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## Dnd 5e wererat

Shapechanger: The Waratahs can use their work for polymormore in a human rat hybrid or in a giant rat, or return to its true form, a Humanoid. Its statistics, other than its size, are the same in every form. No equipment you wear or carry is diverted. It returns to its true form if it dies. Eager scent: The srat has an advantage over the wisdom (cognition) checks that depend on the smell. multiattack (human or hybrid form only): The srat makes two attacks, only one of which can be a bite. Bite (rat shape or hybrid only):. Attack melee weapon: +4 to hit, reach 5 feet., one goal. Hit: 4 (1d4 + 2) hole damage. If the goal is Humanoid, you must succeed on DC 11 Constitution saving throw or be cursed with lycanthropy lycanthropy. Short word (human or hybrid form only): Gun attack melee: +4 to hit, reach 5 feet, one goal. Hit: 5 (1d6 + 2) hole damage. Hand Crossbow (human or hybrid model only): Ringd weapons attack: +4 to hit, set 30/120 feet, one goal. Hit: 5 (1d6 + 2) hole damage. Battering immunities, piercings, and pieces of non-magnetic attacks are not manufactured with silver weapons common languages (can not speak in the form of mice) roll 0 roll 1 shortsord 1d20 + 4 1d6 +2 roll 2 hand crossbow 1d20 + 4 1d6 +2 Senses Darkvision 60 feet. (Rat form only) cognitive skills +2, ghost +4 human type (human, shapechanger) edit ing share Darkvision (rat form only), [1] low light vision[3] rats (alternately known as rats) were lycanthropes common in urban areas. (Waratahs) can turn into giant rats[1] physical description [editing ] editing source] the crystals in the form of a human tend to be thin, and the individual sees of shorter than the average length. Eyes were constantly bursting, and the nose and mouth might tremble if he was excited. Males are often thin, rough moustaches. The animal's form of is that of horrible mice two feet long from nose to buttocks. In hybrid form, the waratahs were shorter than they were in their human form and had her head, torso and tail of mice while the limbs were slightly more in appearance. [The need to cite] culture [editing] the source of liberation did not live alone if they could help it, although they did not tend to form strong personal relationships beyond the mindset of the package - love and marriage were almost strange concepts to them. They have been pleased to turn their superior cunning against the inhabitants of the roofs, and you see that the cities that used to be above their den are hunting grounds where they can steal food and wealth by killing their inhabitants in an almost parasitic way. [The need to citation] the Waratahs will steal anything they have decided to have any value, resulting in the accumulation of piles of garbage that can contain precious treasures. [The need for martyrdom] when in human form, the smell of sewage remained, resulting in on the surface that are relegated to the most atomic parts The city - this fits lycanthropes though, because those areas often contain a dive that served their favorite strong alcohol and made it easier to attack drunks. [6] Ecology [edited] was a cannibal ratmen, eating uninfected humans and sta on what could be wiped out or stolen. It was noted that waratahs rarely mate with other waratahs, and instead mate with uninfected humans. The offspring of male parents were a human woman, but the child inherited many of his father's physical characteristics in his human form. A female child and a male male were giant mice with human-like paws known as resin. These bickering grew to maturity at the age of two and she had the ability to transform herself into human children who appeared to be almost three times their real age. [6] Habitat[edit] editing source] realized their relative vulnerability and gathered in numbers in sewage systems beneath surface cities. Not only do those who live on the surface keep their hideout for them but they unknowingly protect kitten hideouts with their fortifications, allowing the Waratahs to leave their defenses often lacking. [6] Warat's capabilities were weaker than ordinary humans but smarter. Only silver or magic weapons can harm them and they were adept at sudden attacks. [6] Wartens shared the instinctive animal of all lecthrops and was significantly more brilliant than humans born the more a. Any damage caused by a weapon not made of silver or coated in chemical silver will be reduced. The Wererats were often carriers of filth because of the environments in which they lived. [7] Well-known [edit | Editing source] Rassiter - leader of the wererats in Calimport Appendix[edit | Dozens of white halls of the King's Top Card Dragon Fire Comic Games under dead video game city novels read more [editing source] References [edit] editorial † 1.0 1.1 1.2 1.3 Mike Merles, Jeremy Crawford, Christopher Perkins (2014-09-30). Monster Guide 5 Edition. Editing by Scott Fitzgerald Gray. (Witches of the Coast), p. 209. Your response is 978-0786965614. † Mike Merles, Stephen Schubert, James White (June 2008). Monster Guide 4 Edition. (Wizards coast), p. 180. Your response is 978-0-7869-4852-9. † 3.0 3.1 3.2 Sugar Williams, Jonathan Saget, Mont Cook (July 2003). The Monster Guide v.3.5. (Witches of the Coast), p. 171-173. ISBN 0-7869-2893-X. † Doug Hettel Hatiort (June 1993). Brutal evidence. (TSR, Inc.), p. 237. Redmak 1-5607-6619-0. † Gary Gxsidesard 1977. Monster Guide, 1st Edition. (TSR, Inc.), p. 63. Redmak 0-9356-9600-8. † 6.0 6.1 6.2 6.3 Doug Hetiort' (June 1993). (TSR, Inc.), p. 237. Redmak 1-5607-6619-0. † Skip Williams, Tweet and Monty Cook (October 2000). Monster Guide 3 Edition. (Wizards coast), p. 172. Redmak 0-7869-1552-1. Community content is available in cc-BY-SA communications unless otherwise indicated. Average human (human, shapechanger), legitimate villain shield class 12Hit points 33 (6d8 + 6) speed 30 feet. STR DEX CON INT WIS CHA 10 (+0) 15 (+2) 12 (+1) 11 (+0) 10 (+0) 8 (-1) Perception Skills +2, Stealth +4Damage horsepower beating, hole, and pieces of non-magnetic attacks not performed With silvery dark weaponsSenses 60 feet (rat form only), negative perception 12Languages common (can not speak in the form of mice) Challenge 2 (450 XP) Shapechanger: The srat can use its work to polymorph to a hybrid rat or humanoid, or return to its true form, a humanoid. Their

statistics, other than their size, are the same in every form. No equipment you wear or carry is diverted. It returns to its true form if it dies. Eager scent: The srat has an advantage over the wisdom (cognition) checks that depend on the smell. multiattack (human or hybrid form only): The srat makes two attacks, only one of which can be a bite. Bite (rat shape or hybrid only): Attack melee weapon: +4 to hit, reach 5 feet, one goal. Hit: 4 (1d4 + 2) hole damage. If the goal is a human being, you must succeed on DC 11 Constitution saving throw or be cursed with lycanthropy lycanthropy. Short word (human or hybrid form only): Gun attack melee: +4 to hit, reach 5 feet, one goal. Hit: 5 (1d6 + 2) hole damage. Hand Crossbow (human or hybrid model only): Ringd weapons attack: +4 to hit, set 30/120 feet, one goal. Hit: 5 (1d6 + 2) hole damage. This cam creature looks like a human in studded skin, but the fur covers his body. His face looks like a rat, and he has a long, bare tail. Edit Share A, second from left. The hip was a kind of lycanthrope that could take the form of a cat or a hybrid human cat. [1] Description [editing] Source editing] Cats can take three different forms[Note 1]: human form, cat shape, or hybrid shape. In their human form, they were sensual, skinny and threatening. In the form of their cat, the cat took the star of wild cats, like osilot. It seems that its hybrid shape is a human with fur, cat face and other cat features. [1] Each form received distinct attributes, i.e. good or worse, when it goes from human ity to cat shape. The human form was better protected and better in wrestling, but the cat's shape was twice as fast and more versatile and able to unleash a deadly swoop on enemies. The cat shape was also a little better at balancing, climbing and moving silently, although it was less powerful. The hybrid shape was a good middle ground, and was the cats' preferred form to fight against the attackers. Each form, though, was extremely alert and able to use the weapons of ingenuity without being to their attacks. [1] Behavior [editing] editing source] Cats were often leith and self-tolerant. They were conveying the curse of the Lecanthropoy by biting enemies. Being ingenious in charming, circumvention and disguise is something that has emerged a lot to take advantage of. [1] The hathward converted into its Harlein form. Combat [editing source] in combat, cats are pleased with their hybrid form, to take advantage of both human qualities and cats. They were frantically attacking with their claws and wildgs, as well as spells, if they were able to pour them. In the form of a cat, they can charge enemies as well as attack, covering a great distance. Cats can also use their high speed to escape such encounters. [1] Society [editing | source] as well as being a solitary raft or fishing in pairs, formed many nichecommunities. A secret fraternity of cats called evening eyes served Selûne, as many other lycanthropes did. However, they also worshipped arrows, and were rumored to hunt Loviatar or worship char during the full moon. Some even joined the large temples of such gods, including the huge moon house, where cats formed a large amount of followers (more than elves, hefts and statues). [4] Others flocked to warm climates, such as the Akri tribe in the Anoruch Desert. [2] Some social workes went on to become wise clerics of the RS, casting divine spells, especially in the magic and deceptive fields. They can usually copy the scrolls, and pour spells such as a person's magic and concealment. [1] Notable Practices [Editing Source] Catlord Kittenlord Feluna Moonstar Anonymous Stalking [Edit ing source] Notes [Edit source] † Note that The Actat can also pass on its state to the giants. See also [Editing Source] Appearances[Editing Source] Comics Video Games References [Editing Source] † 1.00 1.01 1.02 1.03 1.04 1.05 1.06 1.07 1.08 1.09 1.10 Richard Baker, Ed Bonnie, Travis Stott (February 2005). Lost empires of Faerûn. (Witches of the Coast), p. 179-181. Redmak 0-7869-3654-1. † 2.0 2.1 2.2 2.3 James Waitto Rob. Monster Synopsis: Faerûn Monsters. (Witches of the Coast), p. 93. Redmak 0-7869-1832-2. † Ed Greenwood, A1989. Hall of Heroes. (TSR, Inc.), p. 36. Redmak 0-88038-711-4. † Eric L. Boyd (June 2005). The city of Splendours: Watdeep. (Witches of the Coast), p. 38, 44, 92. Redmak 0-7869-3693-2. Community content is available in cc-BY-SA communications unless otherwise indicated. Noted.

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