

MOONRATS

MOONRAT LORE

Arcana DC 15: The uncanny arcane influence of lunar light is most known for its effect on lycanthropes, but equally bizarre is the phenomenon known as moonrats; seemingly ordinary rats that become vastly stronger, faster, and more intelligent when touched by it.

Arcana DC 20: Even under a crescent moon, these vermin exhibit an unsettling ability to coordinate and plot raids on foodstores and vengeance against trap-setters, but as the moon waxes their minds grow more and more frenzied. Moonrat schemes are often the result of dozens of full-moon nights spent planning and laying groundwork, all forgotten at each dawn and recalled when the moon's caress releases them from the bestial shackles upon their minds.

MOONRAT TACTICS

Lone moonrats always try to catch an opponent alone or in a moment of vulnerability, climbing onto a foe and focusing all their attacks on it until it is killed or submits. Creatures that surrender typically have some collateral stolen from them such as a cherished weapon or pet, to be returned only upon completion of a cryptic task in service of some moonrat scheme.

During a full moon, moonrats often act as assassins, first setting decoys and distractions in motion to draw away any allies and defenders, then approaching silently using their Stiflechatter.

MOONRAT SWARM TACTICS

Swarms of moonrats prioritize spellcasters as targets, nipping at their knuckles and ankles to get them to drop their spell foci and component pouches, then largely ignoring them if they seem unable to cast spells.

During a full moon, swarms attack from a distance with their Manstinger Sparkvolley while trying to kite melee foes. If possible, they use their Pneumatic Grapple-Cannon to try to grab a wizard spellbook, otherwise using it to steal ranged weapons that could be used to return fire.

Multiple Moons. In worlds with multiple moons, moonrat abilities are dictated by whichever of them is currently most full.

MOONRAT SCHEMES

- Taint the city's water supply with a poison that makes humanoid compliant with the demands of tiny creatures, planting evidence framing a fictional cabal of housecats for the crime.
- Use fabricated evidence to convince the patriarch of a noble family that his children are actually imposters that have magically infiltrated his household, hopefully getting written into his will as a reward for their aid in uncovering the treachery.
- Assassinate a series of prominent humanoids just before a major life event, then extort blackmailable knowledge and the locations of hidden valuables from their ghosts by offering to help with their unfinished business, while thwarting any other would-be exorcists.
- Storm the offices of the local paper of note, taking the journalists hostage and forcing them to publish all the snooped secrets that the aristocrats of the city have refused to pay blackmail over.
- Using sophisticated marionettes operated by hundreds of rats inside of them, impersonate a squad of guardsmen and shut down a farmer's market, confiscating all the food by claiming it as evidence in a murder.
- Dupe a powerful wizard into believing that the sun contains an ancient evil that is about to awaken, one which can only be stopped by wishing an additional moon into existence to maintain the cosmic balance.



MOONRAT (QUARTER MOON)

Tiny monstrosity, lawful evil

Armor Class 12

Hit Points 18 (4d4 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	12 (+1)	11 (+0)	8 (-1)

Saving Throws DEX +4, INT +3

Skills History +3, Investigation +3, Stealth +4

Senses Darkvision 30 ft., Passive Perception 10

Languages Moonrat

Challenge 1/4 (50 XP)

Moonmind. While in direct moonlight, the moonrat has advantage on melee attack rolls and on Intelligence ability checks.

If the moonrat spends 1 hour without being illuminated by moonlight, it becomes an ordinary rat until it is illuminated by moonlight again.

Scamper-Scaler. The moonrat can climb onto a creature within 5 feet of it without a check by spending 5 feet of movement (remove DC 12).

Attacks against the moonrat made by a creature it is climbing on have disadvantage.

Actions

Knuckle-Gnaw Bite. Melee Weapon Attack: +3 to hit, reach 0 ft., one creature the moonrat is climbing on. Hit: 2 piercing damage and the target must succeed on a DC 11 Constitution saving throw or drop one item it is wielding.

Shatterglass Shiv. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Foul Components. The moonrat scurries through the spell components and foci of a creature it is climbing on, throwing them into disarray.

Until it rights them as an action, any spell the creature casts does not take effect until the beginning of its next turn.

Reactions

Scrabbling Feint. As a reaction when the moonrat is hit with an attack, it makes a Dexterity saving throw against a DC equal to the attack roll.

On a success, the moonrat takes no damage. If the moonrat is climbing on a creature, the attack instead targets the creature the moonrat is climbing on.

SWARM OF MOONRATS (QUARTER MOON)

Medium swarm of tiny monstrosities, lawful evil

Armor Class 12

Hit Points 72 (16d4 + 32)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	12 (+1)	11 (+0)	8 (-1)

Damage Resistances Damage from Attacks

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 30 ft., Passive Perception 10

Languages Moonrat

Challenge 4 (1,100 XP)

Moonmind. While in direct moonlight, the swarm has advantage on melee attack rolls and on Intelligence ability checks.

If the swarm spends 1 hour without being illuminated by moonlight, it becomes an ordinary swarm of rats until it is illuminated by moonlight again.

Swarm. The swarm can occupy another creature or object's space and vice versa. The swarm can't regain hit points or gain temporary hit points.

Actions

Targeted Gnawing. Melee Weapon Attack: +4 to hit, reach 0 ft., one target. Hit 22 (8d4 + 2) piercing damage, or 12 (4d4 + 2) piercing damage if the swarm has half of its hit points or fewer, plus one additional effect of the swarm's choice:

- **Ankles.** The target must succeed on a DC 12 Constitution saving throw or fall prone.
- **Knuckles.** The target must succeed on a DC 12 Constitution saving throw or drop one item it is wielding.
- **Armor Straps.** The AC offered by one piece of armor the target is wearing is permanently and cumulatively reduced by 1 until it can be repaired.
- **Pockets.** The target drops one item it is carrying but not wielding.

Reactions

Hissing Nips. As a reaction when a creature picks up a dropped item that is in the swarm's space, the swarm deals 5 (2d4) piercing damage to it.

Ride Along. As a reaction when a creature attempts to leave the swarm's space, the swarm forces it to succeed on a DC 12 Strength saving throw or have the swarm move with it until the beginning of the swarm's next turn.

MOONRAT (FULL MOON)

Tiny monstrosity, lawful evil

Armor Class 17 (Mage Armor)

Hit Points 55 (10d4 + 30)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	18 (+4)	11 (+0)	8 (-1)

Saving Throws DEX +7, INT +7

Skills History +6, Investigation +6, Stealth +6

Senses Darkvision 30 ft., Passive Perception 10

Languages Common, Moonrat

Challenge 5 (1,800 XP)

Moonmind. While in direct moonlight, the moonrat has advantage on melee attack rolls and on Intelligence ability checks.

If the moonrat spends 1 hour without being illuminated by moonlight, it becomes an ordinary rat until it is illuminated by moonlight again.

Scamper-Scaler. The moonrat can climb onto a creature within 5 feet of it without a check by spending 5 feet of movement (remove DC 15).

Attacks against the moonrat made by a creature it is climbing on have disadvantage.

Actions

Multiattack. The moonrat makes three attacks with its joint-slicer razor.

Joint-Slicer Razor. Melee Weapon Attack: +7 to hit, reach 0 ft., one creature the moonrat is climbing on. Hit: 9 (2d4 + 4) slashing damage.

On a critical hit against a Medium or smaller target, the target falls prone and cannot stand on its following turn.

Stiflechatter (2nd Level Spell, Concentration). The moonrat clacks its teeth loudly, creating a zone of magical silence in a 10 foot radius around itself that lasts for a minute and moves with it.

Reactions

Blade Dash. As a reaction when the moonrat is hit with an attack, it makes a Dexterity saving throw against a DC equal to the attack roll.

On a success, the moonrat takes no damage, climbs onto the attacker, and regains its reaction.

Scrabbling Feint. As a reaction when the moonrat is hit with an attack while climbing on a creature, it makes a Dexterity saving throw against a DC equal to the attack roll.

On a success, the attack instead targets the creature the moonrat is climbing on, and the moonrat regains its reaction.

SWARM OF MOONRATS (FULL MOON)

Medium swarm of tiny monstrosities, lawful evil

Armor Class 17 (Mage Armor)

Hit Points 72 (16d4 + 32)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	18 (+4)	11 (+0)	8 (-1)

Damage Resistances Damage from Attacks

Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned

Senses Darkvision 30 ft., Passive Perception 10

Languages Common, Moonrat

Challenge 9 (5,000 XP)

Moonmind. While in direct moonlight, the swarm has advantage on melee attack rolls and on Intelligence ability checks.

If the swarm spends 1 hour without being illuminated by moonlight, it becomes an ordinary swarm of rats until it is illuminated by moonlight again.

Swarm. The swarm can occupy another creature or object's space and vice versa. The swarm can't regain hit points or gain temporary hit points.

Actions

Man-Stinger Sparkvolley. Melee or Ranged Weapon Attack: +4 to hit, reach 0 ft., one target. Hit 24 (8d4 + 4) piercing plus 28 (8d6) lightning damage, or 14 (4d4 + 4) piercing plus 14 (4d6) lightning damage if the swarm has half of its hit points or fewer.

Adroit Study. The swarm attempts to cast a spell from a page it has ripped out of a spellbook, making an Intelligence check with DC equal to 15 plus the spell's level.

On a success, the swarm casts the spell (Spell Save DC 16, +8 to hit). On a failure, the swarm cannot attempt that spell again for 24 hours.

Bonus Actions

Pneumatic Grapple-Cannon. One creature the swarm can see within 30 feet must succeed on a DC 16 Strength saving throw or have one item it is carrying pulled from its grasp and into the swarm's space.

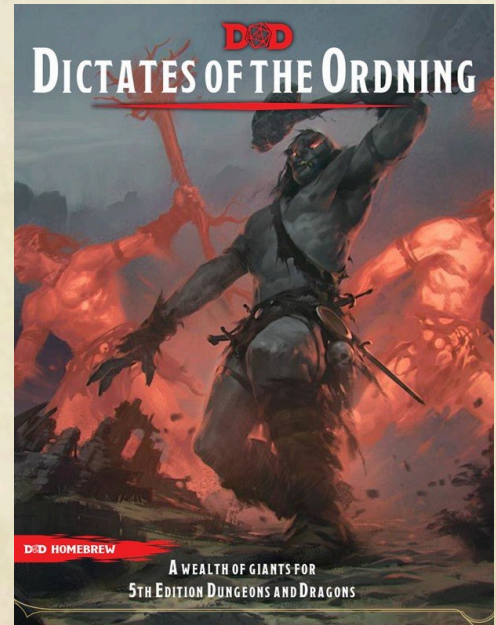
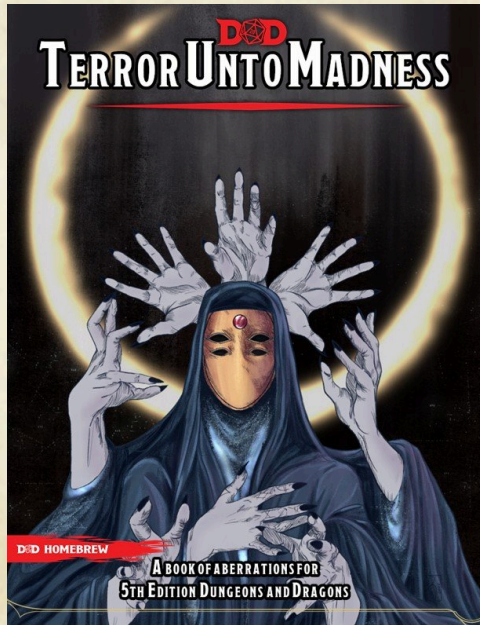
Gnaw Pages. The swarm rapidly rifles through a book in its space, learning a summary of its contents, then rips out a page of interest.

If the book is a spellbook, one spell is removed from the book.

ART CREDITS

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Want to support the creation of content like this? I post new monsters with lore and tactics to my patreon five times a week, joining the more than 1300 already there, indexed in a big PDF along with formats for Foundry and 5eTools.

A central illustration of a green goblin-like creature with a crown and a large earring, sitting on a red patterned rug. The creature is surrounded by stacks of gold coins, a pineapple, a banana, and several books. One book is titled 'CONFLUX CREATOR'S NASTY BOYS' and another is 'B.B.E.G. DIARY'. There are also dice and a small blue dragon-like creature nearby. Several red banners with the text 'Become a patron' and the Patreon logo are scattered around the scene.

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