

WERERATS OF THE ROACH RUN SEWERS

A Pathfinder Roleplaying Game Compatible TRIBES supplement by Landon Bellavia



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In the murk and stink beneath a bustling city's streets, scheming families of wererats scurry through the fetid sewers, often riding their vicious and bad-tempered cockroach steeds or accompanied by their filthy, disease-ridden dire rat pets.

Using dark magic and manipulative rituals to break and twist the spirits of society's most vulnerable members, the natural lycanthrope elite convert and conscript afflicted wererats to join their families. Those daring the cloying, fetid darkness of the sewers are fortunate if all they carry from the sewers is a raging fever for far worse fates lurk among the filth and detritus of the city above.



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This work is dedicated to Charlotte, Sheridan, Adriel and Baby Number Three. Thank you for enduring my insanity and supporting me in my love of writing, gaming and creating. I love you all.

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BONUS MATERIAL

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ERRATA

We like to think *Wererats of the Roach Run Sewers* is error free. However, we are realists. So in that spirit, we shall post errata three months after first release on ragingswan.com. We won't correct typos, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Landon is a writer and game designer with a penchant for detail and a devotion to the creative process. He enjoys crafting new worlds and balancing new game details within the framework of the d20 system and the spirit of the OGL. For over a decade, he has been crafting his own world, and plans to eventually publish the work as a campaign resource when it finishes playtesting.

While gaming and writing are two of Landon's favorite activities, they are very difficult to make a living at, and currently hold the status of “hobbies that he can hopefully afford to pursue full time some day.” In the mean time, he is working towards a PhD in physics and supporting himself and his family as a research assistant. Landon lives in North Carolina with his beautiful and wonderfully supportive wife, two dice-loving daughters, and tailless cat. When not doting on the wonderful girls in his life, working in the lab, writing, or gaming, Landon also enjoys eating, breathing, and (time permitting) sleeping.

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*In the tunnels 'neath the street,
The rats and roaches come to meet,
Serving their masters' concerns,
Protecting them from cruel returns,
Though life above may seem upstanding,
Life below is quite demanding,
Beyond the sight of surface viewers,
Go Wererats of Roach-Run Sewers.*

STAT BLOCKS BY CR

CR		PAGE
0	Cockroach Familiar (tiny magical beast)	10
1/2	Giant Cockroach (small vermin)	22
1	Riding Cockroach (large vermin)	22
3	Sewer Thief (wererat rogue 3)	20
3	Sewer Trainer (wererat ranger 3)	22
4	Sewer Savage (wererat barbarian 4)	16
4	Sewer Shaman (wererat sewer druid 4)	18
7	Drinala (LE female wererat monk 2/witch 5)	24
8	Mkadi (NE male wererat rogue 8)	26
9	Ladonna (LE female wererat rogue 4/cleric 5)	28
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ALTERNATIVE CLASS FEATURES

Cockroach Familiar: A new familiar.

Sewer Druids: New rules for sewer-dwelling druids.

The Filth: A new domain and witch patron.

Wererat Rage Powers: Two new rage powers for wererats.

Wererat Rogue Talents: Two new rogue talents for wererats.

NEW SPELLS

1ST-LEVEL SPELLS

Detect Lycanthropes: druid 1, inquisitor 1, ranger 1, witch 1

Detect Vermin: druid 1, ranger 1, witch 1

Hide from Vermin: cleric 1, druid 1, sorcerer/wizard 1, witch 1

2ND-LEVEL SPELLS

Forced Transformation: bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2

Lunar Memory: bard 2, cleric 2, druid 2, sorcerer/wizard 2, witch 2

NEW ITEMS BY COST

GP	
1,000	<i>Hand of inglorious</i>
1,200	<i>Amulet of control</i>
8,400	<i>Filth fever flail</i>

NEW FEATS

FEAT	PREREQUISITES	BENEFIT
Gutter Thug	Tribal membership, BAB +1	Treat up to 10 ft. of difficult terrain in a sewer as unimpeded.
Roach Trainer	Tribal membership, Handle Animal 1 rank	Temporarily train vermin to perform tricks as Handle Animal.
Sewer Guerrilla	Tribal membership, BAB +1	Ignore soft cover, partial cover and any concealment less than total when attacking a flat-footed target in the sewers.
Sewer Scum	Tribal membership	Gain circumstance bonus to Acrobatics, Escape Artist and Swim checks in the sewers.

READING STAT BLOCKS

Wererats of the Roach-Run Sewers includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

WERERATS OF THE ROACH-RUN SEWERS

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Polite residents of the city prefer not to think of the sewers that carry away their daily waste and this suits the masters and keepers of those sewers very well. Straddling the line between two worlds, many cities are home to bands of wererats, foul creatures of irksome ilk that thrive below the city's streets. These lycanthropic fusions of humanoids and dire rats use their cunning and resilience to bring the sewers under their uncontested control. Just as other races once tamed the beasts of the field to do their bidding, so the wererats train the vermin of the sewers to serve their own ends. All manner of creatures obey the wererats' command, but few are as useful to them, or as loathsome to humanity, as the immense cockroaches they employ as mounts, scouts and guardians. In some cities, the infestation is such that the sewers have become synonymous with horrendous cockroaches and their foul wererat masters. These are the Roach-Run Sewers.

ECOLOGY & SOCIETY

Small groups or "families" of wererats are generally headed by one or more natural lycanthropes, creatures born with shape shifting ability able to transmit lycanthropy with a bite. These natural wererats often live double lives, maintaining homes above ground, and pressing their underlings to expand the family's influence in the sewers below. The sewers serve as a wererat family's primary source of wealth and power; as they lead to practically any point in the city they serve as quick access points to steal valuable goods and information.

Though deliberate infection of surface dwellers with lycanthropy is rare, those exposed to this affliction are typically drawn from the fringes of society. Often, these new recruits are pressed into the service of the wererat who bestowed the "gift" upon them, though at other times, neophyte wererats find themselves in the service of another family or entirely alone in a suddenly more hostile world.

Lycanthropy, unlike other transformative processes such as vampirism, carries with it no innate bond to the maker or compulsion to obey. In order to recruit new lycanthropes into the family, most groups use practiced techniques of manipulation and magic, including developing new spells such as *lunar memory* for the purpose of securing the loyalty and

affection of their new lycanthropic brethren.

New recruits are often assigned duties in the sewers, patrolling family territories and caring for their subterranean interests. These recruits are typically coerced or enticed into these less pleasant duties with promises of future wealth and power. However, the sewers tend to be unforgiving and demanding, leaving many wererats stagnating in the family structure that is built to support the natural lycanthropic patriarchs and matriarchs.

Wererat families are not limited to drawing on other wererats or creating new lycanthropes for aid and support. Virtually all families boast one or more members who have mastered the subtle art of befriending the vermin of the sewers. The dire rats and giant cockroaches feeding on civilization's rubbish are so loathsome to those dwelling above but are the wererat's most prized allies.

Despite the security afforded to a wererat family by its insect and rodent pets, life below the streets is fraught with other challenges. Countless threats await from lurking oozes and cruel aberrations to infectious diseases. Despite all this, or perhaps because of it, few creatures are as well adapted to sewer life as wererats.

In the city, two families dominate wererat society:

Greentail Brotherhood: Led by the mutilated Drinala Greentail (page 24), this family of orphans, urchins and the abused are not just thieves and pickpockets but also grave robbers.

Tarmaine: Lady Ladonna Tarmaine (page 28) leads her family of wererats from under an unassuming business in a wealthy part of town. She has a gigantic cockroach pet which she occasionally displays to thrill-seekers and gawkers with the coin enough to make it worth her while.

IN YOUR CAMPAIGN

Wererats of the Roach-Run Sewers' design enables a GM to easily insert bands of wererats and their noisome allies into the sewers of any city or large town. This supplement can be used with nearly any settlement of sufficient size and development, provided that the city has a sewer network and is large enough to support a hidden wererat colony.

TRIBAL LORE

A character making a Knowledge (local) check may know some information about wererats. A successful check reveals all information gained by a lesser check.

DC 11: This creature is a wererat, a lycanthropic hybrid of (base humanoid) and dire rat.

DC 16: Wererats are extremely resilient and resistant to damage from most weapons; silver weapons, however, are anathema to them and deal full damage.

DC 21: A wererat's mouth is a haven of filth and disease, and its bite transmits filth fever. The most potent wererats are born with lycanthropy and can transmit the affliction with a bite.

ALIGNMENT & RELIGION

Keenly aware of the repugnance that the world above feels for them, most wererats disdain Good as a hypocritical convenience of conscience. The necessity of working together to maintain what place they can carve out for themselves in the world often necessitates at least a grudging adherence to a communal law. However, such lawful bents seldom interfere with wererats' propensity for larceny when opportunities present themselves.

Wererats typically have no unifying religion, though their twisted and debased existence often leads them to revere their putrid surroundings. This reverence causes many wererats to worship gods of disease and decay. Wererat clerics of such deities can access the Filth domain (page 10), in addition to a deity's other domains. Alternatively, those with no specific deity may revere Filth and gain access to Darkness, Filth, Madness or Trickery domains or an appropriate (non-good) alignment domain.

The Filth can also manifest as a patron of wererat witches who use arcane might to bring the sewers under their control. Some wererats also become sewer druids, (page 10) and may access the Filth domain through their nature bond class ability.

LAIRS

Though accustomed to damp, fetid conditions, most wererats still prefer to rest in the warmest, driest location available. To that end, they dig small nooks out of sewer walls, particularly where the mortar has eroded away. They are fond of tunnelling beneath large buildings, where they can place their lairs comfortably close to basement furnaces or kitchen, and occasionally even intrude into the basements themselves.

As large chambers are rare in the sewers, few lairs hold even a dozen individuals. Those that do are prized and guarded vigorously, often by the wererats' vicious pets.

COMBAT & TACTICS

Wererats seldom fight outside their home sewers, preferring stealth and guile to violence. When they venture into the world of men, it is typically to steal something before slipping back into their fetid sewer-sanctuary.

On the rare occasion a wererat is discovered above ground, it makes every effort to flee. Below the streets, wererats are somewhat bolder (particularly if accompanied by their vermin pets) and often challenge interlopers. The most fearsome wererats ride giant cockroaches, and these elite warriors are the defenders of the filth who ride forth to challenge intruders into the Roach-Run Sewers.



THE ROACH-RUN SEWERS

Sewers function much like dungeons in terms of the obstacles to movement and challenges to survival they present for explorers. The most common means of entering a sewer is removing a sewer grate (a full-round action) and dropping down 10 ft. into the murk. Some grates (particularly in affluent areas of town) are locked (DC 25 Disable Device check opens).

SEWER FEATURES

Though sewers may differ greatly in their style of construction and scale, certain features are commonly encountered.

Dangerous Ledges: Sewers often follow the layout of the streets above, and as such, the channels criss-cross freely. Junctions of sewer channels often have dangerous ledges that also serve as prime ambush points for the residents of the sewers to bull rush intruders into the fetid water. Creatures waiting just around a wall have cover from approaching enemies, though they can likely hear them with appropriate Perception checks.

The floor is often pitted and broken (it costs 2 squares of movement to enter such a square). Additionally, the floor is often slimy or slippery (see below for details).

Dual Walkways: Many sewer channels have walkways on either side. This allows some large creatures, namely those with wide leg spans and short heights such as the riding cockroach (page 22), to move through the sewers by straddling the channels and walking with legs on both ledges.

Fetid Water: Channels of waste flow through the sewers and are typically 5 ft. wide and vary in depth from one to five feet, depending on the size of the settlement and the region of the city beneath which the sewers are located. The contents of these channels are filthy and thus more difficult to swim through than normal water. Swimming in sewer channels requires a DC 15 Swim check. Any creature that fails a Swim check must succeed on a DC 15 Fortitude save or be sickened for 2d4 rounds. A creature already sickened becomes nauseated for 3d6 minutes if it fails this save.

Narrow Walkways: Sewers are typically not built for ease of access. In many cities, the service walkways along the sewer walls are only 2 1/2 ft. wide. This requires Small or larger creatures to squeeze (–4 penalty to attack rolls and –4 penalty to AC, movement costs are doubled). Such walkways have a base Acrobatics DC of 5 to move across, though an Acrobatics check is not required unless the DC increases to 10 or more.

Slimy Floor: Slimy floors add +5 to the DC of Acrobatics checks made to move across them.

Slippery Floor: Slick floors add +2 to the DC of Acrobatics checks made to move across them.

Disease is rampant in the sewers (see below) and those spending much time in the sewers would be wise to avoid contact with the effluent oozing through its channels.

SEWER HAZARDS

Numerous hazards await in the sewers. Examples include:

Crumbling Ledges: Standing water or eddies in the current of the sewer channels sometimes erode the sewer walkways. Though the ledges may appear solid (a DC 20 Perception check or Knowledge [engineering] reveals that they are not), the floor of such a region is extremely thin and may crumble under the weight of a Medium or larger creature (30% chance). Any creature on the ledge when it crumbles must make a DC 15 Reflex save or fall into the fetid water below.

Disease: Characters falling into the sewer's fetid water may contract a terrible disease; check every hour (or part hour) of contact: *save* DC 13 Fortitude [2 saves]; *onset* 1/day; *frequency* 1/day; *effect* 1d8 Dex damage.

Rat Swarm: Rats swarm through the sewers. They normally avoid large groups of intruders, but lone explorers may be suddenly set upon.

Slime Pits: Sometimes, a particularly deep slime pit waits at the end of a ledge or underneath an eroded walkway. A creature in a slime pit may drown or lose items to the cloying slime. A creature in a slime pit must succeed on a DC 15 Swim check or gain the grappled condition. Each round, the creature may make a Swim check to escape the slime and remove the grappled condition. If a creature thus grappled fails a Swim check by 5 or more, it risks losing a randomly determined item that it is carrying to the slime. Treat this as a Disarm combat manoeuvre made by the slime with a +5 CMB. A creature held by the slime that fails its Swim check by 10 or more is sucked under the surface and begins to drown.

Waste Surges: Waste enters the sewers at unpredictable intervals from the buildings above. Typical sewers have entrances for such waste at 20 to 80 foot increments. Each time a creature walks past such an entrance, there is approximately a 1% chance that a waste surge arrives at the same time. A creature adjacent to a waste surge as it enters the sewers must make a DC 12 Reflex save or be covered in waste. If the creature fails this save, it is blinded for 1d4 minutes or until it takes a full-round action to clean its eyes (this provokes attacks of opportunity). A creature that fails its save must also succeed on a DC 15 Fortitude save or be sickened for 2d4 rounds. A creature that is already sickened becomes nauseated for 3d6 minutes, if it fails this save. Creatures wearing magical eye gear are immune to the blinding effect, though not to the sickening.

ENCOUNTERS WITH THE ROACH-RUN WERERATS

Use these sample listings to run encounters featuring the Wererats of the Roach-Run Sewers.

TRAINING (EL 5; XP 1,600)

Opponents Giant Cockroach (4), Sewer Trainer (1)
EL 4 (1,200 XP) Remove two Giant Cockroaches; **EL 6 (2,400 XP)** Add three Dire Rats and one Riding Cockroach.
Morale The sewer trainer presses the attack as long as she has the advantage, but flees if reduced to below half hit points or if half of her attendant creatures are incapacitated.
Terrain sewer; **Encounter Distance** 2d6 x 10 ft.

One of the sewer trainers of a local wererat family is working to condition new giant cockroaches for the family militia. A passing band of nosy adventurers might just make the perfect training tool. If possible, she attacks the adventurers with her bow from behind her roaches, but tries to stay close enough to direct them. She uses one of her poisoned arrows on the second round of combat, after she has identified the most dangerous enemy.

PATROL (EL 7; XP 3,200)

Opponents Dire Rat (3), Giant Cockroach (2), Sewer Trainer (1), Sewer Thief (2)
EL 6 (2,400 XP) Remove one Sewer Thief; **EL 8 (4,800 XP)** Add one Riding Cockroach and one Sewer Shaman.
Morale The patrol fight until a wererat is incapacitated. The rest then flee.
Terrain sewer; **Encounter Distance** 2d6 x 10 ft.

This is a standard patrol group for wererat families in the sewers. Depending on the situation, they may ambush intruders, or simply demand they immediately leave the sewers. If clearly outmatched, they avoid battle and seek reinforcements.

ELITE PATROL (EL 10; XP 9,600)

Opponents Giant Cockroaches (4), Sewer Thief (3), Sewer Savage (2), Sewer Shaman (2), Sewer Trainer (2)
EL 9 (6,400 XP) Remove one Sewer Savage, one Sewer Shaman and one Sewer Thief; **EL 11 (12,800 XP)** Add two Riding Cockroaches and two Sewer Savages.
Morale This patrol consists of veteran warriors and does not flee unless more than half are incapacitated.
Terrain Sewer; **Encounter Distance** 4d6 x 10 ft.

Word has reached one of the wererat families of intruders in their sewers. This elite patrol has been sent to ensure they do not compromise family interests.

GRAVE ROBBERS (EL 5; XP 1,600)

Opponents Sewer Thief (2)
EL 4 (1,200) Apply the young creature template to both Sewer Thieves; **EL 6 (2,400 XP)** Add one Sewer Thief.
Morale If the thieves are discovered, they flee back to their sewers.

Terrain urban (cemetery); **Encounter Distance** 4d10 x 10 ft.

These rogues work for the Greentail Brotherhood (see “Drinala Greentail”) and had been charged with collecting hands from the local cemetery to be enchanted by their matron. However, the citizens of the city do not take kindly to the graves of loved ones being disturbed, so after several instances of such desecration, they may hire adventurers to guard their ancestors’ bones.

REST CAMP (EL 7; XP 3,200)

Opponents Giant Cockroach (2), Sewer Trainer (1), Sewer Thief (1), Sewer Savage (1), plus disabled non-combatants
EL 6 (2,400 XP) Remove one Sewer Thief; **EL 8 (4,800 XP)** Add two Giant Cockroaches and one Sewer Shaman.
Morale The sewer trainer directs the giant cockroaches to hold off attackers while the wererats flee.
Terrain sewer; **Encounter Distance** 1d4 x 10 ft.

A group of wererats has set up a makeshift camp to care for comrades wounded in combat (the non-combatants). The camp is in an alcove that has been mostly cut off from the sewers by a partial collapse of masonry. Recent signs of disturbance to the rubble (DC 15 Perception) hint that something might be hiding behind. The alcove leads to an abandoned storage room. The debris pile covered the only entrance to the chamber, and the wererats try to avoid combat if possible, offering doses of roachmusk as bribes to be left in peace.

RAIDING PARTY (EL 8; XP 4,800)

Opponents Sewer Thief (3), Sewer Savage (2)
EL 7 (3,200 XP) Remove two Sewer Thieves; **EL 9 (6,400 XP)** Add one Sewer Shaman and one Giant Cockroach.
Morale The sewer savages fight to the death, but the sewer thieves flee if reduced below half hit points.
Terrain building basement and connecting sewer; **Encounter Distance** 2d10 x 10 ft.

A wererat hiding in this basement spied a large sum of gold being placed in a very secure safe and overheard that it would be removed again today as payment to an unknown recipient. The raiding party has come to seize these goods, and plans to launch the ambush as soon as the safe is opened.

ALTERNATIVE RACE & CLASS FEATURES

THE FILTH

The concept of the Filth permeates wererat society. Wererats swear by the Filth, they curse the Filth, they curse in the name of the Filth, and sometimes they even offer prayers to the Filth.

The Filth is utilized by both divine and arcane spellcasters as a central tenet in their practices. Thus, it is both a cleric domain and a witch patron. The spell list associated with the Filth is used by both clerics and witches who draw upon its power.

Domain/Patron Spell List: *hide from vermin* (1st), *summon swarm* (including the cockroach swarm from *Bestiary 2*) (2nd), *contagion* (3rd), *repel vermin* (4th), *giant vermin* (5th), *antilife shell* (6th), *creeping doom* (7th), *finger of death* (8th), *energy drain* (9th).

Granted Powers (Domain only): You are a spiritual beacon to the forces of disease and pestilence, and are at home in the slime and sludge of the sewers. Your skill traversing the sewers grants you Acrobatics as a class skill.

Accelerate Disease (Su): You touch a creature, as a standard action. Any non-magical disease carried by the target whose onset time has not yet elapsed immediately completes its onset time and progresses normally. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Plague Touch (Ex): At 8th-level, you can channel disease through your touch and gain the ability to affect a single target as if you had cast *contagion*. You can use this ability once per day at 8th-level and one additional time per day for every four cleric levels beyond 8th.

New Hex (Witch only): Witches (*Advanced Player's Guide*) with the Filth patron may select the plague bringer hex.

Plague Bringer (Su): As a standard action, you touch a creature that is afflicted by a disease. If the disease's onset time has not yet elapsed, it immediately does so but the victim must make two Fortitude saving throws (using the lower result) to resist its affects. If you use this hex against a creature already suffering a disease's effects, it must immediately make a Fortitude saving throw (DC = the disease's DC) or suffer the effects of the disease. Success on this save does not count towards curing the disease. Regardless of whether the target makes its save, it cannot be affect by this hex again for one day.

SEWER DRUIDS

Sewer druids lurk amid the waste and detritus of the civilisation above. They have the following alternate class features:

Vermin Empathy (Su): A sewer druid can improve the attitude of vermin as a normal druid can with animals. Vermin have a starting attitude of unfriendly. The sewer druid can also improve the attitude of animals and mindless undead creatures that were formerly animals, but takes a -4 penalty on the check

unless the animal or undead has a disease special attack. This ability replaces wild empathy.

Nature Bond (Ex): A sewer druid forms a bond with nature in one of two ways:

- **Domain:** The sewer druid gains access to one of the following cleric domains: Darkness, Death and Filth.
- **Familiar:** A sewer druid may not bond with an animal companion, but may take a dire rat or cockroach as a familiar using her druid level as her effective wizard level.

Sewer Stride (Ex): The sewer druid can move through shallow water up to 2 ft. deep and slippery terrain at his normal speed and without taking damage or suffering any other impairment (but may still drown). Additionally, he can always take 10 on Swim checks even if in danger or distracted. Areas of sewer magically manipulated to impede motion, however, still affect him. This ability replaces woodland stride.

Miasma (Ex): Starting at 5th level, if a sewer druid is adjacent to a creature at the beginning of its turn, the creature must succeed at a Fortitude save (DC 10 + 1/2 the druid's level + the druid's Wisdom modifier) or become sickened for 1 round. A creature of the animal, fey or plant type that fails its save is nauseated for 1 round and sickened for 1 minute thereafter. If the creature makes its save, it is immune to this effect for 24 hours, as are creatures immune to disease. This ability replaces trackless step and resist nature's lure.

NEW FAMILIAR: COCKROACH

Wererat sorcerers, wizards and witches can take a cockroach familiar. A cockroach familiar grants its master a +2 bonus to CMD against bull rush, drag, overrun, reposition and trip attacks.

COCKROACH FAMILIAR

This foul insect peers out from its mistress's robes.

N Tiny magical beast

Init +3; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +0

Speed 40 ft., climb 40 ft.

ACP 0; Acrobatics +3 (+7 jumping), Climb +11, Stealth +19

AC 17, touch 15, flat-footed 14; **CMD** 6 (12 vs. trip)

(+2 size, +3 Dex, +2 natural)

Fort +2, **Ref** +3, **Will** +0

hp 4 (1 HD)

Space 2 1/2 ft.; **Base Atk** +0; **CMB** +1

Melee bite (reach 0 ft.) +5 (1d3-5 plus poison [save DC 10 Fortitude {1 save}; frequency 1/round for 2 rounds; effect daze 1 round])

Abilities Str 1, Dex 17, Con 10, Int 2, Wis 10, Cha 2

Feats Weapon Finesse^B

Skills as above

Blightblooded (Ex): At 9th level, a sewer druid gains immunity to all diseases, including natural and supernatural diseases and to effects that cause her to become sickened or nauseated. This ability replaces venom immunity.

Plaguebearer (Su): Starting at 13th level, any creature striking a sewer druid with a touch attack, unarmed strike or natural weapon must succeed at a Fortitude save (DC 10 + 1/2 the druid's level + the druid's Wisdom modifier) or contract a disease, as *contagion*. If the creature makes its save, it is immune to this effect (but not *contagion* spells) for 24 hours. This ability replaces a thousand faces.

WERERAT ROGUE TALENTS

Wererat rogues have developed two special talents that blend their shape-shifting nature with their larcenous, deceptive ways. They have access to the following rogue talents:

Shifter's Surprise (Ex): Whenever you change forms, you may make a Bluff check to feint in combat as part of the action used to assume the new form. You gain a +2 circumstance bonus on Bluff checks made in this way.

Thieving animal (Su): When you are in animal form, if you successfully make a Sleight of Hand check to steal an item or use

the steal combat manoeuvre to take an item, you may use a move action to meld the item into your form just as your equipment is melded. You must return to human or hybrid form to recover the item.

WERERAT RAGE POWERS

Though wererats are more often known for their stealth and guile, many families also recruit warriors and thugs to protect their interests. A barbarian wererat's rage sometimes carries the power of the lycanthrope. A lycanthrope barbarian can choose these following rage powers:

Raging Shifter (Su): When raging, you can assume your hybrid form quicker than normal. If your change shape ability normally requires a full-round action, it instead requires a move-equivalent action. If it normally requires a move-equivalent action, it instead requires a swift action. This ability stacks with magical effects such as the benefit of an *amulet of control*.

Roach-Run Rage (Su): When you rage, your natural attacks count as silver for the purpose of bypassing damage reduction. Whenever you threaten a critical hit against a lycanthrope, you gain a +10 insight bonus on the roll to confirm the critical hit.



NEW FEATS

Wererats of the Roach-Run Sewers introduces a number of new feats. Each feat is presented in the following manner:

Prerequisites: This entry is absent if the feat has no prerequisites. Otherwise, it lists the qualifying features a character must have to select the feat.

Benefit: This section details what the feat enables the character to do or lists the bonuses it provides.

Special: If the feat has additional benefits (or synergistic qualities with another feat), they are listed here.

Normal: This listing is absent if not having the feat causes no particular drawback or penalty. Otherwise, it presents the limitations or drawbacks faced by a character without this feat.

BATTLE FEATS

Battle feats are a new kind of combat-focused feat designed to add flavour to combats featuring warriors of a given tribe. Such feats represent the warriors' battle training and tribal fighting style. Most require a base attack bonus of at least +1. Fighters can use their bonus feats to choose Battle feats.

GUTTER THUG [BATTLE]

You are a veteran of sewer combat, able to fight beneath the city without the normal distractions suffered by surface dwellers.

Prerequisites: Tribal membership (wererat), base attack bonus +1.

Benefit: While in a sewer, you can treat up to 10 ft. of shallow water, slippery floor or other difficult terrain common in the sewers as if it were



unimpeded terrain, provided that you do not move through more than 10 feet of such terrain. For example, you may charge through such terrain, take 5-foot steps through it and conduct any other action that you could normally perform.

Normal: Difficult terrain such as shallow water and slippery surfaces double the movement cost to move into and may require an Acrobatics check to successfully move across. You cannot charge or take 5-foot steps in difficult terrain.

ROACH TRAINER

You have learned the subtle signs of a cockroach's current inclinations and can apply proper stimuli to manipulate these creatures to do your will.

Prerequisites: Tribal membership (wererat), Handle Animal 1 rank.

Benefit: Select up to six tricks that can be taught to an animal using Handle Animal. With a successful Handle Animal check (DC 15 + the cockroach's HD) and one minute of uninterrupted contact with the target, you cause one cockroach within 5 feet to behave as if it were trained with any or all of these tricks, and to obey your commands accordingly. You may use the Handle Animal skill on cockroaches to handle or "push" them, using body language. If a trained cockroach moves more than 5 feet away, it continues to perform the last command it was given for one minute. At any given time, you may direct the actions of cockroaches with a total number of HD no greater than twice your ranks in the Handle Animal skill.

Special: The alchemical substance Roachmusk (page 14) provides a +5 circumstance bonus to your Handle Animal checks made to target cockroaches.

Normal: Vermin cannot be affected by Handle Animal.

SEWER GUERRILLA [BATTLE]

You are an expert of hit-and-run tactics in the sewers.

Prerequisites: Tribal membership (wererat), base attack bonus +1.

Benefit: You ignore soft cover, partial cover and any concealment less than total concealment when attacking a flat-footed target, in the sewers.

SEWER SCUM

You are adept at surviving the perils of the sewers.

Prerequisites: Tribal membership (wererat).

Benefit: In the sewers, you gain a +4 circumstance bonus to Escape Artist checks (made to squeeze through areas less than half your space), Swim checks and Acrobatics checks (made to move across slippery surfaces). You also gain a +2 bonus to Fortitude saves made to resist sickness and nausea caused by sewer hazards.

NEW SPELLS

Wererat spellcasters of the Roach-Run Sewers have developed a number of new spells. These spells serve to further the interests of wererat families in the sewers and around the city. They are listed here, alphabetically.

DETECT LYCANTHROPE

Level Druid 1, inquisitor 1, ranger 1, witch 1 (divination)

Casting Time 1 standard action; **Components** V, S, DF or M (a small tuft of animal fur)

Range 60 ft.; **Area** cone-shaped emanation; **Duration** concentration, up to 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You can detect the taint that flows through lycanthropes. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of lycanthropes.

2nd Round: Number of lycanthropes in the area.

3rd Round: The location of each lycanthrope. If a lycanthrope is outside your line of sight, then you discern its direction but not its exact location.

DETECT VERMIN

Level Druid 1, ranger 1, witch 1 (divination)

Casting Time 1 standard action; **Components** V, S, DF or M (part of the corpse of a vermin, such as wings from a housefly)

Range long (400 ft. + 40 ft./level); **Area** cone-shaped emanation; **Duration** concentration, up to 10 minutes/level

Saving Throw none; **Spell Resistance** no

MEMORY AND MANIPULATION

The first full moon after infection, a newly afflicted lycanthrope changes form and loses himself to the beast within, forgetting his identity and any sense of humanity. When this happens, the wererat's creator and the rest of the family are typically on hand to welcome him into his new life.

Afflicted lycanthropes typically awake the day after the full moon with no memory of the night's events. Left to their own devices, afflicted lycanthropes only remember the episode and become aware of their condition by succeeding on a DC 20 Will save. However, many wererat families use the spell *lunar memory* to force an afflicted wererat to remember the night and all its bestial exploits, and members of the family play on the newfound memories to manipulate the will or even break the spirit of the new lycanthrope.

"You can't go back," they say. "No one understands you like we do. You will be alone without us. They will never accept you for what you are. We are family now..."

This spell functions as *detect animals or plants*, except that it detects vermin instead of animals or plants.

FORCED TRANSFORMATION

Level Bard 2, cleric 2, inquisitor 2, sorcerer/wizard 2, witch 2 (transmutation)

Casting Time 1 standard action; **Components** V, S, DF or M (a leaf plucked from its tree during the eve of the full moon)

Range touch; **Target** creature touched; **Duration** instantaneous

Saving Throw Will negates; **Spell Resistance** yes

With a forceful command, you cause a lycanthrope to change its form. A lycanthrope affected by this spell must immediately assume one of its other forms. If the target is an afflicted lycanthrope, it must assume either hybrid or animal form. A natural lycanthrope may select the new form to be assumed. This spell does not prevent a lycanthrope from changing form again on its turn. This spell does not affect a creature that has contracted lycanthropy, but has not yet undergone its first transformation.

HIDE FROM VERMIN

Level Cleric 1, druid 1, sorcerer/wizard 1, witch 1 (abjuration)

Casting Time 1 standard action; **Components** V, S, DF

Range touch; **Target** one creature touched/level; **Duration** 10 minutes/level (D)

Saving Throw Will negates; **Spell Resistance** yes

Vermin cannot sense the warded creatures. Even extraordinary or supernatural sensory capabilities, such as blindsense, blindsight, scent and tremorsense, cannot detect or locate warded creatures. Vermin act as though the warded creatures are not there. If a warded character touches a vermin or attacks any creature, even with a spell, the spell ends for all recipients.

LUNAR MEMORY

Level Bard 2, cleric 2, druid 2, sorcerer/wizard 2, witch 2 (enchantment [compulsion, mind-affecting])

Casting Time 10 minutes; **Components** V, S, M (a scrap of parchment and a piece of charcoal)

Range touch; **Target** creature touched; **Duration** instantaneous

Saving Throw Will negates; **Spell Resistance** yes

This spell forces an afflicted lycanthrope with no memory of its time spent in animal form to recall in vivid detail its experiences, just as if it had succeeded on the DC 20 Will save to remember this period. The caster receives a +4 circumstance bonus on his next Diplomacy check made to influence the attitude of the target towards himself.

NEW MAGIC ITEMS

The Wererats of the Roach-Run Sewers have created a number of magical items uniquely suited to life beneath the city streets. These creations enhance their ability to maintain dominion over their fetid domain.

AMULET OF CONTROL

This grotesquely preserved paw hangs from a thick piece of cord.

Aura Faint (transmutation; DC 17 Knowledge [arcana]) **Identify** DC 18 Spellcraft

Lore (DC 12 Perception) This necklace is made from a mummified animal paw with the terminus capped in copper slag and strung on a greasy cord.

Lore (DC 18 Knowledge [nature]) This necklace is made from the severed paw of a (insert appropriate animal type here).

Abilities Once per day, the *amulet of control* grants its wearer a +1 resistance bonus on a single Fortitude saving throw against a disease; this affects the first saving throw of the day made against a disease. This item is prized by afflicted lycanthropes, and often serves as a symbol of status or authority among them. When worn by an afflicted lycanthrope, the amulet grants the wearer a +5 bonus to Constitution checks made to change form. If the check is successful, the wearer may change form as a move-equivalent action rather than a full-round action. This bonus does not apply to Constitution checks made to resume human form during the full moon.

Activation use-activated; **CL** 3rd

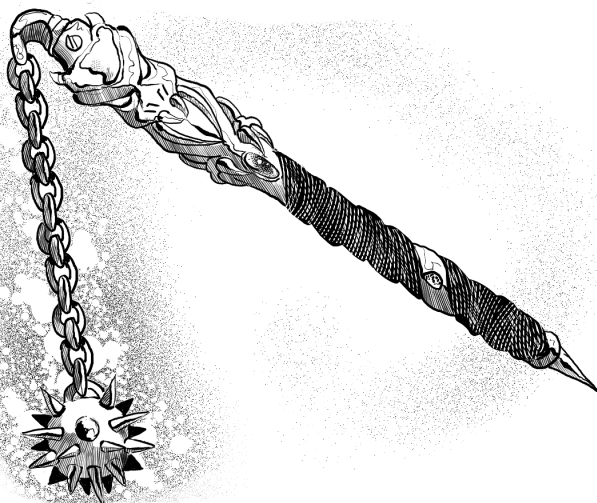
Requirements: Craft Wondrous Item, *forced transformation, resistance*; **Cost** 600 gp; **Price** 1,200 gp

FILTH FEVER FLAIL

This tarnished silver flail has a row of teeth adorning the haft.

Aura Faint (necromancy; DC 18 Knowledge [arcana]) **Identify** DC 20 Spellcraft

Lore (DC 10 Perception) Though this silver flail appears tarnished, it is solid and well made, with a ring of teeth decorating the haft just below the chain.



Lore (DC 12 Heal) This weapon carries filth fever, and can infect those it strikes.

Abilities This +1 *alchemical silver flail* carries filth fever and can infect its target (DC 12 Fortitude negates; *frequency* 1/day; *cure* 2 consecutive saves; *onset* 1d3 days; effect 1d3 Dex damage and 1d3 Con damage) once per day. If the target fails its initial saving throw, 2d6 minutes after exposure, the wound becomes sore and red.

Activation use-activated; **CL** 5th

Requirements: Craft Magic Arms and Armour, *contagion*; **Cost** 2,398 gp; **Price** 8,400 gp

HAND OF INGLOURY

This mummified human hand hangs by a leather cord.

Aura faint (varies, see text; DC 18 Knowledge [arcana] plus Will save) **Identify** DC 20 Spellcraft plus DC 12 Will save

Lore (DC 25 Knowledge [local]) The *hand of inglory* is an item created by the wererat witch Drinala Greentail for her own personal mission of revenge.

Abilities This item is worn about the neck and takes up space as a magic necklace. Though not a cursed item, those who know of the existence of the *hand of inglory* generally consider it to be equally worthless. The hand is crafted with a *magic aura* spell to disguise it as a *hand of glory*. To *detect magic* and similar means of examination, the item is indistinguishable from a *hand of glory*. If examined by more powerful means, such as *identify*, and the examiner makes a DC 12 Will save he recognizes the illusion and sees the item's true nature. The hand enables the wielder to place a single ring on it and gain the benefit of wearing that ring. However, the effects of any other rings worn by the wielder are suppressed for as long as the *hand of inglory* is worn.

Activation use-activated; **CL** 5th

Requirements: Craft Wondrous Item, *dispel magic, magic aura, suggestion*; **Cost** 500 gp; **Price** 1,000 gp

ROACHMUSK

This small vial contains a sickly brown oily liquid.

Aura None (nonmagical)

Abilities When smeared on a creature, a dose of roachmusk causes all cockroaches within 10 ft. to behave friendly towards the wearer. A creature with the Roach Trainer feat who wears roachmusk gains a +5 circumstance bonus on Handle Animal checks made to influence cockroaches. The benefits of this substance continue for 30 days or until the subject bathes with soap and water (submersion under water is insufficient to remove this potent odour).

Requirements: Roach Trainer, crafter must have at least 1 rank in Craft [alchemy]; **Cost** 10 gp; **Price** 30 gp.

WERERATS

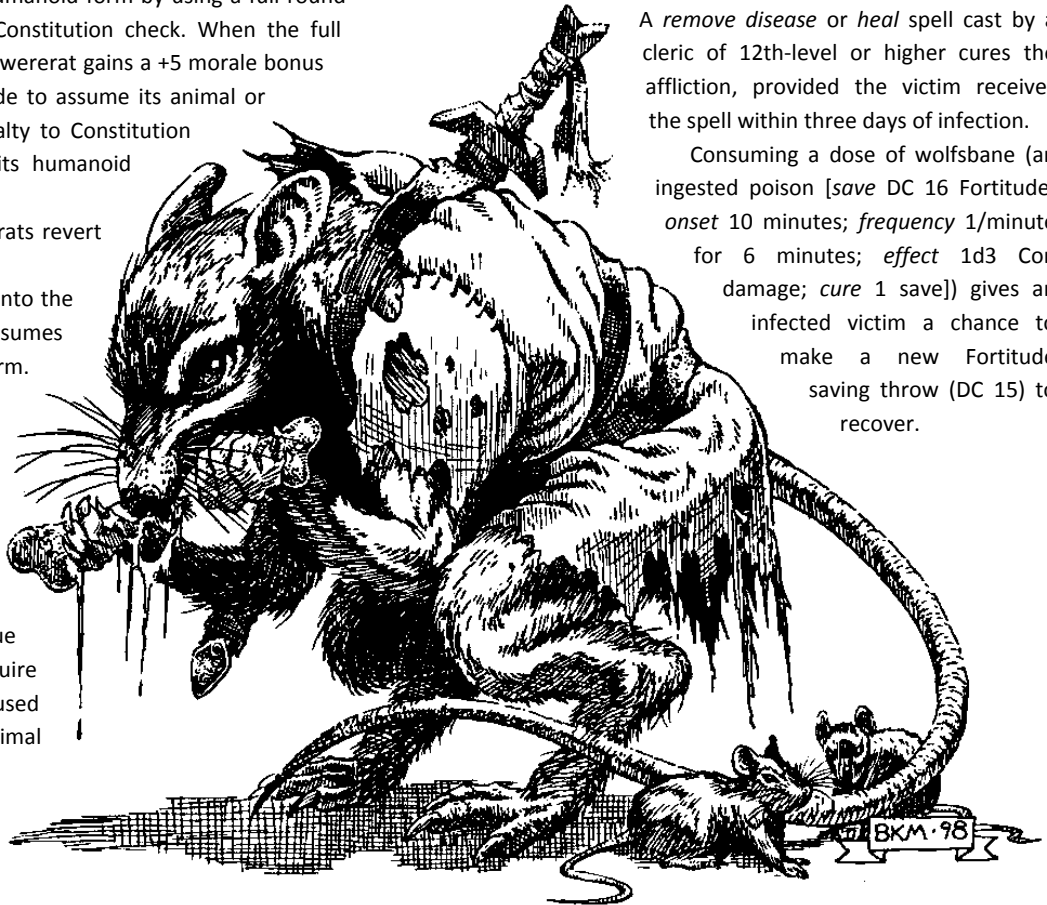
Wererats are not only difficult opponents for adventurers, but also complex NPCs to run. This page serves as a brief primer to their main abilities and a GM should review the information here before running a combat involving the Wererats of the Roach-Run Sewers.

There are two kinds of wererat: natural wererats (the most powerful of the two varieties) who were born with their lycanthropic taint and afflicted lycanthropes (who were born normal members of their race, but were subsequently infected with lycanthropy). An afflicted lycanthrope is not as resistant to attacks and does not have total control over its change shape ability. It also does not transmit lycanthropy with its bite.

CHANGE SHAPE

All wererats, whether afflicted or natural lycanthropes, have three forms: humanoid, animal and hybrid.

- **Natural Wererats:** A natural wererat can shift into any of its forms as a move-equivalent action.
- **Afflicted Wererats:** An afflicted wererat can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check or its humanoid form by using a full-round action to make a DC 20 Constitution check. When the full moon is visible an afflicted wererat gains a +5 morale bonus to Constitution checks made to assume its animal or hybrid form and a -5 penalty to Constitution checks made to assume its humanoid form.
- **Slain Wererats:** Slain wererats revert to their humanoid form.
- **Gear:** Gear does not meld into the wererat's body when it assumes humanoid or hybrid form. When a wererat assumes animal form, its gear melds into its body. Items that provide a constant bonus (*rings of protection, cloaks of resistance* and so on, but not magic armour) continue to function. Items that require activation cannot be used while a wererat is in animal form.



CURSE OF LYCANTHROPY

When a natural wererat is in animal or hybrid form its bite has the power to infect a humanoid target within one size category of Small with lycanthropy. A DC 15 Fortitude save negates the curse. To maintain the suspense of the situation, the GM should roll this saving throw and keep the result secret until the appropriate time.

A creature catching lycanthropy becomes an afflicted lycanthrope, but shows no symptoms until the night of the next full moon, when the victim involuntarily assumes animal form until the next dawn.

The victim remembers nothing of the experience (or subsequent episodes) unless it makes a DC 20 Will save or is subjected to *lunar memory* (page 13), in which case it becomes aware of its condition. If a PC becomes infected with lycanthropy the GM should take control of the character whenever he is in animal or hybrid form.

CURING LYCANTHROPY

Characters infected with lycanthropy can be cured in several ways.

A *remove disease* or *heal* spell cast by a cleric of 12th-level or higher cures the affliction, provided the victim receives the spell within three days of infection.

Consuming a dose of wolfsbane (an ingested poison [*save* DC 16 Fortitude; *onset* 10 minutes; *frequency* 1/minute for 6 minutes; *effect* 1d3 Con damage; *cure* 1 save]) gives an infected victim a chance to make a new Fortitude saving throw (DC 15) to recover.

SEWER SAVAGE

Consumed with anger and unable to control their bestial nature, sewer savages stalk the sewers searching for victims. Powerful guards and fearsome warriors, they are the most unsubtle of wererats and the least likely to flee from battle.

TACTICS

When in the sewers, these savage warriors assume their hybrid form. Preferring to battle in this form, they rage as soon as battle begins using raging shifter to transform into their dire rat form if they need extra mobility. They make liberal use of Power Attack, unless their foes prove difficult to strike and trust to their prodigious Constitution to see them through. Unless ordered to retreat, they fight to the death.

SAMPLE SEWER SAVAGES

Use these sample NPCs to portray any sewer savages the PCs encounter during their adventures.

ABARON

- **Appearance:** Wild-eyed and shaggy-haired, Abaron takes no real care over his appearance. Scruffy at the best of times, his body odour precedes him by several feet.
- **Mannerisms:** When angry, scared or frustrated, Abaron bares his teeth as does an animal. In battle, he growls and yells. When at rest, nervous energy consumes him and he fidgets incessantly.
- **Background:** Abandoned by his manic depressive mother after his father was accidentally killed in a barroom brawl by a drunken dwarf, Abaron survived for almost a decade on the streets. Casual work as an enforcer-for-hire and bouncer at several low-end brothels and taverns brought him rapidly into contact with the dross of the city. Caught by a pack of wererats one night deep in the slums, Abaron succumbed to their savage attack, but not before slaying several of his attackers (an act he now regrets with hindsight).



- **Personality:** Using nothing but his savagery and will to survive, Abaron learnt to channel his rage to crush his enemies. Plagued by nightmares of dying alone, he gladly embraced his transformation, for with the Wererats of the Roach-Run Sewers he found the family and sense of belonging he so long craved. Foolhardy in battle, Abaron fights to the death to protect his new family and is merciless toward his enemies.

SEWER SAVAGE (HUMAN FORM) CR 4 (XP 1,200)

This scarred, wild-eyed man has bulky muscles over a compact, hunched frame.

Male human natural wererat barbarian 4

NE Medium humanoid (augmented humanoid, human, shapechanger)

Init +1; **Senses** low-light vision, scent; Perception +9, Sense Motive +2

Speed 40 ft., Gutter Thug

ACP 0; **Acrobatics** +8 (+12 jumping), **Climb** +11, **Swim** +11

AC 14, touch 11, flat-footed 13; **CMD** 19; uncanny dodge, +1 vs. traps

(+1 Dex, +3 armour [mwk studded leather])

Fort +7, **Ref** +3 (+4 vs. traps), **Will** +4

hp 43 (4 HD); **DR** silver/10

Space 5 ft.; **Base Atk** +4; **CMB** +8

Melee mwk alchemical silver heavy flail +9 (1d10+6)

Ranged mwk longbow (range 110 ft.) +6 (1d8+4/x3)

Atk Options Power Attack (-2 attack, +6 damage [+9 with heavy flail]), rage (12 rounds/day)

Special Actions change shape ([move action] human, hybrid, and dire rat; *polymorph*)

Combat Gear arrows (20)

Abilities Str 18, Dex 13, Con 14, Int 10, Wis 14, Cha 6

SQ lycanthropic empathy (rats and dire rats), fast movement, rage power (raging shifter, roach-run rage) trap sense (+1)

Feats Gutter Thug, Power Attack, Toughness

Skills as above plus Diplomacy -2 (+2 vs. rats), Intimidate +5

Languages Common

Gear as above plus *cloak of resistance* +1, backpack, bedroll, water skin, 2 days trail rations, 23 gp

When raging, a sewer savage has the following, altered statistics:

Climb +13, **Swim** +13

AC 12, touch 9, flat-footed 11; **CMD** 21; uncanny dodge, +1 vs. traps

Fort +9, **Will** +6

hp 51

CMB +10

Melee mwk alchemical silver heavy flail +11 (1d10+9)

Atk Options rage (raging shifter, roach-run rage; 12 rounds/day)

Abilities Str 22, Con 18

BEROS

- **Appearance:** Covered in mud and excrement, Beros' equipment is similarly noisome.

SEWER SAVAGE (HYBRID FORM) CR 4 (XP 1,200)

This horrid bipedal beast with razor sharp teeth is covered in bulging muscles and thick, coarse fur.

Male human natural wererat barbarian 4

NE Medium humanoid (augmented humanoid, human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +9, Sense Motive +2

Speed 40 ft., Gutter Thug

ACP 0; Acrobatics +10 (+14 jumping), Climb +12, Swim +12

AC 18, touch 13, flat-footed 15; **CMD** 22; uncanny dodge, +1 vs. traps

(+3 Dex, +3 armour [mwk studded leather], +2 natural)

Fort +8, **Ref** +5 (+6 vs. traps), **Will** +4

hp 47 (4 HD); **DR** silver/10

Space 5 ft.; **Base Atk** +4; **CMB** +8

Melee mwk alchemical silver heavy flail +10 (1d10+7) and bite +4 (1d4+5 plus filth fever [save DC 13 Fortitude {2 consecutive saves}; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])

Ranged mwk longbow (range 110 ft.) +6 (1d8+4/x3)

Atk Options Power Attack (-2 attack, +6 damage [+9 with heavy flail]), rage (12 rounds/day)

Special Actions change shape ([move action] human, hybrid, and dire rat; *polymorph*)

Combat Gear arrows (20)

Abilities Str 20, Dex 17, Con 16, Int 10, Wis 14, Cha 6

SQ lycanthropic empathy (rats and dire rats), fast movement, rage power (raging shifter, roach-run rage) trap sense (+1)

Feats Gutter Thug, Power Attack, Toughness

Skills as above plus Diplomacy -2 (+2 vs. rats), Intimidate +5

Languages Common

Gear as above plus *cloak of resistance* +1, backpack, bedroll, water skin, 2 days trail rations, 23 gp

When raging, a sewer savage has the following, altered statistics:

Climb +14, Swim +14

AC 16, touch 11, flat-footed 13; **CMD** 24; uncanny dodge, +1 vs. traps

Fort +10, **Will** +6

hp 55

CMB +10

Melee mwk alchemical silver heavy flail +12 (1d10+10) and bite +11 (1d4+7 plus filth fever [save DC 15 Fortitude {2 consecutive saves}; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])

Atk Options rage (raging shifter, roach-run rage; 12 rounds/day)

Abilities Str 24, Con 20

- **Mannerisms:** Beros mutters incessantly to himself and in battle screeches and wails at his enemies.
- **Background:** Driven insane when he witnessed a sorcerer summoning a minor demon, Beros fled to the sewers where inevitably he was "gifted" with lycanthropy.
- **Personality:** Beros is wildly paranoid. With nowhere else to go, he dwells with his wererat kin, but does not love them. He is terrified of otherworldly beasts such as devils and demons.

SEWER SAVAGE (DIRE RAT FORM) CR 4 (XP 1,200)

This vicious-looking dire rat is unusually scarred and tattered.

Male human natural wererat barbarian 4

NE Medium humanoid (augmented humanoid, human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +9, Sense Motive +2

Speed 50 ft., climb 20 ft., swim 20 ft.

ACP 0; Acrobatics +10 (+18 jumping), Climb +20, Swim +20

AC 15, touch 13, flat-footed 12; **CMD** 22 (26 vs. trip); uncanny dodge, +1 vs. traps

(+3 Dex, +2 natural)

Fort +8, **Ref** +5 (+6 vs. traps), **Will** +4

hp 47 (4 HD); **DR** silver/10

Space 5 ft.; **Base Atk** +4; **CMB** +8

Melee bite +9 (1d6+5 plus filth fever [save DC 13 Fortitude {2 consecutive saves}; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])

Atk Options Power Attack (-2 attack, +6 damage), rage (12 rounds/day)

Special Actions change shape ([move action] human, hybrid, and dire rat; *polymorph*)

Abilities Str 20, Dex 17, Con 16, Int 10, Wis 14, Cha 6

SQ lycanthropic empathy (rats and dire rats), fast movement, rage power (raging shifter, roach-run rage) trap sense (+1)

Feats Gutter Thug, Power Attack, Toughness

Skills as above plus Diplomacy -2 (+2 vs. rats), Intimidate +5

Languages Common (cannot speak)

When raging, a sewer savage has the following, altered statistics:

Climb +22, Swim +22

AC 14, touch 12, flat-footed 11; **CMD** 23 (27 vs. trip); uncanny dodge, +1 vs. traps

Fort +10, **Will** +6

hp 55

CMB +7 (+9 raging)

Melee bite +12 (1d4+7 plus filth fever [save DC 15 Fortitude {2 consecutive saves}; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])

Atk Options rage (raging shifter, roach-run rage; 12 rounds/day)

Abilities Str 24, Con 20

SEWER SHAMAN

Stalking their beloved sewers, sewer shamans watch over their inhabitants and mercilessly crush any threat to their home.

TACTICS

Often in dire rat form, sewer shamans wander the sewers. If they encounter intruders, they first observe the interlopers and if they pose a threat, the shaman either summons animals to force the intruders to flee, leads them into deep, unstable sections or into the clutches of the sewer's many denizens.

In combat, a sewer shaman uses spells from a distance to support allied combatants. They do not needlessly sacrifice the lives of their fellow sewer dwellers and retreat from combat if sorely wounded.

SAMPLE SEWER SHAMANS

Use these sample NPCs to portray any sewer shamans the PCs encounter during their adventures.

AERCIS RESTIN

- **Appearance:** Wearing old and faded robes and thigh-high leather boots, this short-haired, badly-scarred woman has a commanding presence.
- **Mannerisms:** When amused, nervous or angry, Aercis laughs.
- **Background:** Abandoned in the sewers by a drug-addled father at an early age, Aercis survived by dint of her lycanthropic heritage. Savaged by a giant cockroach shortly after being abandoned, she still carries the scars of the encounter.

DIRE RAT FAMILIAR

CR –

This filthy oversized rat is covered in mangy gray fur and watches menacingly from shining black eyes.

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +12, Sense Motive +1

Speed 40 ft., climb 20 ft., swim 20 ft.

ACP 0; Acrobatics +7 (+11 jumping), Climb +18, Stealth +11, Swim +18

AC 16, touch 14, flat-footed 13; **CMD** 12 (16 vs. trip)
(+1 size, +3 Dex, +2 natural)

Fort +5, **Ref** +5 (improved evasion), **Will** +5

hp 11 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2

Melee bite +7 (1d4 plus filth fever [DC 13 Fortitude (2 consecutive saves); onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage])

Atk Options deliver touch spells

Abilities Str 10, Dex 17, Con 13, Int 7, Wis 13, Cha 4

SQ grant Alertness

Feats Skill Focus (Perception)

Languages empathic link

Skills as above

- **Personality:** A tough no-nonsense survivor, Aercis is clever and resourceful. She has survived through dint of her skills, intelligence and tenacity. She loves her home and constantly works to defend it from the depredations of “those who dwell above.”

SEWER SHAMAN (HUMAN FORM) CR 4 (XP 1,200)

This stocky, grime covered woman watches from behind matted locks of hair and carries a vicious silver-bladed scythe.

Female human natural wererat sewer druid 4

NE Medium humanoid (augmented humanoid, human, shapechanger)

Init +0; **Senses** low-light vision, scent; Perception +11 (+13 if familiar in arm's reach), Sense Motive +4 (+6 if familiar in arm's reach)

Speed 30 ft.; sewer stride

Sewer Stride (Ex) The sewer shaman can move through shallow water up to 2 ft. deep and slippery terrain at his normal speed and without taking damage or suffering any other impairment. Additionally, a sewer shaman can always take 10 on Swim checks even if in danger or distracted. Areas of sewer magically manipulated to impede motion, however, still affect him

ACP 0; Acrobatics +7, Climb +9, Ride +7, Swim +9

AC 14, touch 10, flat-footed 14; **CMD** 15
(+4 armour [+1 studded leather])

Fort +5, **Ref** +1, **Will** +8

hp 25 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee mithral-bladed scythe +6 (2d4+3/x4)

Ranged sling (range 50 ft.) +3 (1d4+2)

Atk Options Blind-Fight

Special Actions accelerate disease (7/day), change shape ([move action] human, hybrid, and dire rat; *polymorph*), spontaneous casting (*summon nature's ally*), wild shape (*beast shape I*; 1/day)

Druid Spells Prepared (CL 4th; concentration +8 [+12 casting defensively or grappling]; Filth; share spells)

2nd—*bull's strength*, *flaming sphere* (DC 16), *gust of wind* (DC 16), *summon swarm*^D

1st—*detect lycanthrope*, *detect vermin*, *entangle* (DC 15), *hide from vermin*^D, *produce flame*

0—*detect magic*, *detect poison*, *know direction*, *stabilize*

Combat Gear bullets (10), *potion of cure light wounds*

Abilities Str 14, Dex 10, Con 13, Int 12, Wis 18, Cha 8

SQ lycanthropic empathy (rats and dire rats), sewer companion, vermin empathy

Feats Blind-Fight, Combat Casting, Roach Trainer

Skills as above plus Diplomacy -1 (+3 vs. rats), Handle Animal +6, Knowledge (nature) +7, Spellcraft +6, Survival +10

Languages Aklo, Common, Druidic, empathic link

Gear as above plus 4 vials of roachmusk

LLARENDENN SEVRAR

- **Appearance:** Dishevelled, this skinny man has an angular face, a thin moustache and scraggly beard. He dresses in battered, but serviceable studded leather armour.
- **Mannerisms:** Llarendenn licks his lips when nervous and incessantly scratches his left arm.

SEWER SHAMAN (HYBRID FORM)

This feral looking beast holds a silver-bladed scythe.

Female human natural wererat sewer druid 4

NE Medium humanoid (augmented humanoid, human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +11 (+13 if familiar in arm's reach), Sense Motive +4 (+6 if familiar in arm's reach)

Speed 30 ft.; sewer stride

Sewer Stride (Ex) The sewer shaman can move through shallow water up to 2 ft. deep and slippery terrain at his normal speed and without taking damage or suffering any other impairment. Additionally, a sewer shaman can always take 10 on Swim checks even if in danger or distracted. Areas of sewer magically manipulated to impede motion, however, still affect him

ACP 0; Acrobatics +10, Climb +10, Ride +10, Swim +10

AC 19, touch 13, flat-footed 16; **CMD** 19 (+3 Dex, +4 armour [+1 studded leather], +2 natural)

Fort +6, **Ref** +4, **Will** +8

hp 29 (4 HD); **DR** silver/10

Space 5 ft.; **Base Atk** +3; **CMB** +6

Melee mithral-bladed scythe +7 (2d4+3/x4) and bite +1 (1d4+3 plus filth fever [save DC 13 Fortitude; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage; cure 2 consecutive saves] and curse of lycanthropy; [DC 15])

Ranged sling (range 50 ft.) +6 (1d4+3)

Atk Options Blind-Fight

Special Actions accelerate disease (7/day), change shape ([move action] human, hybrid, and dire rat; *polymorph*), spontaneous casting (*summon nature's ally*), wild shape (*beast shape I*; 1/day)

Druid Spells Prepared (CL 4th; concentration +8 [+12 casting defensively or grappling]; Filth)

2nd—*bull's strength*, *flaming sphere* (DC 16), *gust of wind* (DC 16), *summon swarm*^D

1st—*detect lycanthrope*, *detect vermin*, *entangle* (DC 15), *produce flame*, *hide from vermin*^D

0—*detect magic*, *detect poison*, *know direction*, *stabilize*

Combat Gear bullets (10), *potion of cure light wounds*

Abilities Str 16, Dex 17, Con 15, Int 12, Wis 18, Cha 8

SQ lycanthropic empathy (rats and dire rats), sewer companion, vermin empathy,

Feats Blind-Fight, Combat Casting, Roach Trainer

Skills as above plus Diplomacy -1 (+3 vs. rats), Handle Animal +6, Knowledge (nature) +7, Spellcraft +6, Survival +10

Languages Aklo, Common, Druidic

Gear as above plus 4 vials of roachmusk

- **Background:** Born a natural wererat, Llarendenn was never at home among the bustling streets of the city above. While still a stripling he wandered into the sewers and became entranced by what he saw as a wonderful wilderness teeming with life. Now a sewer druid, he rarely emerges from his beloved home.
- **Personality:** Llarendenn truly loves the sewers, seeing in them a place of beauty and solitude. He wanders the tunnels as his whim takes him. Aloof from the struggles of the wererat families, he dwells alone tending to his home's needs – removing blockages, tending its denizens and so on.
- **Hooks:** Few know the sewers as Llarendenn knows them. For a fee, he guides travellers through the noisome tunnels as long as they do no harm to the sewer's natural inhabitants. If he witnesses such violence, he assumes his hybrid form and attacks the perpetrators.

SEWER SHAMAN (DIRE RAT FORM)

This enormous rat has uncommonly long, matted fur.

Female human natural wererat sewer druid 4

NE Medium humanoid (augmented humanoid, human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +11 (+13 if familiar in arm's reach), Sense Motive +4 (+6 if familiar in arm's reach)

Speed 40 ft., climb 20 ft., swim 20 ft.; sewer stride

Sewer Stride (Ex) The sewer shaman can move through shallow water up to 2 ft. deep and slippery terrain at his normal speed and without taking damage or suffering any other impairment. Additionally, a sewer shaman can always take 10 on Swim checks even if in danger or distracted. Areas of sewer magically manipulated to impede motion, however, still affect him

ACP 0; Acrobatics +10, Climb +18, Ride +10, Swim +18

AC 15, touch 13, flat-footed 12; **CMD** 19 (23 vs. trip) (+3 Dex, +2 natural)

Fort +6, **Ref** +4, **Will** +8

hp 29 (4 HD); **DR** silver/10

Space 5 ft.; **Base Atk** +3; **CMB** +6

Melee bite +6 (1d6+3 plus filth fever [save DC 13 Fortitude; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage; cure 2 consecutive saves] and curse of lycanthropy [DC 15])

Atk Options Blind-Fight

Special Actions accelerate disease (7/day), change shape ([move action] human, hybrid, and dire rat; *polymorph*), spontaneous casting (*summon nature's ally*), wild shape (*beast shape I*; 1/day)

Abilities Str 16, Dex 17, Con 15, Int 12, Wis 18, Cha 8

SQ lycanthropic empathy (rats and dire rats), sewer companion, vermin empathy

Feats Blind-Fight, Combat Casting, Roach Trainer

Skills as above plus Diplomacy -1 (+3 vs. rats), Handle Animal +6, Knowledge (nature) +7, Spellcraft +6, Survival +10

Languages Aklo, Common, Druidic (cannot speak)

SEWER THIEF

Skilled rogues and dangerous, if opportunistic predators, packs of sewer thieves skulk through the fetid dimness of their home searching for easy prey and rich pickings.

TACTICS

Sewer thieves avoid battle wherever possible, using their familiarity with their surroundings along with their innate stealth and shape changing ability to avoid foes. Fleeing or hiding sewer thieves prefer dire rat form.

If forced into combat, they fight in hybrid form, using shifter's surprise to sneak attack whenever possible. If fighting in a pack, they gang up on individual opponents hoping to quickly subdue opposition.

SAMPLE SEWER THIEVES

Use these sample NPCs to portray any sewer thieves the PCs encounter during their adventures.

NEROL GASGAL

- **Appearance:** A skinny man with thin, lank brown hair and dirty armour and equipment.
- **Mannerisms:** Nerol perpetually scratches his nose. He never makes eye contact with anyone bigger than himself and speaks in a high-pitched, whiny voice.
- **Background:** A petty thief of no real standing or associates, Nerol scratched a living in the city's slums for a decade or so before his transformation. Nerol's father beat him incessantly – for many perceived and actual transgressions – and during one particularly brutal assault killed Nerol's mother. After his transformation, Nerol returned to his father's home and viciously murdered him. Seen leaving the scene of the crime covered in blood, he has been on the run ever since.
- **Personality:** A coward at heart, Nerol is not a great thief. He lacks aggression and although he is cunning doesn't have the bravery to attempt really profitable thefts.
- **Hooks:** The PCs likely encounter Nerol when he tries to mug a lone peasant or drunken reveller. Panicked by the sudden appearance of armed adventurers, he transforms into rat form and flees to the sewers. (This is a great way of introducing the wererat menace to the PCs).

BEROL LONGVULIN

- **Appearance:** This hatchet-faced man is missing his left ear; all that remains is a jagged stump of pale skin and cartilage. He has long black hair pulled back in a ponytail and his dark brown eyes dart about constantly.
- **Mannerisms:** Berol obsessively scratches the remains of his left ear.

- **Background:** Before his transformation, Berol was a hustler and pimp working the slum's back streets. He has many contacts from those days who are unaware of this new status.
- **Personality:** Turned into a wererat by one of his whores who did not know of her new powers, Berol is delighted with his changed circumstances. Utterly without conscience or moral compass, he views all non-wererats as nothing more than obstacles and annoyances. He cares nothing for other's suffering, hopes or dreams. He enjoys poisoning his victims and mutilating their corpses.
- **Hooks:** A murderer for hire, Berol Langvulin has stalked his current target – a semi-successful wine merchant desiring to purchase a warehouse with a basement infested with wererats – to the tavern in which the PCs rest. A perceptive PC that beats Berol's Sleight of Hand check with a Perception check notices an odious man slip something into the merchant's drink. Alternatively, Berol enjoys leaving seemingly abandoned tankards of ale in taverns – poisoned of course – as traps for unsuspecting patrons. A greedy (or thirsty) PC could fall prey to this clever trap.

SEWER THIEF (HUMAN FORM)

CR 3 (XP 800)

This nondescript man carries a rather odd combination of a short sword and a silver-headed light mace.

Male human afflicted wererat rogue 3

LE Medium humanoid (augmented humanoid, human, shapechanger)

Init +7; **Senses** low-light vision, scent; Perception +6 (+7 vs. traps), Sense Motive +6

Speed 30 ft.

ACP 0; Acrobatics +9, Climb +7, Escape Artist +9, Stealth +9, Swim +7

AC 16, touch 13, flat-footed 13; **CMD** 16; +1 vs. traps (+3 Dex, +3 armour [mwk studded leather])

Fort +3, **Ref** +6 (+7 vs. traps, evasion), **Will** +1
hp 23 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +3

Melee mwk short sword +6 (1d6+1/19-20) or

Melee alchemical silver light mace +5 (1d6+1)

Ranged light crossbow (range 80 ft.) +5 (1d8)

Atk Options Sewer Guerrilla, sneak attack +2d6

Special Actions change shape ([full-round action] human, hybrid, and dire rat; *polymorph*; shifter's surprise),

Combat Gear bolts (20), *potion of cure light wounds*

Abilities Str 13, Dex 17, Con 14, Int 10, Wis 10, Cha 10

SQ rogue talent (shifter's surprise), trapfinding, trap sense (+1)

Feats Improved Initiative, Sewer Guerrilla, Weapon Finesse

Skills as above plus Bluff +6 (shifter's surprise), Diplomacy +0 (+4 vs. rats), Disable Device +9, Sleight of Hand +10

Languages Common

Gear as above plus sunrods (2), trail rations (6)

LHANDOR BERATHIAN

- **Appearance:** Sporting black hair and a smouldering, penetrating gaze, Lhandor is an attractive man. He wears fine clothing and many rings upon his fingers.
- **Personality:** A sadist and failed bard, Lhandor harbours a terrible, repressed anger. He also harbours a deep lust for women of all races and is often encountered in local brothels and taverns. Those lured to his lodgings rarely survive.
- **Mannerisms:** Lhandor makes excessive use of riddles and rhymes in his everyday speech.
- **Background:** A manic depressive, Lhandor attempted to commit suicide after the particularly terrible reception his latest "epic poem" received at its first performance. Lying half-dead in the sewers, he was given the gift of lycanthropy and now joyfully dwells with his fellows.
- **Hooks:** Lhandor is stalking his tormentors and slaying them one by one. The PCs could encounter the sadistic wererat as he exits his latest victim's home. Covered in blood and gore, he makes a fearsome sight.

SEWER THIEF (HYBRID FORM)

CR 3 (XP 800)

This long-tailed creature stands upright, wearing studded leather armour and carrying a wicked looking short sword.

Male human afflicted wererat rogue 3

LE Medium humanoid (augmented humanoid, human, shapechanger)

Init +8; **Senses** low-light vision, scent; Perception +8 (+9 vs. traps), Sense Motive +8

Speed 30 ft.

ACP 0; Acrobatics +10, Climb +8, Escape Artist +10, Stealth +10, Swim +8

AC 19, touch 14, flat-footed 15; **CMD** 18; +1 vs. traps (+4 Dex, +3 armour [mwk studded leather], +2 natural)

Fort +4, **Ref** +7 (+8 vs. traps, evasion), **Will** +3

hp 25 (3 HD); **DR** silver/5

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee mwk short sword +7 (1d6+2/19-20) or

Melee alchemical silver light mace +6 (1d6+1) or

Melee bite +4 (1d4+2 plus filth fever [save DC 14 Fortitude {2 consecutive saves}; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage])

Ranged light crossbow (range 80 ft.) +6 (1d8)

Atk Options Sewer Guerrilla, sneak attack +2d6

Special Actions change shape ([full-round action] human, hybrid, and dire rat; *polymorph*; shifter's surprise)

Combat Gear bolts (20), *potion of cure light wounds*

Abilities Str 15, Dex 19, Con 16, Int 10, Wis 15, Cha 10

SQ lycanthropic empathy (rats and dire rats), rogue talent (shifter's surprise), trapfinding, trap sense (+1)

Feats Improved Initiative, Sewer Guerrilla, Weapon Finesse

Skills as above plus Bluff +6 (shifter's surprise), Diplomacy +0 (+4 vs. rats), Disable Device +10, Sleight of Hand +11

Languages Common

Gear as above plus sunrods (2), trail rations (6)

LEVIN URST

- **Appearance:** Levin has a small birthmark on his left cheek that vaguely resembles an apple. He wears dark clothes and comfortable black boots.
- **Personality:** Delighted with his new powers, but horrified at his new family's domain, Levin is desperate to steal enough to be able to purchase his own (richly appointed) home. Although not a coward, Levin has a healthy love of life and does not risk his unnecessarily. He enjoys collecting small figurines – even those with little value.
- **Mannerisms:** Levin licks his lips when nervous and seems perpetually fascinated by the contents of his nose.
- **Background:** Levin was apprentice locksmith enticed into larcenous activities by an insatiable desire for comfort and a problem with authority. He fell prey to a wererat rogue in need of a lockpicking expert.
- **Hooks:** The PCs recover some small figurines on one of their adventures and Levin tries to buy them. Levin bargains hard and if the PCs refuse to sell the figurines for under half their market value, he attempts to steal them.

SEWER THIEF (DIRE RAT FORM)

CR 3 (XP 800)

This large rat has uncommonly intelligent eyes, mottled gray and brown fur, and a long, curling tail.

Male human afflicted wererat rogue 3

LE Medium humanoid (augmented humanoid, human, shapechanger)

Init +8; **Senses** low-light vision, scent; Perception +8 (+9 vs. traps), Sense Motive +8

Speed 40 ft., climb 20 ft., swim 20 ft.

ACP 0; Acrobatics +10, Climb +18, Escape Artist +10, Stealth +10, Swim +16

AC 16, touch 14, flat-footed 12; **CMD** 18; +1 vs. traps (+4 Dex, +2 natural)

Fort +4, **Ref** +7 (+8 vs. traps, evasion), **Will** +3

hp 25 (3 HD); **DR** silver/5

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee bite +4 (1d6+2 plus filth fever [save DC 14 Fortitude {2 consecutive saves}; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage])

Ranged light crossbow (range 80 ft.) +6 (1d8)

Atk Options Sewer Guerrilla, sneak attack +2d6

Special Actions change shape ([full-round action] human, hybrid, and dire rat; *polymorph*; shifter's surprise)

Abilities Str 15, Dex 19, Con 16, Int 10, Wis 15, Cha 10

SQ lycanthropic empathy (rats and dire rats), rogue talent (shifter's surprise), trapfinding, trap sense (+1)

Feats Improved Initiative, Sewer Guerrilla, Weapon Finesse

Skills as above plus Bluff +6 (shifter's surprise), Diplomacy +0 (+4 vs. rats), Disable Device +11, Sleight of Hand +10

Languages Common

SEWER TRAINER

Sewer trainers are wererats particularly skilled in training the dire rats and cockroaches infesting the sewers. A sewer trainer is always accompanied by several trained pets.

GIANT COCKROACH (TRAINED) CR 1/2 (XP 200)

A dog-sized cockroach skitters forth, greedily clicking its filth-slicked mandibles.

N Small vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4, Sense Motive +0

Speed 30 ft., climb 30 ft., fly 40 ft. (poor)

ACP 0; Climb +8, Fly -1, Stealth +9

AC 14, touch 12, flat-footed 13; **CMD** 10 (18 vs. trip); (+1 Dex, +2 natural, +1 size)

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms); **Weakness** light sensitivity

Light Sensitivity (Ex) A giant cockroach is dazzled in areas of bright sunlight or within the radius of *daylight*.

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

hp 8 (1 HD); Diehard

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee bite +1 (1d4)

Abilities Str 11, Dex 12, Con 19, Int —, Wis 11, Cha 2

SQ hold breath, trained (when within 5 feet of the sewer handler and for 1 minute thereafter[attack, defend, down, heel, seek, and stay tricks]), vermin traits

Feats Diehard^B, Endurance^B

Skills as above

RIDING COCKROACH (TRAINED) CR 1 (XP 400)

This hideously huge roach is large enough to serve as a mount.

N Large vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4, Sense Motive +0

Speed 40 ft., climb 30 ft.

ACP 0; Acrobatics +1 (+5 jumping), Climb +10, Stealth +1

AC 16, touch 10, flat-footed 16; **CMD** 16 (24 vs. trip) (-1 size, +1 Dex, +6 natural)

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms); **Weakness** light sensitivity

Light Sensitivity (Ex) A riding cockroach is dazzled in areas of bright sunlight or within the radius of *daylight*.

Fort +7, **Ref** +1, **Will** +0

hp 17 (2 HD); Diehard

Space 10 ft.; **Base Atk** +1; **CMB** +5

Melee bite +3 (1d8+4)

Abilities Str 17, Dex 12, Con 19, Int —, Wis 11, Cha 2

SQ hold breath, trained (when within 5 feet of the sewer handler and for 1 minute thereafter[attack, defend, down, heel, seek, and stay tricks]), vermin traits

Feats Diehard^B, Endurance^B

Skills as above

TACTICS

Sewer trainers are competent ranged combatants and prefer to avoid melee, sending their trained pets to close with intruders while providing ranged support. They use poisoned arrows to incapacitate dangerous targets.

If facing a real threat, a sewer trainer flees with as many trained pets as possible (generally dire rats), leaving her cockroach allies to screen her escape. Sewer trainers become very attached to their pets and have long memories; those killing their charges eventually feel their wrath.

SEWER TRAINER (HUMAN FORM) CR 3 (XP 800)

This stoic woman stands straight and proud despite the layers of dirt and grime covering her skin, clothes and armour.

Female human afflicted wererat ranger 3

LE Medium humanoid (augmented humanoid, human, shapechanger)

Init +2 (+4 in cities or sewers); **Senses** low-light vision, scent; Perception +8 (+10 vs. vermin or in cities or sewers, +12 vs. vermin in city or sewer), Sense Motive +2 (+4 vs. vermin)

Speed 30 ft. favoured terrain (urban)

Favoured Terrain (urban) A sewer trainer leaves no trail and cannot be tracked in urban terrain (unless she so chooses).

ACP 0; Climb +6, Ride +10, Stealth +8 (+10 in cities or sewers), Swim +6

AC 15, touch 12, flat-footed 13; **CMD** 15

(+3 armour [mwk studded leather], +2 Dex)

Fort +4, **Ref** +5, **Will** +3

hp 24 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +3

Melee mwk alchemical silver heavy mace +4 (1d8)

Ranged mwk longbow (range 100 ft.; Point Blank Shot, Precise Shot) +6 (1d8/x3)

Atk Options favoured enemy (vermin +2)

Special Actions change shape ([full-round action] human, hybrid, and dire rat; *polymorph*),

Combat Gear arrows (20), alchemical silver arrows (10), arrows (3; blue whinnies [DC 14 Fortitude {1 save}; 1/round for 2 rounds; *initial* 1 Con; *secondary* unconscious for 1d3 hours]), caltrops (8), *potion of cure light wounds*, tanglefoot bag

Abilities Str 10, Dex 15, Con 12, Int 10, Wis 15, Cha 12

SQ favoured enemy (vermin), favoured terrain (urban), track (+1), wild empathy +4 [+0 vs. magical beasts]

Feats Animal Affinity, Endurance^B, Point Blank Shot, Precise Shot^B, Roach Trainer

Skills as above plus Craft (alchemy) +6, Diplomacy +1 (+5 vs. rats), Handle Animal +9, Survival +8 (+9 tracking, +11 tracking in cities or sewers, +13 tracking vermin in cities or sewers)

Languages Common

Gear as above plus alchemist's lab, backpack, bedroll, water skin, trail rations (5), roachmusk (4) and 23 gp

SAMPLE SEWER TRAINER

Use this NPC to portray a vermin trainer the PCs encounter.

JAQUELL ERENTREX

- **Appearance:** A short, stocky woman with tangled hair and a wicked scar on her face, barely visible beneath the grime.
- **Mannerisms:** Jaquell is gruff and harsh to other humanoids, and she glowers during any conversation, though her attitude

SEWER TRAINER (HYBRID FORM)

This bipedal beast is humanoid, though her strangely jointed legs, sharp claws, thick fur and rodent face all indicate that she is far from human.

Female human afflicted wererat ranger 3

LE Medium humanoid (augmented humanoid, human, shapechanger)

Init +3 (+5 in cities or sewers); **Senses** low-light vision, scent; Perception +8 (+10 vs. vermin or in cities or sewers, +12 vs. vermin in city or sewer), Sense Motive +2 (+4 vs. vermin)

Speed 30 ft.; favoured terrain (urban)

Favoured Terrain (urban) A sewer trainer leaves no trail and cannot be tracked in urban terrain (unless she so chooses).

ACP 0; Climb +7, Ride +10, Stealth +9 (+11 in cities or sewers), Swim +7

AC 18, touch 13, flat-footed 15; **CMD** 17

(+3 Dex, +3 armour [mwk studded leather], +2 natural)

Fort +5, **Ref** +6, **Will** +3

hp 27 (3 HD); **DR** silver/5

Space 5 ft.; **Base Atk** +1; **CMB** +4

Melee mwk alchemical silver heavy mace +5 (1d8+1) and bite -1 (1d4+1 plus filth fever [save DC 13 Fortitude {2 consecutive saves}; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage])

Ranged mwk longbow (range 100 ft.; Point Blank Shot, Precise Shot) +7 (1d8/x3)

Atk Options favoured enemy (vermin +2)

Special Actions change shape ([full-round action] human, hybrid, and dire rat; *polymorph*),

Combat Gear arrows (20), alchemical silver arrows (10), arrows (3; blue whinnies [DC 14 Fortitude {1 save}; 1/round for 2 rounds; initial 1 Con; secondary unconscious for 1d3 hours]), caltrops (8), *potion of cure light wounds*, tanglefoot bag

Abilities Str 12, Dex 17, Con 14, Int 10, Wis 15, Cha 12

SQ favoured enemy (vermin), favoured terrain (urban), lycanthropic empathy (rats and dire rats), track (+1), wild empathy +4 [+0 vs. magical beasts]

Feats Animal Affinity, Endurance^B, Point Blank Shot, Precise Shot^B, Roach Trainer

Skills as above plus Craft (alchemy) +6, Diplomacy +1 (+5 vs. rats), Handle Animal +9, Survival +8 (+9 tracking, +11 tracking in cities or sewers, +13 tracking vermin in cities or sewers)

Languages Common

Gear as above plus alchemist's lab, backpack, bedroll, water skin, trail rations (5), roachmusk (4) and 23 gp.

melts when dealing with her beloved pets.

- **Background:** A former carter who refused to pay off a petty street gang, Jaquell tried to stop the gang's enforcers slaughtering her prized horses. A customer, who happened to be a natural wererat, arrived at Jaquell's business to charter a ride. Finding her near death, and well aware of her skill with animals, the wererat gifted Jaquell with lycanthropy. Jaquell now serves her benefactor's family as a rat and vermin trainer, awaiting the day of her vengeance.
- **Personality:** Consumed by bitterness but also paralyzed by fear, Jaquell flees combat if she is outnumbered. However, she mercilessly presses the fight if she has the advantage.
- **Hooks:** Jaquell prefers to spend time in the sewers, surrounded by her pets-in-training. If above ground, she may be stalking those who attempted her murder.

SEWER TRAINER (DIRE RAT FORM)

This oversized rat has glistening, pointed teeth and a tail that twitches with impatience.

Female human afflicted wererat ranger 3

LE Small humanoid (augmented humanoid, human, shapechanger)

Init +3 (+5 in cities or sewers); **Senses** low-light vision, scent; Perception +8 (+10 vs. vermin or in cities or sewers, +12 vs. vermin in city or sewer), Sense Motive +2 (+4 vs. vermin)

Speed 40 ft., climb 20 ft., swim 20 ft.; favoured terrain (urban)

Favoured Terrain (urban) A sewer trainer leaves no trail and cannot be tracked in urban terrain (unless she so chooses).

ACP 0; Climb +17, Stealth +9 (+11 in cities or sewers), Swim +17

AC 15, touch 13, flat-footed 12; **CMD** 17 (21 vs. trip) (+3 Dex, +2 natural)

Fort +5, **Ref** +6, **Will** +3

hp 27 (3 HD); **DR** silver/5

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee bite +4 (1d6+1 plus filth fever [save DC 13 Fortitude {2 consecutive saves}; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage])

Atk Options favoured enemy (vermin +2)

Special Actions change shape ([full-round action] human, hybrid, and dire rat; *polymorph*)

Abilities Str 12, Dex 17, Con 14, Int 10, Wis 15, Cha 12

SQ favoured terrain (urban), lycanthropic empathy (rats and dire rats), track (+1), wild empathy +4 (+0 vs. magical beasts)

Feats Animal Affinity, Endurance^B, Point Blank Shot, Precise Shot^B, Roach Trainer

Skills as above plus Craft (alchemy) +6, Diplomacy +1 (+5 vs. rats), Handle Animal +9, Survival +8 (+9 tracking, +11 tracking in city or sewers, +13 tracking vermin in city or sewers)

Languages Common (cannot speak)

PERSONA: DRINALA GREENTAIL

Torn between her instincts to protect the weak and her desire to punish those who have wreaked pain and torment on her life, Drinala lovingly cares for the agents of her eventual revenge.

Deep in the sewers beneath the city, Drinala cares for those whom society has turned its back on: street urchins, orphans, the abused and the neglected. With her, they find a new family and a new means of personal power and protection in the Greentail Brotherhood.

Background: The orphan Drinala was raised as an indentured servant in a dark, cruel monastery that made its wealth selling enchanted, mummified hands such as *hands of glory* and *hands of the mage*. It was only a matter of time until her masters decided to take one of her own hands for such a purpose. Though she is now free, she brandishes the stump on her arm as a reminder of the cruel world above.

Personality: In a world where orphans are cared for and all children are loved, Drinala would likely have grown up to be a saintly figure. As it is, her loving heart has been twisted by bitterness and revenge-driven hatred. She mercilessly pursues those who inflict pain on the helpless, and though she may not appear evil in many other ways, the sheer glee that she experiences from watching the pain of such individuals marks her heart as dark. Still, she may not be beyond redemption...

Mannerisms: Drinala is mild mannered and even polite to those she perceives as inoffensive. However, self-sufficient and inoffensive people tend to get in the way of her plans.

COCKROACH FAMILIAR

This foul insect peers out from its mistress's robes.

N Tiny magical beast

Init +3; **Senses** darkvision 60 ft.; Perception +14, Sense Motive +7

Speed 40 ft., climb 40 ft.

ACP 0; Acrobatics +10 (+14 jumping), Climb +18, Stealth +19, Swim +5

AC 20, touch 15, flat-footed 17; **CMD** 6 (can't be tripped) (+2 size, +3 Dex, +5 natural)

Fort +4, **Ref** +4 (improved evasion), **Will** +7

hp 16 (7 HD)

Space 2 1/2 ft.; **Base Atk** +3; **CMB** +4

Melee bite (reach 0 ft.) +8 (1d3-5 plus poison [*save* DC 10 Fortitude {1 save}; *frequency* 1/round for 2 rounds; *effect* daze 1 round])

Atk Options deliver touch spells

Abilities Str 1, Dex 17, Con 10, Int 8, Wis 10, Cha 2

SQ Alertness

Feats Weapon Finesse^B

Skills as above

Languages empathic link, speak with master

Distinguishing Features: Drinala lost her left hand to the monks that ruined her childhood, and often cradles the stump as the fires of revenge burn in her eyes.

Hooks: Recent burials in the local cemetery have been unearthed and the bodies mutilated. Parts have been carried off, and residents whisper their fears of foul necromancy as more bodies are desecrated. However, the city's residents might sleep a little better knowing that it is only Drinala who takes the hands collected from the graveyard, and that she enchants them for her own purposes.

Drinala is close to having enough of her *hands of inglory*

DRINALA (HUMAN FORM)

CR 7 (XP 3,200)

This petite, seemingly frail young woman with long, mousy hair stands in simple, sleeveless robes that do nothing to hide the vicious stump of a missing left hand.

Female human natural wererat monk 2/witch 5

LE Medium humanoid (augmented humanoid, human, shapechanger)

Init +1; **Senses** low-light vision, scent; Perception +13 (+15 if familiar within arm's reach), Sense Motive +13

Speed 30 ft., Spring Attack

ACP -0; Acrobatics +11, Climb +9, Fly +5, Swim +4

AC 17, touch 16, flat-footed 15; **CMD** 18 (20 vs. bull rush, drag, overrun, reposition and trip); Dodge, Mobility (+1 Dex, +3 class, +1 armour [*bracers of armour* +1], +1 deflection [*ring of protection* +1], +1 dodge)

Fort +4, **Ref** +5 (evasion), **Will** +10

hp 37 (7 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2

Melee unarmed strike +2 (1d6-1)

Atk Options Scorpion Style (DC 16), flurry of blows (-2)

Special Actions change shape ([move action] human, hybrid, and dire rat; *polymorph*), hex (*cackle*, *misfortune* [DC 16], *plague bringer*)

Witch Spells Prepared (CL 5th; concentration +9; Filth; share spells)

3rd—*contagion* (DC 17), *dispel magic*

2nd—*forced transformation* (DC 16), *summon swarm*, *web* (DC 16)

1st—*charm person* (DC 15), *chill touch* (DC 15) *detect lycanthrope*, *hide from vermin*

0—*detect magic*, *detect poison*, *light*, *stabilize*

Combat Gear *potion of cure light wounds*

Abilities Str 8, Dex 13, Con 10, Int 18, Wis 16, Cha 10

SQ lycanthropic empathy (rats and dire rats)

Feats Craft Wondrous Item, Dodge^B, Mobility, Scorpion Style^B, Spring Attack, Toughness, Weapon Focus (unarmed strike)

Skills as above plus Craft (taxidermy) +8, Diplomacy +4 (+8 vs. rats), Knowledge (arcana) +12, Knowledge (nature) +12, Spellcraft +12, Use Magic Device +8

Languages Aklo, Common, Draconic, Infernal, empathic link

Gear as above plus *hand of inglory* (9), vial of roachmusk (2), wand of *magic aura* (8 charges)

(page 14) to slip into the monastery and replace a batch of enchanted hands with worthless fakes. She hopes that those buying the monastery's hands will turn on them once the fakes are discovered and exact her revenge.

Tactics: Drinala is seldom alone in her underground lair, and is often accompanied by some of her grown charges who have taken up the paths of vermin handlers or sewer thieves. If forced into combat, Drinala prefers to employ magic to hinder her adversaries while using hit and run tactics.

DRINALA (HYBRID FORM)

CR 7 (XP 3,200)

This strange biped has a missing hand and a remarkably calm aura considering her ferocious appearance.

Female human natural wererat monk 2/witch 5

LE Medium humanoid (augmented humanoid, human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +13 (+15 if familiar within arm's reach), Sense Motive +13

Speed 30 ft.; Spring Attack

ACP -0; Acrobatics +13, Climb +11, Fly +7, Swim +6

AC 21, touch 18, flat-footed 17; **CMD** 22 (24 vs. bull rush, drag, overrun, reposition and trip); Dodge, Mobility

(+3 Dex, +3 class, +1 armour [*bracers of armour* +1], +1 deflection [*ring of protection* +1], +1 dodge, +2 natural)

Fort +6, **Ref** +7 (evasion), **Will** +10

hp 47 (7 HD); **DR** silver/10

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee unarmed strike +5 (1d6+1) and

bite +0 (1d4+1 plus filth fever [*save* DC 13 Fortitude; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage; *cure* 2 consecutive saves and curse of lycanthropy [DC 15])

Atk Options Scorpion Style (DC 16), flurry of blows (-2)

Special Actions change shape ([move action] human, hybrid, and dire rat; *polymorph*), hex (*cackle*, *misfortune* [DC 16], *plague bringer*)

Witch Spells Prepared (CL 5th; concentration +9; filth patron; share spells)

3rd—*contagion* (DC 17), *dispel magic*

2nd—*forced transformation* (DC 16), *summon swarm*, *web* (DC 16)

1st—*charm person* (DC 15), *chill touch* (DC 15), *detect lycanthrope*, *hide from vermin*

0—*detect magic*, *detect poison*, *light*, *stabilize*

Combat Gear *potion of cure light wounds*

Abilities Str 12, Dex 17, Con 15, Int 18, Wis 16, Cha 10

SQ lycanthropic empathy (rats and dire rats)

Feats Craft Wondrous Item, Dodge^B, Mobility, Scorpion Style^B, Spring Attack, Toughness, Weapon Focus (unarmed strike)

Skills as above plus Craft (taxidermy) +8, Diplomacy +4 (+8 vs. rats), Knowledge (arcana) +12, Knowledge (nature) +12, Spellcraft +12, Use Magic Device +8

Languages Aklo, Common, Draconic, Infernal, empathic link

Gear as above plus *hand of inglorious* (9), vial of roachmusk (2), wand of *magic aura* (8 charges)

THE WITCH

The witch (*Advanced Player's Guide*) prepares arcane spells by communing with her familiar rather than studying a wizard's spellbook. The witch class includes the hex special ability. Drinala uses the following hexes (as well as plague bringer [page 10]):

Cackle (Su): A witch can cackle madly as a move action. Any creature within 30 feet under the effects of an agony, charm, evil eye, fortune or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

Misfortune (Su): As a standard action, the witch causes a creature within 30 feet to suffer grave misfortune (Will save negates) for 1 round. Any time the creature makes an ability check, attack roll, saving throw or skill check, it must roll twice and take the worse result. At 8th level and 16th level, the duration of this hex increases by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, a creature cannot be targeted by hex again for 1 day.

DRINALA (DIRE RAT FORM)

CR 7 (XP 3,200)

This huge rat is almost pitiful, with torn ears and a missing paw.

Female human natural wererat monk 2/witch 5

LE Medium humanoid (augmented humanoid, human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +13 (+15 if familiar within arm's reach), Sense Motive +13

Speed 40 ft., climb 20 ft., swim 20 ft.; Spring Attack

ACP -0; Acrobatics +13, Climb +19, Fly +7, Swim +14

AC 21, touch 18, flat-footed 17; **CMD** 22 (**CMD** 24 vs. bull rush, drag, overrun and reposition; 27 vs. trip); Dodge, Mobility

(+3 Dex, +3 class, +1 armour [*bracers of armour* +1], +1 deflection [*ring of protection* +1], +1 dodge, +2 natural)

Fort +6, **Ref** +7 (evasion), **Will** +10

hp 47 (7 HD); **DR** silver/10

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee unarmed strike +5 (1d6+1) and

bite -1 (1d6+1 plus filth fever [*save* DC 13 Fortitude; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage; *cure* 2 consecutive saves and curse of lycanthropy [DC 15])

Atk Options Scorpion Style (DC 16), flurry of blows (-2)

Special Actions change shape ([move action] human, hybrid, and dire rat; *polymorph*), hex (*cackle*, *misfortune* [DC 16], *plague bringer*)

Abilities Str 12, Dex 17, Con 15, Int 18, Wis 16, Cha 10

SQ lycanthropic empathy (rats and dire rats)

Feats Craft Wondrous Item, Dodge^B, Mobility, Scorpion Style^B, Spring Attack, Toughness, Weapon Focus (unarmed strike)

Skills as above plus Craft (taxidermy) +8, Diplomacy +4 (+8 vs. rats), Knowledge (arcana) +12, Knowledge (nature) +12, Spellcraft +12, Use Magic Device +8

Languages Aklo, Common, Draconic, Infernal (cannot speak), empathic link

PERSONA: MKADI LITABOUI

A halfling con-artist whose ruse got him more than he ever bargained for, Mkadi plays on the sympathies of others to lure them into trusting him and letting their guard down.

While the streets may be the begging grounds of urchins and orphans, they are hunting grounds for Mkadi Litaboui. Blessed with an unnaturally youthful visage, and the ability to pass as a human child, he preys on the naive and stupid, either emptying their purse of coin or luring them into the sewers in search of a lost, but beloved toy.

Background: Mkadi was a halfling con artist who used his uncanny resemblance to a human child to trick the unwary into lowering their guard while he emptied their pockets. One day, while posing as a street urchin, Mkadi's hand slipped and he was spotted by his mark. The mark, a fighter in town after a lucrative adventure, scored a quick, critical slash to Mkadi's throat, nearly killing him. Drinala Greentail saw this attack (though not what had precipitated it) and quickly charmed the fighter into helping her carry Mkadi to her home. In the lair of the Greentail Brotherhood, Drinala's allies made quick work of the (perceived to be) abusive adult.

Unbeknownst to her, this was no common orphan who could benefit from what the Brotherhood offered. Though she bestowed her "gift" on the small child as she usually does, when the full moon came, the dire rat that emerged to greet them was fully grown, an adult skilled in stealth and guile beyond anything Drinala or her family had previously seen. The mistake was fully understood once Mkadi returned to his normal form and recovered his memory of his first night as a rodent. Since he clearly did not fit in with Drinala and her crusade of retribution, Mkadi slipped away to make his own fortune.

Personality: Mkadi lives a life of deception and disguise, and as such, his true personality is difficult to discern from his assumed personas. As a "child," he is sweet and endearing, and this is all that most people ever see of him. On the rare occasions when he decides to isolate a mark to play with, sometimes with his allies of the moment present for backup, Mkadi becomes a cruel, vicious sadist.

Mannerisms: Mkadi is extremely persuasive and remarkably good at lying through his teeth, especially if it makes him appear innocent or naïve. He has mastered the pleading look of innocence so often adopted by children who want something.

Distinguishing Features: Mkadi's visage is unnaturally childlike, sporting as it does smooth, unblemished skin and big blue eyes filled with innocence. In whichever form he clothes himself, this facet of his appearance remains.

Hooks: Mkadi is most likely to be encountered pick pocketing valuables from people on the street. If noticed, he flees into the sewer.

Alternately, adventurers might find a small child who has lost his prized toy down a sewer storm drain. Kind and brave (and apparently wealthy) adults might help him recover it.

Tactics: Mkadi is a deadly shot with his hand crossbow, and if pursued into the sewers, he uses stealth to ambush his opponents. In melee, he resorts to his gleaming silver dagger, but flees whenever possible. He often works in conjunction with allies, preferably a vermin handler who can send out a rat or cockroach to distract enemies while Mkadi slips behind them for a surprise attack.

MKADI (HALFLING FORM)

CR 8 (XP 4,800)

This small child with big blue eyes, curly brown locks and a wistful smile eyes your purse contemplatively.

Male halfling afflicted wererat rogue 8

NE Small humanoid (augmented humanoid, human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +13, Sense Motive +11

Speed 20 ft.

ACP -0; Acrobatics +16 (+20 vs. sewer terrain hazards), Climb +12, Escape Artist +14 (+18 squeezing in sewers), Stealth +18, Swim +10

AC 19, touch 15, flat-footed 16; **CMD** 18

(+1 size, +3 Dex, +4 armour [+1 studded leather], +1 deflection [ring of protection +1]), +2 vs. traps, uncanny dodge, improved uncanny dodge

Fort +4 (+6 vs. nausea and sickening sewer hazards), **Ref** +10 (+12 vs. traps; evasion), **Will** +3 (+5 vs. fear)

hp 46 (8 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +4

Melee mithral dagger +11/+6 (1d3-1)

Ranged +1 hand crossbow (range 30 ft.) +11 (1d3+1/19-20)

Atk Options Sewer Guerrilla, sneak attack +4d6

Special Actions change shape ([move action, amulet of control] halfling, hybrid, and dire rat; polymorph; shifter's surprise)

Combat Gear bolts (20), amulet of control, potion of cure moderate wounds

Abilities Str 8, Dex 16, Con 12, Int 14, Wis 10, Cha 16

SQ rogue talents (finesse rogue, shifter's surprise, thieving animal, quick disguise)

Feats Childlike, Pass For Human, Sewer Guerrilla, Sewer Scum, Weapon Finesse^B

Skills as above plus Bluff +14 (24 on lies to make him seem innocent), Diplomacy +3 (+7 vs. rats), Disable Device +14, Disguise +14 (Pass for Human, Quick Disguise), Sleight of Hand +14

Languages Common, Elven, Halfling

Gear as above plus backpack, bedroll, 7 days trail rations, 48 gp

FEATS AND ROGUE TALENT

Mkadi uses two feats and one rogue talent from the *Advanced Player's Guide*. For ease of reference, a brief summary of these abilities appears here. Their combined effects allow him to change his appearance from that of a halfling to a human child as a full-round action.

Childlike: You can take 10 on Bluff checks to convince others you are telling the truth, so long as your story makes you appear innocent. You gain a +2 bonus on Disguise skill checks to pose as a human child, and ignore the check penalties for disguising yourself as a different race and age category while doing so.

Pass for Human: You receive a +10 bonus on Disguise checks to disguise yourself as a human, and do not receive the penalty for disguising yourself as a member of another race when you do so. In areas largely populated or settled by humans, you can take

10 on your Disguise check, meaning most people tend to assume you are human unless given a reason to think otherwise.

Quick Disguise: A rogue with this talent can use the items at hand and seemingly innocuous material hidden on her person to create startlingly effective disguises, reducing the amount of time it takes to create a disguise using the Disguise skill. The time needed for the rogue to alter her appearance in this manner is based on the complexity of the disguise, as noted:

- Minor details only: full-round action
- Disguise as a different gender: 1 minute
- Disguise as a different race: 1 minute
- Disguise as a different age category: 1 minute
- Disguise as a different size category: 1 minute

These times are cumulative.

MKADI (HYBRID FORM)

CR 8 (XP 4,800)

This child-sized humanoid has body fur and a rodent-like snout.

Male halfling afflicted wererat rogue 8

NE Small humanoid (augmented humanoid, human, shapechanger)

Init +5; **Senses** low-light vision, scent; Perception +15, Sense Motive +13

Speed 20 ft.

ACP -0; Acrobatics +18 (+22 vs. sewer terrain hazards), Climb +13, Escape Artist +16 (+20 squeezing in sewers), Stealth +20, Swim +11

AC 21, touch 17, flat-footed 16; **CMD** 22

(+1 size, +5 Dex, +4 armour [+1 *studded leather*], +1 deflection [*ring of protection* +1]), +2 vs. traps, uncanny dodge, improved uncanny dodge

Fort +5 (+7 vs. nausea and sickening sewer hazards), **Ref** +12 (+14 vs. traps; evasion), **Will** +5 (+6 vs. fear)

hp 55 (8 HD); **DR** silver/5

Space 5 ft.; **Base Atk** +6; **CMB** +6

Melee mithral dagger +11/+6 (1d3+1) and

bite +5 (1d4+1 plus filth fever [*save* DC 13 Fortitude; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage; *cure* 2 consecutive saves])

Ranged +1 *hand crossbow* (range 30 ft.) +11 (1d3+1/19-20)

Atk Options Sewer Guerrilla, sneak attack +4d6

Special Actions change shape ([move action, *amulet of control*] halfling, hybrid, and dire rat; *polymorph*; shifter's surprise)

Combat Gear bolts (20), *amulet of control*, *potion of cure moderate wounds*

Abilities Str 10, Dex 20, Con 14, Int 14, Wis 15, Cha 16

SQ lycanthropic empathy (rats and dire rats), rogue talents (finesse rogue, shifter's surprise, thieving animal, quick disguise)

Feats Childlike, Pass For Human, Sewer Guerrilla, Sewer Scum, Weapon Finesse^B

Skills as above plus Bluff +14, Diplomacy +3 (+7 vs. rats), Disable Device +16, Disguise +14, Sleight of Hand +16

Languages Common, Elven, Halfling

Gear as above plus backpack, bedroll, 7 days trail rations, 48 gp

MKADI (DIRE RAT FORM)

CR 8 (XP 4,800)

This fluffy rat is the size of a dog, and somehow manages to look almost cute despite its monstrous nature.

Male halfling afflicted wererat rogue 8

NE Small humanoid (augmented humanoid, human, shapechanger)

Init +5; **Senses** low-light vision, scent; Perception +15, Sense Motive +13

Speed 40 ft., climb 20 ft., swim 20 ft.

ACP -0; Acrobatics +18 (+22 vs. sewer terrain hazards), Climb +26, Escape Artist +16 (+20 squeezing in sewers), Stealth +20, Swim +24

AC 17, touch 17, flat-footed 12; **CMD** 22

(+1 size, +5 Dex, +1 deflection [*ring of protection* +1]), +2 vs. traps, uncanny dodge, improved uncanny dodge

Fort +5 (+7 vs. nausea and sickening sewer hazards), **Ref** +12 (+14 vs. traps; evasion), **Will** +5 (+6 vs. fear)

hp 55 (8 HD); **DR** silver/5

Space 5 ft.; **Base Atk** +6; **CMB** +6

Melee bite +10 (1d4+1 plus filth fever [*save* DC 13 Fortitude {2 consecutive saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage])

Atk Options Dewer Guerrilla, sneak attack +4d6

Special Actions change shape ([move action, *amulet of control*] halfling, hybrid, and dire rat; *polymorph*)

Abilities Str 10, Dex 20, Con 14, Int 14, Wis 15, Cha 16

SQ lycanthropic empathy (rats and dire rats), rogue talents (finesse rogue, shifter's surprise, thieving animal, quick disguise)

Feats Childlike, Pass For Human, Sewer Guerrilla, Sewer Scum, Weapon Finesse^B

Skills as above plus Bluff +14, Diplomacy +3 (+7 vs. rats), Disable Device +16, Disguise +14, Sleight of Hand +16 (thieving animal)

Languages Common, Elven, Halfling (cannot speak)

PERSONA: LADONNA TARMAINE

A priestess, soothsayer and Filth devotee, Tarmaine is a decadent opportunist who relishes the duplicity of living a double life.

The Widow Tarmaine is known, particularly in high society, as a dark mystic with the uncanny knack of knowing her clients' needs. She is also the owner of possibly the largest cockroach in a hundred (if not a thousand) miles, and she occasionally allows paying gawkers of the macabre to view her prized pet.

Background: Lady Tarmaine is the widow of a former city planner who met an untimely and inexplicable death several years ago. She now runs a business specialising in crafting magic items for socialites and the well-to-do, and leads a wererat family specializing in investigation and blackmail. Ladonna works first and foremost for the protection of her beloved gargantuan cockroach, whom she practically worships, and views as a divine reward for her faith in the Filth.

Personality: Lady Tarmaine is decadent and egocentric, yet shrewd and pragmatic when necessary. She revels in the intrigue and mystique she generates among the bored upper classes with her hints of dark magic and secret ways.

Mannerisms: Ladonna tends to flutter her hands about as she chats, or waves them menacingly as she conducts her arts.

Distinguishing Features: A large mole, carefully accented with makeup, sits above the left corner of her mouth. Her hair is ebon black, and perpetually twisted in intricate coiffures.

Hooks: The Widow Tarmaine is known to be a useful source of information, though her means of acquiring the secrets of others may in turn warrant investigation and retaliation.

THE TARMAINE COCKROACH CR 9 (XP 6,400)

This cockroach is enormous almost beyond imagination, and its fearsome, horse-sized mandibles click hungrily.

N Gargantuan vermin

Init -2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4, Sense Motive +0

Speed 30 ft., climb 20 ft., fly 40 ft. (poor)

ACP 0; Climb +18, Fly -12, Stealth -10

AC 20, touch 4, flat-footed 20; **CMD** 32 (40 vs. trip) (-2 Dex, +16 natural, -4 size)

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms); **Weakness** light sensitivity

Fort +15, **Ref** +2, **Will** +4

Light Sensitivity (Ex) A riding cockroach is dazzled in areas of bright sunlight or within the radius of *daylight*.

hp 147 (14 HD)

Space 20 ft.; **Base Atk** +10; **CMB** +24

Melee bite (reach 15 ft.) +16 (2d8+15)

Abilities Str 31, Dex 6, Con 22, Int -, Wis 11, Cha 2

SQ hold breath, vermin traits

Feats Diehard^B, Endurance^B

Skills as above

LADONNA (HUMAN FORM) CR 9 (XP 6,400)

This decadently dressed woman has an almost animalistic aura of mystique and intrigue.

Female human natural wererat rogue 4/cleric 5

LE Medium humanoid (augmented humanoid, human, shapechanger)

Init +1; **Senses** low-light vision, scent; Perception +11 (+13 vs. traps), Sense Motive +16

Speed 30 ft.

ACP 0; Acrobatics +8 (+12 vs. sewer terrain hazards), Climb +6, Escape Artist +8 (+12 squeezing in sewers), Swim +6

AC 16, touch 11, flat-footed 16; **CMD** 16; +1 vs. traps, uncanny dodge

(+1 Dex, +5 armour [+1 *glamered mithral chain shirt*])

Fort +8 (+10 vs. nausea and sickening sewer hazards), **Ref** +7 (evasion; +8 vs. traps), **Will** +10

hp 62 (9 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +5

Melee *filth fever flail* +6 (1d8-1 plus filth fever [save DC 14 Fortitude; onset 1d3 days; frequency 1/day; effect 1d3 Con damage and 1d3 Dex damage; cure 2 consecutive saves])

Ranged mwk light crossbow (range 80 ft.) +8 (1d8/19-20)

Atk Options sneak attack +2d6

Special Actions accelerate disease (7/day), change shape ([move action] human, hybrid, and dire rat; *polymorph*; shifter's surprise), copycat (7/day), channel energy (5/day; 3d6 negative energy, DC 14, Selective Channelling)

Copycat (Sp) Lady Tarmaine can create an illusory double of herself as a move action which functions as a single *mirror image* (duration 5 rounds, or until the illusory duplicate is dispelled or destroyed).

Cleric Spells Prepared (CL 5th; concentration +9 [+13 casting defensively or grappling]; Filth, Trickery)

3rd—*bestow curse* (DC 17), *contagion*^D (DC 17), *remove disease*

2nd—*cure moderate wounds*, *forced transformation* (DC 16), *hold person* (DC 16), *summon swarm*^D

1st—*command* (DC 15), *cure light wounds*, *hide from vermin*, *protection from good*, *disguise self*^D

0—*bleed*, *detect magic*, *detect poison*, *light*

Combat Gear bolts (10)

Abilities Str 8, Dex 12, Con 14, Int 10, Wis 18, Cha 14

SQ lycanthropic empathy (rats and dire rats), rogue talents (shifter's surprise, thieving animal), trapfinding, trapsense (+1)

Feats Combat Casting, Craft Magic Arms and Armour, Craft Wondrous Item, Roach Trainer, Selective Channelling, Sewer Scum

Skills as above plus Appraise +7, Bluff +14, Diplomacy +2 (+6 vs. rats), Disable Device +3, Handle Animal +11

Languages Common

Gear as above plus *scroll of lunar memory*, *cloak of resistance* +1, spell component pouch, holy symbol

LADONNA (HYBRID FORM)

CR 9 (XP 6,400)

This unusual creature has a fierce, bestial countenance, but a haughty and aristocratic demeanour.

Female human natural wererat rogue 4/cleric 5

LE Medium humanoid (augmented humanoid, human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +11 (+13 vs. traps), Sense Motive +16**Speed** 30 ft.**ACP** 0; Acrobatics +10 (+14 vs. sewer terrain hazards), Climb +8, Escape Artist +10 (+14 squeezing in sewers), Swim +8**AC** 20, touch 13, flat-footed 20; **CMD** 20; +1 vs. traps, uncanny dodge(+3 Dex, +5 armour [+1 *glamered mithral chain shirt*], +2 natural)**Fort** +9 (+11 vs. nausea and sickening sewer hazards), **Ref** +9 (evasion; +10 vs. traps), **Will** +10**hp** 71 (9 HD); **DR** 10/silver**Space** 5 ft.; **Base Atk** +6; **CMB** +7**Melee** *filth fever flail* +8 (1d8+1 plus filth fever [DC 14 Fortitude {2 saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage]) andbite +2 (1d4+1 plus filth fever [save DC 14 Fortitude {2 saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])**Ranged** mwk light crossbow (range 80 ft.) +10 (1d8/19-20)**Atk Options** sneak attack +2d6**Special Actions** accelerate disease (7/day), change shape ([move action] human, hybrid, and dire rat; *polymorph*; shifter's surprise), copycat (7/day), channel energy (5/day; 3d6 negative energy, DC 14, Selective Channelling)**Copycat (Sp)** Lady Tarmaine can create an illusory double of herself as a move action which functions as a single *mirror image* (duration 5 rounds, or until the illusory duplicate is dispelled or destroyed).**Cleric Spells Prepared** (CL 5th; concentration +9 [+13 casting defensively or grappling]; Filth, Trickery)3rd—*bestow curse* (DC 17), *contagion*^D (DC 17), *remove disease*2nd—*cure moderate wounds*, *forced transformation* (DC 16), *hold person* (DC 16), *summon swarm*^D1st—*command* (DC 15), *cure light wounds*, *hide from vermin*, *protection from good*, *disguise self*^D0—*bleed*, *detect magic*, *detect poison*, *light***Combat Gear** bolts (10)**Abilities** Str 12, Dex 17, Con 16, Int 10, Wis 18, Cha 14**SQ** lycanthropic empathy (rats and dire rats), rogue talents (shifter's surprise, thieving animal), trapfinding, trapsense (+1)**Feats** Combat Casting, Craft Magic Arms and Armour, Craft Wondrous Item, Roach Trainer, Selective Channelling, Sewer Scum**Skills** as above plus Appraise +7, Bluff +14, Diplomacy +2 (+6 vs. rats), Disable Device +3, Handle Animal +11**Languages** Common**Gear** as above plus *scroll of lunar memory*, *cloak of resistance* +1, spell component pouch, holy symbol

Tactics: If attacked, Ladonna does her best to retreat to her cockroach's underground hall where she makes her stand. She allows the cockroach to melee intruders while she supports it with spellcasting. If her beloved pet is slain, she flees into the sewers in dire rat form unless her opponents are nearing death. Before she flees, however, she notes those responsible for her fall from power – returning to wreak terrible revenge when the PCs least expect it.

LADONNA (DIRE RAT FORM)

CR 9 (XP 6,400)

This large rat carries itself quite unlike any other rodent, treading confidently and haughtily where others of its kind scurry and hide.

Female human natural wererat rogue 4/cleric 5

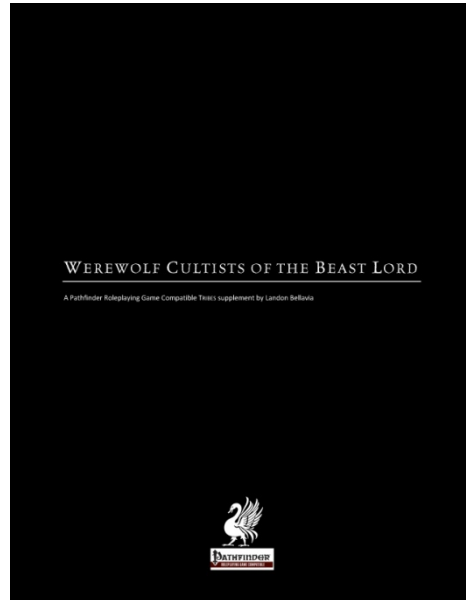
LE Medium humanoid (augmented humanoid, human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +11 (+13 vs. traps), Sense Motive +16**Speed** 40 ft., climb 20 ft., swim 20. ft.**ACP** 0; Acrobatics +10 (+14 vs. sewer terrain hazards), Climb +16, Escape Artist +10 (+14 squeezing in sewers), Swim +16**AC** 21, touch 14, flat-footed 21; **CMD** 19; +1 vs. traps, uncanny dodge(+1 size, +3 Dex, +5 armour [+1 *glamered mithral chain shirt*], +2 natural)**Fort** +9 (+11 vs. nausea and sickening sewer hazards), **Ref** +9 (evasion; +10 vs. traps), **Will** +10**hp** 71 (9 HD); **DR** 10/silver**Space** 5 ft.; **Base Atk** +6; **CMB** +6**Melee** bite +7 (1d4+1 plus filth fever [save DC 14 Fortitude {2 saves}; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Con damage and 1d3 Dex damage] and curse of lycanthropy [DC 15])**Atk Options** sneak attack +2d6**Special Actions** accelerate disease (7/day), change shape ([move action] human, hybrid, and dire rat; *polymorph*; shifter's surprise), copycat (7/day), channel energy (3d6 negative energy, DC 14, Selective Channelling)**Copycat (Sp)** Lady Tarmaine can create an illusory double of herself as a move action which functions as a single *mirror image* (duration 5 rounds, or until the illusory duplicate is dispelled or destroyed).**Abilities** Str 12, Dex 17, Con 16, Int 10, Wis 18, Cha 14**SQ** lycanthropic empathy (rats and dire rats), rogue talents (shifter's surprise, thieving animal), trapfinding, trap sense (+1)**Feats** Combat Casting, Craft Magic Arms and Armour, Craft Wondrous Item, Roach Trainer, Selective Channelling, Sewer Scum**Skills** as above plus Appraise +7, Bluff +14, Diplomacy +2 (+6 vs. rats), Disable Device +3, Handle Animal +11**Languages** Common (cannot speak)**Gear** as above plus *cloak of resistance* +1

A Pathfinder Roleplaying game TRIBES supplement by Mike Franke

Along lonely roads and dark forest paths and on the very borders of civilization itself the echoing howls of hunting wolves announces the arrival of the Beast Lord's followers. When the moon hangs full in the ebon sky, folk huddle in their homes praying that these merciless killers pass them by, but high walls and locked doors offers little protection for these werewolf cultists are not the savage beasts of legend. Their leader, the Voice of the Beast Lord, knows that a savage beast in the wild is soon hunted down and killed but that a secret cabal lurking among its very prey can pursue its bloody worship with impunity. At his direction, these cunning werewolves have infiltrated the settlements of their victims and live among them as upstanding citizens...until their bestial master calls for the hunt to begin anew.

Werewolf Cultists of the Beast Lord releases November 2011.



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