

VOMIT RAT

These giant, voracious vermin can be found everywhere in the cities of the Northwest, roaming the ruins in large packs that prey on unwary travelers.

After the Fall, the bodies of the dead lay strewn in every place imaginable, left unburied by those few people that remained. The carrion provided a veritable feast for all sorts of vermin, including the ubiquitous rats. These creatures crept out of the sewers and dark cracks of the dead cities to feed on the lifeless bodies scattered throughout the streets and abandoned homes. Over time, the rats grew in size and numbers due to unrestricted breeding. The putrid, toxic, and sometimes radiated flesh upon which they dined day after day slowly began to work a sick kind of magic on their bodies. The creatures began to develop all manner of deformities—extra legs, drastically increased size, horns, and a plethora of other defects.

The average vomit rat is six feet long from snout to tail and stands three feet at the shoulders, although “bull” rats—the leaders of a given pack—tower at least a foot above the rest. Pregnant rats are even

larger, but rarely leave their dens because of their condition.

Vomit rats vary in coloration from gray to white, with odd-colored mottling on their bristly hides being quite common. Their eyes are invariably red or black, and it isn’t uncommon to find white puss draining from the rims of the eyes—a sign of the species’ increasing decrepitude.

Vomit rats are smarter than most animals, even their mundane, non-mutated cousins. Many who have seen them claim that there is a modicum of intelligence behind their eyes as they watch their prey.

Most vomit rats carry a variety of diseases, some of which can be contracted simply by touching the creature. In combat, vomit rats prefer to rush their enemies and overwhelm them with sheer size and numbers. If outnumbered, however, a vomit rat proceeds with caution, taking care never to back itself into a corner if at all possible. The vomit rat’s main weapons are its claws and teeth, though they are also known to vomit a corrosive substance onto their prey (which gives the creature its unusual name).

SPECIES TRAITS

Vomit rats have the following Traits:

Scent (Ex): This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Acid Vomit (Ex): Once every 1d4 rounds, a vomit rat can disgorge an extremely corrosive substance up to 10 feet away as a ranged touch attack that inflicts 1d6 acid damage per round, continuing until the putrid fluids are flushed away.

Vomit Rat: CR 2; Medium-sized mutant beast; HD 3d10; hp 17; Mas 9; Init +3; Spd 30 ft., swim 20 ft.; Defense 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); BAB +2; Grap +5; Atk +5 melee (1d8+3, bite), or +5 ranged (1d6, acid vomit); Full Atk +5 melee (1d4+3, 2 claws) and +3 melee (1d8+3, bite), FS 5 ft. by 5 ft.; Reach 5 ft.; SQ low-light vision, scent, acid vomit; AL none; SV Fort +3, Ref +6, Will +2; AP 0; Rep +0; Str 16, Dex 16, Con 10, Int 4, Wis 12, Cha 5.

Skills: Hide +13, Move Silently +8.

Feats: Multiattack, Plague Carrier (DC 12).

Advancement: 4-6 HD (Medium), 7-12 (Large).

Advanced Vomit Rat: CR 4; Large mutant beast; HD 8d10+16; hp 60; Mas 14; Init +2; Spd 30 ft., swim 20 ft.; Defense 15, touch 13, flat-footed 12 (-1 Size, +2 Dex, +4 natural); BAB +8; Grap +23; Atk +14 melee (2d6+7, bite), or +9 ranged (1d6, acid vomit); Full Atk +14 melee (1d6+7, 2 claws) and +14 melee (2d6+7, bite), FS 10 ft. by 10 ft.; Reach 10 ft.; SQ low-light vision, scent, acid vomit; AL none; SV Fort +4, Ref +8, Will +7; AP 0; Rep +0; Str 24, Dex 14, Con 14, Int 4, Wis 12, Cha 5.

Skills: Hide +12, Move Silently +7.

Feats: Improved Multiattack, Multiattack, Plague Carrier (DC 16).

