat's Intelligence score is determined by the current phase of the moon. During a new moon, they have the same level of intelligence as a typical rat, however, during a full moon they are as intelligent as your average human. They also get a bonus to attack and damage rolls based on the moon's current phase. Consult the table below to determine the moonrat's current Intelligence score and its bonus to attack and damage rolls. Moonrats can speak a simple and guttural version of Common that becomes more eloquent as their Intelligence increases.

| Moon Phase | Intelligence Score | Attack & Damage Rolls |
|------------|--------------------|-----------------------|
| New | 2 (-4) | +0 |
| Crescent | 4 (-3) | +1 |
| Quarter | 6 (-2) | +2 |
| Half | 8 (-1) | +3 |
| Gibbous | 10 (+0) | +4 |
| Full | 12 (+1) | +5 |

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

DUNGEON DAD PATREON EXCLUSIVE

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