

Manrat, Eldritch

Draft 0.4pub. Author Patric L. Rogers (morpheus_unbound@patric.net).

Eldritch manrats are the result of rats eating the flesh of a dead half-god. There are actually two distinct breeds of eldritch manrat – the manrat wizard and the manrat sorcerer. Each breed considers itself the true breed and the other to be a bastard mutation that must be destroyed.

A good diety of magic had an affair with a mortal woman and the result was a half-god. The god of magic grew bored and moved on, leaving his child to be raised by a heart-broken mortal woman in a mortal community. The child, being half-divine, grew up spoiled, domineering, and evil. Petty, selfish and angry that his father left him to “suffer among mortals”, he eventually formed a death cult centered on himself and declared war on his father’s church and minions. The conflict raged centuries, staring very small and escalating over time. At some point, the child grew so powerful it required direct intervention from the magic god to put him down. The battle was short, and the god buried his broken son casually in a mass grave with his death cult followers. The god then departed. Rats chewed at the bodies, and the rats were changed by the energies of the dead half-god.

This began as an OGC adaptation of Sword and Sorcery Studios’ Red Witch Ratman by Patric L. Rogers for the 3.5 SRD. In review discussion with Phil Smith (www.slacknhash.com), it got expanded.

This is a draft version of what will eventually be a more elaborate and detailed treatment of the creatures. Consider the release of this document as “staking my claim”. ☺

Manrat wizards have the racial ability to prepare and cast spells as wizards, growing more powerful as they advance in hit dice.

Manrat sorcerers have spell-like abilities that grow more powerful as the creature advances in hit dice.

	Eldritch Manrat Wizard, 1st-Level Warrior	Eldritch Manrat Sorcerer, 1st-Level Warrior
	Medium Monstrous Humanoid	Medium Monstrous Humanoid
Hit Dice:	1d8+4 (8 hp)	1d8+4 (8 hp)
Initiative:	+2	+2
Speed:	30 ft. (6 squares), Climb 15 ft.	30 ft. (6 squares), Climb 15 ft.
Armor Class:	13 (+2 Dex, +1 natural), touch 12, flat-footed 11	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+1/+0	+1/+0
Attack:	Bite +0 melee (1d3–1)	Bite +0 melee (1d3–1)
Full Attack:	Bite +0 melee (1d3–1) and 2 claws –5 melee (1d4–1)	Bite +0 melee (1d3–1) and 2 claws –5 melee (1d4–1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Spells	Spell-like abilities
Special Qualities:	Darkvision 60 ft.	Darkvision 60 ft., SR 4
Saves:	Fort +6, Ref +2, Will +1	Fort +6, Ref +2, Will +1
Abilities:	Str 9, Dex 15, Con 18, Int 17, Wis 12, Cha 6	Str 9, Dex 15, Con 18, Int 10, Wis 12, Cha 17
Skills:	Concentration +8, Escape Artist +4, Hide +4, Jump +1, Spellcraft +7	Concentration +7, Intimidate +5, Spellcraft +3
Feats:	Spell Focus (illusion) ^B , Spell Focus (necromancy)	Ability Focus (<i>touch of fatigue</i>)
Environment:	Any except arctic	Any except arctic
Organization:	Solitary, coven (12-24 witches, plus a 4 th -	Solitary, coven (12-24 witches, plus a 4 th -

	Eldritch Manrat Wizard, 1st-Level Warrior to 7 th -level leader)	Eldritch Manrat Sorcerer, 1st-Level Warrior to 7 th -level leader)
Challenge Rating:	1	1
Treasure:	Standard	Standard
Alignment:	Usually lawful evil	Usually lawful evil
Advancement:	By character class	By character class
Level Adjustment:	+4	+4

Manrats are slender, hunched, furry humanoids that might easily be confused with wererats. Their coloration varies; although they frequently dye their fur, tattoo their skin, and swath themselves in fetishes, talismans, or cloth woven with runes. They are extremely intelligent and well organized.

Eldritch manrats have a matriarchal society. The females are typically the spellcasters, focusing on arcane classes, while the males are relegated to the martial roles and expected to support the female leaders and planners by acting as hunters, scouts and bodyguards.

COMBAT

They prefer to attack in overwhelming numbers or set ambushes. They are extremely cautious, although not necessarily cowardly. They are extremely intelligent and cunning, and use their magic to suppress, separate, and debilitate their foes. Whenever they can, manrats set up ambushes near trapped areas.

Manrat Wizard

Spells: Manrat wizards cast spells as a specialist wizard with level equal to their hit dice. They must specialize in either Illusion or Necromancy and may not take the other as a prohibited school. They are also fond of spells from the Enchantment school that allow them to disable foes or control minds, and Conjunction spells that allow them to bring forth minions to perform tasks for them.

The manrat wizard warrior presented here had the following ability scores before racial adjustments: Str 9, Dex 11, Con 12, Int 13, Wis 10, Cha 8.

Typical Possessions: Leather armor, heavy wood shield, light crossbow, 10 cold iron bolts, light mace

Typical Spells Prepared: Cantrips—*ghost sound* (DC 14), *flare* (DC 13), *resistance*; 1st—*disguise self*, *cause fear* (DC 15), *ray of enfeeblement* (Prohibited schools Conjunction, Enchantment)

Manrat Sorcerer

Spell-like Abilities (Sp): The manrat sorcerer gains spell-like abilities as it gains hit dice. The caster level is equal to a sorcerer of the manrat's total hit dice. The save DC is Charisma-based.

Hit Dice	Spell-like Abilities
1-2	<i>Disguise self</i> 3/day, <i>touch of fatigue</i> 3/day
3-4	<i>Chill touch</i> , <i>phantom's howl</i>
5-6	<i>Dispel magic</i> , <i>vampiric touch</i>
7-8	<i>Contagion</i> , <i>magic circle against good</i>
9-10	<i>Magic jar</i> , <i>minor globe of invulnerability</i>
11-12	<i>Greater dispel magic</i> , <i>project image</i>
13-14	<i>Greater shadow conjuration</i> , <i>shadow walk</i>
15-16	<i>Finger of death</i>

Hit Dice	Spell-like Abilities
17-18	<i>Control undead, weird</i>
19-20	<i>Soul bind</i>

Spell Resistance (Ex): Manrat sorcerers have spell resistance equal to their total hit dice +3.

The manrat sorcerer warrior presented here had the following ability scores before racial adjustments: Str 9, Dex 11, Con 12, Int 10, Wis 8, Cha 13.

The save for its *touch of fatigue* is DC 15.

Behind the Curtain – Choosing Spell-like Abilities for the Manrat Sorcerer

The abilities were chosen to reflect the portfolio of their divine progenitor – death (necromancy) and illusion. Some countermagic abilities were added to reflect both the ancestry of their grandsire, but also the animosity of their sire to their grandsire.

Behind the Curtain – Comparison to Half-celestial or Half-fiend

The manrat sorcerer has weaker defenses (e.g. no DR, resistance, immunities), but has more spell-like abilities overall. This is especially true at higher hit dice, where these spell-like abilities offer a greater potential to turn a battle or shape a campaign either for or against the PCs.

Sourcebook: *Creature Collection Volume I* by Sword and Sorcery Studios. See that volume for additional OGC and OGL information.

MANRAT WIZARDS AS CHARACTERS

Manrat wizard characters possess the following racial traits.

- Creature type is Monstrous Humanoid
- Medium size
- Dex +4, Con +6, Int +4, Wis +2, Cha –2
- Base Move 30 ft., climb 15 ft.
- Darkvision 60 ft.
- Racial Feats: At 1st level, the manrat wizard gains one bonus feat. This is either Spell Focus (illusion) or Spell Focus (necromancy). Most red witches choose the other Spell Focus feat as their first level feat. A red witch gains additional feats according to its class.
- +1 natural armor bonus.
- Spells: A manrat wizard learns and casts spells as a specialist wizard of level equivalent to her total hit dice. She must specialize as either an Illusionist or Necromancer. For determining spells per day and caster level, this ability stacks with any Wizard class levels the character has (to a maximum of caster level 20), and prestige classes can increase caster level as if it were normal Wizard class levels (to a maximum of caster level 20). The character gains no other Wizard benefits such as hit dice, saves, familiar, or familiar improvements from this ability.
- A manrat wizard learns spells just as a wizard and must prepare spells from a spellbook. Their spellbooks, however, typically take the form of tattoos, talismans, fetishes, rune carved sticks, and other non-traditional formats. Manrat wizards who grow up in the community of their peers learn five cantrips and three 1st-level spells. They are expected to learn more spells on their own; this competition weeds out the weak.
- Natural Weaponry: Bite 1d3 primary, two claws 1d4 secondary.
- Racial Skills: Concentration and Spellcraft are always class skills.
- Automatic Languages: Common, Manrat Wizard. Bonus Languages: Draconic, Giant, Infernal, Manrat Sorcerer.
- Favored class: Wizard (cannot be generalist; required to specialize as Illusionist or Necromancer as noted under the Spells ability).
- Level Adjustment: +4

Advancement Table: Manrat wizard race as class levels

The bonuses listed in the Special column are cumulative. The CR modifier is the exact value, and is not cumulative.

Racial Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
0	Class	Class	Class	Class	Class	Class	+0	Medium Monstrous Humanoid; move 30 ft.; darkvision 30 ft.; racial skills; -2 Str; +2 Dex; +2 Con; -2 Cha; bite 1d2; claws 1d2
1	--	--	--	--	--	--	+0	+2 Con; +2 Int; climb 15 ft.; +1 natural armor; bite 1d3; claws 1d3
2	--	--	--	--	--	--	+1	+2 Str; +2 Int; +2 Wis; Darkvision 60 ft.; claws 1d4
3	--	--	--	--	--	--	+1	+2 Dex; Bonus Spell Focus feat; Spells – Wizard specialist caster level equal to one-half total hit dice (round down)
4	--	--	--	--	--	--	+1	+2 Con; Spells – Wizard specialist caster level equal to total hit dice

MANRAT SORCERER AS CHARACTERS

Manrat sorcerer characters possess the following racial traits.

- Creature type is Monstrous Humanoid
- Medium size
- Dex +4, Con +6, Wis +4, Cha +4
- Base Move 30 ft., climb 15 ft.
- Darkvision 60 ft.
- +1 natural armor bonus.
- Spell-like abilities (see table).
- Spell Resistance equal to HD +3.
- Natural Weaponry: Bite 1d3 primary, two claws 1d4 secondary.
- Racial Skills: Concentration and Spellcraft are always class skills.
- Bonus Feats: The manrat sorcerer gains a bonus feat at each level 5, 10, 15, and 20. The feats that can be chosen are: Ability Focus, Empower Spell-like Ability, Improved Multiattack, Improved Natural Armor, Improved Attack, Multiattack, Quicken Spell-like Ability. The manrat must meet all feat requirements normally.
- Automatic Languages: Common, Manrat Sorcerer. Bonus Languages: Draconic, Giant, Infernal, Manrat Wizard.
- Favored class: Sorcerer
- Level Adjustment: +4

Advancement Table: Manrat sorcerer race as class levels

The bonuses listed in the Special column are cumulative. The CR modifier is the exact value, and is not cumulative.

Racial Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
0	Class	Class	Class	Class	Class	Class	+0	Medium monstrous humanoid; move 30 ft.; darkvision 30 ft.; racial skills; -2 Str; +2 Con; +2 Cha; bite 1d2; claws 1d2
1	--	--	--	--	--	--	+0	+2 Con; +2 Wis; climb 15 ft.; +1 natural armor; bite 1d3; claws 1d3
2	--	--	--	--	--	--	+1	+2 Str; +2 Dex; +2 Cha; Darkvision 60 ft.; claws 1d4
3	--	--	--	--	--	--	+1	+2 Dex; +2 Wis; Spell-like abilities (<i>disguise self</i> , <i>phantom's howl</i> , <i>dispel magic</i> , <i>magic circle against good</i> , <i>magic jar</i> , <i>project image</i> , <i>shadow walk</i>)
4	--	--	--	--	--	--	+1	+2 Con; Spell-like abilities (all); Bonus feats

Appendix

Phantom's Howl

Necromancy [Fear, Sonic]

Level: Bard 2, Sorcerer/Wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./2 levels)

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Spell Effect

Those victims in the spell's area of feffect must make a Fortitude saving throw. Success means that the targets are able to overcome the worst of the spell's effects, but they still fight with a –1 morale penalty to attack rolls for 2d4 rounds.

Those who fail their saving throws must roll d% on the following table:

Roll	Effect
0-50	Target <i>shaken</i> for 1d4 rounds
51-75	Target <i>shaken</i> for 2d4 rounds
76-85	Target <i>stunned</i> for 1d4 rounds
86-95	Target <i>stunned</i> for 2d4 rounds
96-99	Target affected as by a <i>fear</i> spell
100	Target <i>paralyzed</i> for 1d4 hours

Declaration of PI: See also *Creature Collection I*. Patric L. Rogers is PI and may only be used as it appears in the OGL portion of this document.

Relics & Rituals from Sword & Sorcery Studios: Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Any and all Sword and Sorcery Studios logos and identifying marks and trade dress, including all Sword and Sorcery Studios Product and Product Line names including but not limited to Relics and Rituals and the Scarred Lands; any elements of the Scarred Lands setting, including but not limited to the following spell names and magic item names: Phantom's Howl. The above Product Identity is not Open Game Content. Use of this Product Identity in this book is done under license. See *Relics & Rituals* for license information.

Declaration of Open Game Content: All text, except that indicated as Product Identity, is declared at Open Game Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Creature Collection Copyright 2000, Clark Peterson

Relics & Rituals Copyright 2001, Clark Peterson

Eldritch Manrat Copyright © 2005 by Patric L. Rogers. All rights reserved. Author Patric L. Rogers.

END OF LICENSE