



THE 13 TRIBUTES

#1: PLAGUE CENSERS

NEW WEAPON: PLAGUE CENSER

These insidious weapons have the appearance of a ceremonial censor used for burning incense, but they are shaped into the form of a flail. Each day, a plague censor can be filled with toxic incense, and as the censor is swung in combat, it unleashes necrotic fumes deadly to all in the vicinity, including the wielder.

PLAGUE CENSER

melee weapon (martial, flail)

Damage: 1d8

Damage Type: Bludgeoning

Properties: Heavy, two-handed, reach, special

Cost: 50 gp

Weight: 3 lb

Plague Censor. When you make an attack with a plague censor, it releases its putrid incense everywhere within 10 feet of you. Each creature in that area takes 1d6 necrotic damage, including the wielder. Once a plague censor releases its putrid incense, it can't do so again until the next round.

The plague censor must be filled every 24 hours with 10gp worth of putrid incense to maintain this trait.

NEW FEAT: PLAGUE CENSER FANATIC

You've learned how to develop a supernatural bond with a plague censor, drawing perverse fortitude from it even as you are withered by its toxic fumes, and you can use this bond as a focus for your magical abilities. You gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20, or gain proficiency with plague censers.
- As long as you are wielding a plague censor containing putrid incense, you can use it as a spellcasting focus for your spells, and you can perform the somatic components of spells even when it is occupying both your hands.
- When you cast a spell that has somatic components using your plague censor as your spellcasting focus, you may have it release its putrid incense everywhere within 10 feet of you.
- When you release putrid incense from a plague censor you are wielding, you may have it deal 1d8 necrotic damage rather than 1d6.
- When you take necrotic damage from a plague censor you are wielding, you get +2 to your AC until the start of your next turn or until you stop wielding the plague censor in both hands.



#2: PLAGUE CENSER BEARERS

These fanatical ratfolk are blessed with the "privilege" of wielding devastating plague censers against their hated foes. The fact that they suffer from their own censers fumes does not give them pause. Instead, they revel in it.

RATFOLK PLAGUE CENSER BEARER

Medium humanoid (ratfolk), chaotic evil

Armor Class 14 (natural armor) (16 with plague disciple)

Hit Points 67 (9d8+27)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (0)	12 (+1)	12 (+1)

Saving Throws Wis +3, Con +5

Skills Athletics +5, Perception +3, Religion +4

Damage Resistances necrotic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Undercommon

Challenge 3 (700 XP)

Proficiency Bonus +2

Crevice Crawler. The ratfolk can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Dark Devotion. The ratfolk has advantage on saving throws against being charmed or frightened.

Fanatical Fumes Plague censers wielded by the ratfolk deal an extra 9 (2d8) necrotic damage with their fumes (included in the attack).

Keen Smell. The ratfolk has advantage on Wisdom (Perception) checks that rely on smell.

Overwhelming Mass (1). The first time each turn that the ratfolk hits a creature with an attack, it deals an extra 1 damage per ally it has within 5 feet of its target that isn't incapacitated. The ratfolk can benefit from up to 3 allies this way.

For it is a great honor to die in bloody service to their holy crusade. The sacred mission of every plague censer bearer is simply to slaughter as many of their blasphemous foes as they can before they succumb to their own deadly necrotic fumes.

Plague Disciple When the ratfolk takes necrotic damage from its plague censer, it gains +2 to its AC until the start of its next turn.

Reckless. At the start of its turn, the ratfolk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiaction The ratfolk makes two attacks, one with its plague censer and one with its bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or contract a disease. Until the disease is cured, the creature is poisoned. The creature can repeat the saving throw at the end of each of its turns, taking 4 (1d8) necrotic damage on a failure, ending the disease on a success.

Plague Censer. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If this is the first plague censer attack made this turn, hit or miss, all creatures within 10 feet of the ratfolk (including the ratfolk) take 9 (2d8) necrotic damage.

Reactions

Scurry Away. When an enemy the ratfolk can see ends its turn, the ratfolk can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the ratfolk can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.



#3: THROWING STARS

NEW WEAPON: THROWING STAR

These small, sharpened metal stars can be thrown or used as a stabbing weapon to deal small amounts of damage and potentially deliver poisoned attacks. Their small size and unassuming nature make them ideal concealed weapons.

THROWING STAR

ranged weapon (*simple*)

Damage: 1

Damage Type: Piercing

Properties: Finesse, light, thrown(20/60), special

Cost: 5 sp

Weight: 1/10 lb

Throwing Star. You can use two-weapon fighting to make off-hand attacks with throwing stars as though they are melee weapons, and you can use throwing stars to make melee weapon attacks as though they are light melee weapons. However, you still have disadvantage on these attack rolls if you are within 5 feet of a hostile creature that can see you and isn't incapacitated.

NEW FEAT: THROWING STAR MASTER

You mastered the art of using the normally unassuming throwing star to disrupt your foes and set up brutal follow-on attacks, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20, or gain proficiency with throwing stars.
- You can draw a throwing star as part of the attack you make with it.
- Once per turn, when you hit a creature with an attack using a throwing star that did not suffer from disadvantage, you can gain advantage on the next melee weapon attack or unarmed strike you make against that creature this turn.



#4: NIGHT RUNNERS

While most ratfolk are known for employing sneaky, underhanded tactics, night runners make a career of it. These skirmishing soldiers fight in mobile packs that utilize stealth and guerilla tactics to harry their foes. Once foes look sufficiently weakened and vulnerable, night runners move in for the kill, using a flurry of throwing stars and flashing blades to quickly dispatch their victims.

When working with other ratfolk, night runners serve as light skirmisher infantry who utilize their mobility to harass and disrupt enemies ahead of attacks from other ratfolk. This is a dangerous task with a low survival rate, ensuring that only the most skilled night runners advance far in their careers.



RATFOLK NIGHT RUNNER

Medium humanoid (ratfolk), chaotic evil

Armor Class 13 (Unarmored Defense)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	13 (+1)	10 (+0)

Skills Perception +3, Sleight of Hand +4, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Undercommon

Challenge 1 (200 XP) **Proficiency Bonus** +2

Crevice Crawler. The ratfolk can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Smell. The ratfolk has advantage on Wisdom (Perception) checks that rely on smell.

Overwhelming Mass (1). The first time each turn that the ratfolk hits a creature with an attack, it deals an extra 1 damage per ally it has within 5 feet of its target that isn't incapacitated. The ratfolk can benefit from up to 3 allies this way.

Unarmored Defense While the ratfolk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Bonus Action

Cunning Action. The ratfolk takes the Dash, Disengage, or Hide action.

Actions

Multiattack The ratfolk makes two attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Throwing Star. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 3 (1 + 2) piercing damage. If the target is a creature and the attack didn't have disadvantage, the next melee weapon attack the ratfolk makes against the target this turn has advantage.

Reactions

Scurry Away. When an enemy the ratfolk can see ends its turn, the ratfolk can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the ratfolk can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.

#5: THINGS CATCHERS

This two-handed polearm has a large, tong-like head with the inside of its grips lined with spikes. The weapon is designed to be thrust around the torsos and extremities of foes to grab and painfully subdue them.

THINGS CATCHER

melee weapon (martial)

Damage: 1d4

Damage Type: Piercing

Properties: reach, special, two-handed

Cost: 2 gp

Weight: 3 lb

Things Catcher. A large or smaller creature you hit with a things catcher is automatically grappled by you. Until the grapple ends, you can't attack any other targets with the things catcher. A creature can use its action to make a DC 10 Strength or Dexterity check (its choice), freeing itself or another creature within its reach on a success. If a creature has multiple attacks with the Attack action, it can replace any number of them with these checks. The grapple also ends if you drop the things catcher.

NEW FEAT: THINGS WRANGLER

You developed the abilities needed to wield things catchers in more versatile ways and make them more difficult to escape from, granting you the following benefits:

- Increase your Strength score by 1, to a maximum of 20, or gain proficiency with things catchers.
- You treat things catchers as though they have the versatile property, dealing 1d6 piercing damage with two hands and 1 piercing damage with one hand.
- You can use two-weapon fighting while wielding a things catcher as long as one of the weapons you are wielding is light.
- You may have the grapple escape DC of a things catcher you are wielding be $8 + \text{your proficiency bonus} + \text{your Strength modifier}$.



#6: PACKMASTERS

Though the many giant rats and other rat monstrosities lurking beneath the world's surface can be devastating weapons when unleashed upon one's enemies, few possess the capabilities to control them reliably enough to do so. Ratfolk have a special affinity for such creatures, and ratfolk packmasters are experts at controlling these monsters and goading them into battle.

Packmasters utilize whips to keep their bestial charges in line and to use as a weapon when necessary. With each snap of the whip, their war beasts are driven to heightened levels of aggression.

Packmasters also use wicked weapons known as things-catchers, which, as the name implies, they use to catch things. These two-handed polearms have a large, tong-like head with the inside of their grips lined with spikes. Packmasters can use these weapons to painfully capture and control creatures at a distance, whether it's a new beast to train or an enemy for their beasts to tear apart.



RATFOLK PACKMASTER

Medium humanoid (ratfolk), chaotic evil

Armor Class 14 (ring mail)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (0)	16 (+3)	12 (+1)

Skills Animal Handling +7, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Undercommon

Challenge 2 (450 XP)

Proficiency Bonus +2

Crevice Crawler. The ratfolk can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Smell. The ratfolk has advantage on Wisdom (Perception) checks that rely on smell.

Overwhelming Mass (1). The first time each turn that the ratfolk hits a creature with an attack, it deals an extra 1 damage per ally it has within 5 feet of its target that isn't incapacitated. The ratfolk can benefit from up to 3 allies this way.

Pack Leader. Any beasts or monstrosities with an Intelligence score of 8 or lower may add +2 to any Intelligence, Wisdom, or Charisma saving throws they make while within 10 feet of the ratfolk while it isn't incapacitated.

Actions

Multiaction The ratfolk makes two attacks, one with its things-catcher and one with its whip.

Things-Catcher. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The target is grappled (escape dc 13) if it is a Large or smaller creature. Until this grapple ends, the pack master can't use the things-catcher on another target.

Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage. The attack automatically hits if the target is an allied beast or monstrosity with an Intelligence score of 8 or lower. Any charmed or frightened conditions end for that creature, and it can immediately use its reaction to make one weapon attack. This attack deals an additional 4 (1d8) damage on hit.

Reactions

Scurry Away. When an enemy the ratfolk can see ends its turn, the ratfolk can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the ratfolk can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.



#7: POISONED WIND GLOBES

POISONED WIND GLOBES

Cost: 50 gp

Weight: 1 lb

Poisoned wind globes are orbs made of glass or crystal and filled with deadly gas. When shattered, the spheres release billowing toxic clouds so lethal that mere skin contact can cause severe pain or even death.

You can use an action to throw the globe up to 20 feet where it shatters on impact. Once shattered, it releases a cloud of poison gas in a 5-foot radius sphere, heavily obscuring the area. The cloud lasts for one round or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When a creature enters an area covered by one or more of these gas clouds for the first time on a turn or starts its turn in one or more gas clouds, that creature must make a DC 13 Constitution saving throw. On a failed save, the creature takes 2d8 poison damage and is poisoned until the end of its next turn. On a successful save, the creature takes half as much damage and isn't poisoned.

NEW FEAT: POISONED WIND FUMIGATOR

You've become a master of crafting and utilizing poisoned wind globes to maximum effect, and you can even implement globes with gases specialized in poisoning creatures normally resistant or immune to such effects. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20, or gain proficiency with alchemist's supplies, poisoner's kits, or glassblower's tools
- You may have the saving throw for a poisoned wind globe you throw become $8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$, and you may add your Intelligence modifier to the poison damage its gas cloud deals.
- At the end of each long rest, choose a creature type other than construct. Creatures of the chosen creature type don't benefit from resistance or immunity to poison damage from poisoned wind globes you throw unless they are under the effect of the *protection from poison* spell.
- If you are proficient with glassblowers tools and either alchemist's supplies or poisoner's kits, and you have them in hand, you can create a new poisoned wind globe from the remains of one that has shattered within the last hour. To do so, you must expend 25 gp worth of alchemist's supplies or poisons over the course of 1 minute to turn the shattered globe into a new poisoned wind globe.

#8: POISONED-WIND

GLOBADIERS

This insidious ratfolk infantry specializes in the use of poisoned wind globes. These glass orbs unleash clouds of toxic gas when they shatter, overwhelming groups of foes with choking fumes. A squad of these ratfolk can bring down entire enemy formations with poison gas, and they are especially adept at fumigating foes trapped in enclosed spaces. As such, poisoned-wind globadiers are often used to deal with enemies bunkered within rooms or enclosed fortifications.

Poisoned-wind globadiers wear heavy robes and gas masks made to protect them from their poisons, though in combat, this gear can be damaged, leaving them vulnerable to their own gases. This, combined with the fragility of the poisoned wind globes they carry, makes heavy combat hazardous for these ratfolk, and many a globadier has died to the same gases that slew its foes. As such, most globadiers stay out of the fray, dropping poisoned globes in the path of pursuers.



RATFOLK POISONED-WIND GLOBADIER

Medium humanoid (ratfolk), chaotic evil

Armor Class 14 (hide)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	10 (+0)

Skills alchemist's supplies +5, poisoner's kit +5, glassblower's tools +5

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Undercommon

Challenge 2 (450 XP) **Proficiency Bonus** +2

Devious Globadier. The ratfolk can use its action to throw a poisoned wind globe while frightened by its Scurry Away feature.

Fragile Cargo. Whenever ratfolk suffers a critical hit or is reduced to 0 hit points, it shatters a poisoned wind globe centered on itself.

Keen Smell. The ratfolk has advantage on Wisdom (Perception) checks that rely on smell.

Overwhelming Mass (1). The first time each turn that the ratfolk hits a creature with an attack, it deals an extra 1 damage per ally it has within 5 feet of its target that isn't incapacitated. The ratfolk can benefit from up to 3 allies this way.

Ripped Gear. The ratfolk loses immunity to poison damage and poisoned condition when reduced to half hit points or less. This immunity loss lasts until it completes a short or long rest.

Actions

Multiattack The ratfolk makes two dagger attacks. It can replace one attack with poisoned wind globe throw.

Dagger. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage.

Poisoned Wind Globe. The ratfolk throws a poisoned wind globe up to 20 feet where it shatters on impact. Once shattered, it releases a cloud of poison gas in a 5-foot radius sphere, heavily obscuring the area. The cloud lasts for one round or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When a creature enters an area covered by one or more of these gas clouds for the first time on a turn or starts its turn in one or more gas clouds, that creature must make a DC 13 Constitution saving throw. On a failed save, the creature takes 12 (2d8 + 3) poison damage and is poisoned until the end of its next turn. On a successful save, the creature takes half as much damage and isn't poisoned.

The ratfolk can carry up to 6 poisoned wind globes at once.

Reactions

Scurry Away. When an enemy the ratfolk can see ends its turn, the ratfolk can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the ratfolk can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.

#9: SPIKE FISTS

These vicious weapons are gauntlets, bracers, or metal knuckle rings fitted with one or more metal spikes or blades. They are used by brutal warriors who specialize in setting up cheap shots and attacking opponents when they are most vulnerable.

NEW WEAPON

SPIKE FIST

melee weapon (martial)

Damage: 1d4

Damage Type: Piercing

Properties: light, special

Cost: 5 gp

Weight: 1 lb

Spike Fist. When you hit with an attack with this weapon that had advantage, its damage increases to 2d4 piercing damage.

NEW FEAT: SPIKE FIST BRUTALIST

You've mastered the underhanded tactics necessary to brutalize your foes with spike fists, granting you the following benefits:

- Increase your Strength by 1, to a maximum of 20, or gain proficiency with spike fists.
- Attacks you make with spike fists deal 1d6 piercing damage or 2d6 piercing damage if they have advantage.
- When you make a spike fist attack with advantage, you can forgo advantage for that roll to increase the damage you deal to 4d6 piercing damage if you hit.



#10: RATFOLK WARLORDS

Though ratfolk aren't known for their valor or powers of leadership, those that rise to the top of their martial hierarchy possess an underhanded ferocity that can't be denied. These warlords combine martial skill, devious tactics, and the ability to rally their otherwise cowardly kin, making them foes that are underestimated all too often. Even when a ratfolk force appears to be routing, one rallying cry from their warlord can turn them from a fleeing army to one that's quickly overwhelming their overconfident enemies.

When engaging enemies, ratfolk warlords can utilize an array of weaponry, though brutal spike fists are among their most favored tools. They never fight fair and often use feinting tactics, fleeing from enemies who appear to have a strong position and striking back at them the moment they show weakness. These strategies also serve to distract and draw out their foes, allowing their minions to surround and swarm the now vulnerable targets.



RATFOLK WARLORD

Medium humanoid, chaotic evil

Armor Class 18 (plate)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Str +7, Dex +6, Con +7, Int +6

Skills Athletics +7, Deception +7, Intimidation +7, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Undercommon

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Crevice Crawler. The ratfolk can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Smell. The ratfolk has advantage on Wisdom (Perception) checks that rely on smell.

Dirty Tactics (1/turn). The ratfolk deals an extra 17 (5d6) damage when it hits a target with a melee weapon attack and has advantage on the attack roll.

Overwhelming Mass (3). The first time each turn that the ratfolk hits a creature with an attack, it deals an extra 3 damage per ally it has within 5 feet of its target that isn't incapacitated. The ratfolk can benefit from up to 3 allies this way.

Tactical Wit. The ratfolk gains a +3 bonus to initiative.

Actions

Multiaction The ratfolk makes three attacks, it can replace one of its attack with a Rat Rally.

Spike Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage or, if the ratfolk had advantage on the attack roll, 14 (3d6 + 4) piercing damage.

Warlord's Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Rat Rally. The frightened condition caused by the Scurry Away feature ends on each other rat or ratfolk within 120 ft. of the warlord that can see or hear it, and its actions are no longer restricted to the dash, disengage, dodge, or hide actions on its next turn. Ratfolk Warlord can take this action while it is frightened by the Scurry Away feature.

Reactions

Scurry Away. When an enemy the ratfolk can see ends its turn, the ratfolk can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the ratfolk can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.

#11: WARPSTONE TOKENS

The stone these tokens are made from is pure chaos magic given form. These warpstone tokens radiate eldritch power and those seeking to replenish their magical reserves may be desperate or foolish enough to devour the tokens to absorb this power. Most spellcasters won't risk utilizing such unstable forms of power, but many ratfolk find the risks to be well worth the reward. Some ratfolk communities even use warpstone tokens as a form of currency, and powerful ratfolk mages hoard them for use in situations where their magical abilities are being pushed to their limits.

WARPSTONE TOKEN

Wonderous item, rare

While in possession of one or more warpstone tokens, you can use an action to eat any number of tokens to regain one expended spell slot of your choice. If the expended slot level is higher than the number of tokens eaten, the new slot level is equal to the number of tokens eaten. You must then succeed on a Constitution saving throw, taking an amount of necrotic damage based on the number of tokens eaten on a failed save, or half as much damage on a successful one. Your hit point maximum is reduced by an amount equal to the damage taken. This damage and hit point maximum reduction can't be reduced or prevented in any way except by succeeding on the saving throw, and it lasts until you finish a long rest.

The amount of necrotic damage taken and DC of the saving throw depend on the number of tokens eaten, as shown in the Warpstone Token Table below.

WARPSTONE TOKEN TABLE

Number of Tokens	Save DC	Damage
1	13	2d6
2	14	4d6
3	16	6d6
4	17	7d6
5	19	9d6
6	22	12d6
7	23	13d6
8	24	14d6
9	27	17d6



#12: GREY SEERS

These eldritch ratfolk are born with grey or white fur and small horns that set them apart from their kin and mark them for a path of arcane greatness. They are trained to be grey seers, the spiritual leaders of ratfolk society who serve as messengers for their verminous god. This position of divine authority allows grey seers to remain somewhat above the petty machinations and power plays of other ratfolk, and even powerful warlords are weary of incurring the ire of a grey seer.

The favor of the rat god is made evident through the grey seer's devastating magical abilities. Using their ruinous magic, these ratfolk can conjure blasts of elemental magic, summon massive rat tides, or drive their allies into self-destructive battle frenzies. They are also notoriously difficult to pin down in combat, able to scurry just out of reach before unleashing their destructive magic. The protection of the rat god is ever-present, and even those able to make seemingly accurate attacks against a grey seer will often find their strikes suddenly veer off course, or their spells lose potency just as they reach their target.



RATFOLK GREY SEER

Medium humanoid, chaotic evil

Armor Class 15 (studded leather)

Hit Points 170 (20d8+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Con +8, Int +9, Wis +8, Cha +10

Skills Arcana +8, Deception +9, Insight +7, Religion +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Undercommon

Challenge 13 (5,900 XP)

Proficiency Bonus +5

Crevice Crawler. The ratfolk can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Smell. The ratfolk has advantage on Wisdom (Perception) checks that rely on smell.

Favor of the Rat God (3/Day). If the ratfolk fails a saving throw or an attack roll is made against it and hits, it can roll 3d8 and add or subtract the number from the total roll, possibly changing the outcome.

Overwhelming Mass (5). The first time each turn that the ratfolk hits a creature with an attack, it deals an extra 5 damage per ally it has within 5 feet of its target that isn't incapacitated. The ratfolk can benefit from up to 3 allies this way.

Warp Staff. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 27 (6d8) lightning damage, and the target can't take reactions until the start of its next turn.

Lightning Strike. Ranged Spell Attack: +10 to hit, range 120 feet, one target. Hit: 45 (10d8) lightning damage.

Spellcasting. The ratfolk casts one of the following spells, requiring no components and using Charisma as its spellcasting ability spell (spell save DC 18, +10 to hit with spell attacks):

At will: *guidance, mage hand, message, thaumaturgy*

2/day each: *control winds, death frenzy** (6th-level version), *fireball*

1/day each: *chain lightning, commune, fissure*, scrying*

Vermintide (1/Day). Three **rat tides** (stat block at end of document) appear in unoccupied spaces within 60 feet of the ratfolk and remain for 10 minutes or until destroyed or the ratfolk dies. The rat tides have their own turns but use the ratfolk's initiative and take their turns immediately after the ratfolk.

Reactions

Scurry Away. When an enemy the ratfolk can see ends its turn, the ratfolk can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the ratfolk can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.

*New spells listed at end of document

Actions



#13 VERMIN LORDS

These demonic rat beings serve as the avatars of their verminous demon lord. They tower above mortals, their twisted forms a mixture of rat, human, and fiendish features. Their heads are topped with mighty horns, and the flesh peels away from their rat-like skulls, revealing bone etched with demonic sigils. Their long, muscular limbs can wield massive weaponry, yet they are dexterous and nimble with their movements, able to dash across the battle and swiftly dismember foes in the blink of an eye. When not taking action, vermin lords are intensely twitchy and prone to pacing about with a rat-like restlessness.

Mortal ratfolk regard vermin lords with a mixture of fear and reverence. They only summon these terrifying demons in the most significant of situations, such as when the machinations of their demon lord are in play. Vermin lords always hold the highest position of authority amongst ratfolk, who show them grudging subservience. As instruments of their demon lord's will, they serve to guide his mortal pawns and ensure his schemes come to pass.

Vermin lords come in different variants, and the type of demon to step into the mortal world depends on its summoners and the needs of its verminous demon lord.

VERMIN LORD CORRUPTER

Vermin Lord Corrupter These pestilent demons represent the virulent diseases unleashed into the world by their demonic rat lord. They are magical maladies shaped into a fiendish rat form, and where ever they roam, they leave plagues in their wake. They are most often summoned by those ratfolk who revel in disease and spreading sickness, and these vermin lords consider it their sacred duty to spread their master's diseases across the mortal realm.

In combat, vermin lord corrupters unleash a slew of pestilent magics capable of rotting away most foes before they can even reach the demon. Those who attempt to engage it in melee combat will find themselves assaulted by waves of biting parasites whittling away their vitality. The vermin lord will then summon a pair of sickle blades to quickly dispatch its weakened and rotting enemies in short order.



VERMIN LORD CORRUPTOR

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 287 (23d12+138)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	22 (+6)	18 (+4)	22 (+6)	18 (+4)

Saving Throws Str +10, Con +11, Wis +11, Cha +10
Skills Athletics +10, Deception +14, Perception +11,

Intimidation +14, Nature +14

Damage Immunities poison, necrotic

Condition Immunities blinded, poisoned

Senses blindsight 60 ft., darkvision 300 ft., truesight 120 ft., passive Perception 21

Languages all, telepathy 300 ft.

Challenge 16 (13,000 XP) **Proficiency Bonus** +5

Crevice Crawler. The vermin lord can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Hearing and Smell. The vermin lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Living Plague. The vermin lord is immune to diseases, and if it is targeted by a spell or effect that cures disease, such as Lay on Hands or lesser restoration, it takes 20 radiant damage.

Overwhelming Mass (5). The first time each turn that the vermin lord hits a creature with an attack, it deals an extra 5 damage per ally it has within 5 feet of its target that isn't incapacitated. The vermin lord can benefit from up to 3 allies this way.

Vermin Could. Parasitic creatures swarm around the vermin lord in a 15-foot area around it. This area is difficult terrain for other creatures, and creatures in the area have half cover from effects and attacks originating from outside the area. Any creature that ends its turn in the area takes 9 (2d8) poison damage.

Actions

Multiattack. The vermin lord makes three attacks.

Plaguereapers. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (3d4 + 6) slashing damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or become infected by a disease of the vermin lord's choice described by the *contagion* spell. If the target is already infected this way and fails this saving throw, it also counts as a failed save against its ongoing disease.

Prehensile Tail. *Melee Weapon Attack:* +11 to hit, reach 25 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage. If the target is Large or smaller, the vermin lord may push or pull it up to 15 feet away from or towards itself.

Spellcasting. The vermin lord casts one of the following spells, requiring no components and using Wisdom as its spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At will: *dispel magic* (5th level), *stream of corruption**
3/day each: *inflict rot**, *stinking cloud*
1/day each: *cloudkill*, *insect plague*

Bonus Actions

Pestilent Breath. The vermin lord casts *stream of corruption*

*New spells listed at end of document

VERMIN LORD DECEIVER

These devious demons represent their demonic rat lord's cunning and duplicitous nature. They are shadowy fiends whose size and power belies the stealth and subtlety with which they can move and act, always lurking out of sight until an opportunity presents itself. Vermin lord deceivers are summoned when subtlety and guile are needed rather than conspicuous displays of force, and these cunning fiends manipulate enemy and ally alike to facilitate the schemes of their demon lord. They are most commonly served by assassin clans of ratfolk, and are supreme assassins themselves, able to stalk and slay even the most formidable and well-guarded of targets before disappearing into the shadows.

VERMIN LORD DECEIVER

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 220 (21d12+84)

Speed 80 ft., climb 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	18 (+4)	20 (+5)	22 (+6)	20 (+5)

Saving Throws Dex +12, Con +10, Int +11, Wis +12

Skills Acrobatics +18, Deception +17, Insight +18, Perception +12, Sleight of Hand +12, Stealth +18

Damage Immunities poison, psychic

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 300 ft., truesight 120 ft., passive Perception 22

Languages all, telepathy 300 ft.

Challenge 18 (18,000 XP) **Proficiency Bonus** +6

Avoidance. If the vermin lord is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Crevise Crawler. The vermin lord can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Hearing and Smell. The vermin lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Freedom of Movement. The vermin lord ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Overwhelming Mass (6). The first time each turn that the vermin lord hits a creature with an attack, it deals an extra 6 damage per ally it has within 5 feet of its target that isn't incapacitated. The vermin lord can benefit from up to 3 allies this way.

In combat, vermin lord deceivers utilize stealth and misdirection to attack from unexpected directions and prevent enemies from surrounding them. They prefer to attack from a distance, utilizing a massive throwing star capable of cutting a swath through armored soldiers before flying back into the demon's claws. When engaging in melee combat, the vermin lord utilizes its deadly warpstiletto, a massive dagger the length of a man and capable of piercing through shield and armor alike.

Shrouded in Darkness. While in darkness, vermin lord is invisible to any creature that relies on darkvision to see it in that darkness.

Spider Climb. The vermin lord can climb difficult surfaces, including upside down on ceilings while leaving its hands free, without needing to make an ability check.

Actions

Multiattack. The vermin lord makes three attacks.

Doom Star. *Ranged Weapon Attack:* +12 to hit, range 60/120 ft., one target. *Hit:* 13 (3d4 + 6) piercing damage. If the attack had advantage and the target is a creature, it must succeed on a DC 20 Constitution saving throw or be blinded until the end of the turn.

Prehensile Tail. *Melee Weapon Attack:* +12 to hit, reach 25 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage. If the target is Large or smaller, the vermin lord may push or pull it up to 15 feet away from or towards itself.

Warpstiletto. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage plus 14 (4d6) psychic damage if the target can't see the vermin lord. The target must then make a DC 20 Constitution, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. The poison damage ignores immunity and resistance if the creature is in darkness.

Spellcasting. The vermin lord casts one of the following spells, requiring no components and using Wisdom as its spellcasting ability (spell save DC 20, +12 to hit with spell attacks):

At will: *dispel magic* (7th level), *silence*, *smoke shroud**
3/day each: *major image*
1/day each: *mislead*, *steel wind strike***

Reactions

Uncanny Dodge. The vermin lord halves the damage that it takes from an attack that hits it. The vermin lord must be able to see the attacker

*New spells listed at end of document

**Spell found in *Xanathar's Guide to Everything*

VERMIN LORD WARBRINGER

These brutal demons represent their demonic rat lord's arrogance and ferocity. They are the most common and most warlike of the vermin lords. Their awe-inspiring presence rallies the normally cowardly ratfolk and drives them into battle with bloody-minded ferocity. Warbringers revel in their effect on others, making dramatic entrances whenever possible and striking majestic poses before their followers.

In battle, vermin lord warbringers will often initially lead from the back, driving their minions into the fray. When it comes time for them to join combat, they wield mighty war glaives capable of cleaving through swaths of enemy soldiers. Should the vermin lord fight a powerful foe, they will utilize a brutal spike-fist capable of inflicting horrendous wounds. These weapons are also useful for delivering underhanded strikes against already overwhelmed enemies. Regardless of the circumstances, when a warbringer slays a foe, it is always sure to do it in the most dramatic and gory way possible, leaving minions struck with awe and foes struck with terror.



VERMIN LORD WARBRINGER

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 287 (23d12+138)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	22 (+6)	20 (+5)	18 (+4)	20 (+5)	22 (+6)

Saving Throws Str +10, Dex 11, Con +10, Cha +11

Skills Athletics +16, Acrobatics +17, Deception +17, Perception +11, Performance 17, Intimidation 17

Damage Immunities poison, lightning

Condition Immunities blinded, poisoned

Senses blindsight 60 ft., darkvision 300 ft., truesight 120 ft., passive Perception 21

Languages all, telepathy 300 ft.

Challenge 17 (15,000 XP) **Proficiency Bonus** +6

Crevice Crawler. The vermin lord can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Hearing and Smell. The vermin lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Overwhelming Mass (6). The first time each turn that the vermin lord hits a creature with an attack, it deals an extra 5 damage per ally it has within 5 feet of its target that isn't incapacitated. The vermin lord can benefit from up to 3 allies this way.

Actions

Multattack. The vermin lord makes three attacks.

Doom Glaive. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 6) slashing damage.

Prehensile Tail. *Melee Weapon Attack:* +12 to hit, reach 25 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage. If the target is Large or smaller, the verminlord may push or pull it up to 15 feet away from or towards itself.

Spike-fist. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) piercing damage. If the target is a creature, it suffers a vicious wound.

Whenever a creature with a vicious wound takes piercing, slashing, or bludgeoning damage, it takes an additional 2 (1d4) necrotic damage for each vicious wound it has. The wounded creature can make a DC 20 Constitution saving throw at the end of each of its turns, ending the effect of all vicious wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 21 Wisdom (Medicine) check, ending the effect of all vicious wounds on itself on a success.

Summon Rat Pack Up to 5 **Monstrous rats** (stat block at end of document) appear in unoccupied spaces within 30 feet of the vermin lord and remain until destroyed. The rats have their own turns but use the vermin lord's initiative and take their turns immediately after the vermin lord. The verminlord can have up to 5 Monstrous rats summoned by this ability at a time.

Spellcasting. The vermin lord casts one of the following spells, requiring no components and using Charisma as its spellcasting ability (spell save DC 20):

At will: *death frenzy* (5th level)* *dispel magic* (6th level), *lightning bolt*

1/day: *earthquake*

Bonus Actions

Death Frenzy. The vermin lord casts *death frenzy**.

Reactions

Sucker Punch. Whenever a creature within 5 feet of the vermin lord is hit by an attack made by another creature, the vermin lord may make a spike-fist attack with advantage against the creature that was just hit.

*New spells listed at end of document

VERMIN LORD WARPSEER

These scheming demons represent their demonic rat lord's plotting and manipulative nature. While all vermin lords scheme, warpseers carry out plots within plots within plots. All their actions serve to advance the inscrutable and long reaching schemes of their verminous master, and the world's mortals are simply the tools through which they achieve their ends. They are most often summoned by other so-called "masterminds" among the ratfolk who serve the demonic rat god and require aid in carrying out his schemes.

Warpseers are aided in their plotting by the scryorbs they carry. These large crystal balls enable them to peer into a myriad of different futures and determine how each potential action can further their schemes.

VERMIN LORD WARPSEER

Huge fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 287 (25d12+125)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	22 (+6)	22 (+6)	22 (+6)

Saving Throws Con +11, Int +12, Wis +12, Cha +12

Skills Arcana +12, Deception +18, History +12, Insight +18, Perception +12, Religion +12

Damage Immunities lightning, poison, psychic

Condition Immunities blinded, poisoned

Senses blindsight 60 ft., darkvision 300 ft., truesight 120 ft., passive Perception 22

Languages all, telepathy 300 ft.

Challenge 19 (20,000 XP) **Proficiency Bonus** +6

Crevice Crawler. The vermin lord can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Hearing and Smell. The vermin lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Scry-orb. The vermin lord can perform a 1-hour ceremony to create a scry-orb from nothingness. This ceremony can be performed during a short or long rest, and any previous scry-orb is destroyed if it still exists. The scry-orb vanishes when the vermin lord dies. The scry-orb is a magic item, and while the vermin lord holds it, it is under the effects of the *foresight* spell. The scry-orb can be attacked while the vermin lord is holding it. It has AC 16 and 90 hit points and is immune to poison and psychic damage. Attacks against it have disadvantage if they are made from more than 5 feet away.

Overwhelming Mass (6). The first time each turn that the vermin lord hits a creature with an attack, it deals an extra 5 damage per ally it has within 5 feet of its target that isn't incapacitated. The vermin lord can benefit from up to 3 allies this way.

In dire circumstances, the warpseer can shatter the scryorb, unleashing all its mind-shattering knowledge at once. Creatures caught in its proximity will have their psyches torn apart as they are overwhelmed by the near-infinite possibilities they are suddenly exposed to.

However, these mighty fiends are rarely pushed to use such measures, for they wield arcane power beyond even their other vermin lord kin. While all vermin lords can channel magic, warpseers alone are capable of calling down bolts of arching lightning, hurling balls of fire, and unleashing earthquakes capable of leveling settlements.

Warpstorm. Whenever the vermin lord calls down lightning with the *call lightning* spell, it first creates another storm cloud centered on a point it can see within 60 feet of it. It then calls down a bolt of lightning from each cloud it has created. A creature can only be damaged by a single bolt at a time. All clouds disappear when the spell ends.

Actions

Multiaction. The vermin lord makes three attacks.

Doom Glaive. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 25 (3d12 + 5) slashing damage.

Prehensile Tail. *Melee Weapon Attack:* +11 to hit, reach 25 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage. If the target is Large or smaller, the verminlord may push or pull it up to 15 feet away from or towards itself.

Shatter Scry-orb. The vermin lord throws its scry-orb at a point within 90 feet of it, causing it to shatter and unleash horrifying visions. Each creature within 30 feet of that point must make a DC 20 Wisdom saving throw, taking 55 (10d10) psychic damage and becoming blinded on a failed save, or half as much damage and not being blinded on a successful one. A creature blinded this way repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

Summon Rat Tide. Up to 3 **rat tides** (stat block at end of document) appear in unoccupied spaces within 30 feet of the vermin lord and remain until destroyed. The rat tides have their own turns but use the vermin lord's initiative and take their turns immediately after the vermin lord. The vermin lord can have up to 3 rat tides summoned by this ability at a time.

Spellcasting. The vermin lord casts one of the following spells, requiring no components and using Intelligence as its spellcasting ability (spell save DC 20):

At will: *call lightning* (5th level), *fireball*, *dispel magic* (8th level)

3/day each: *counterspell*, *stinking cloud*, *clairvoyance*, 1/day each: *earthquake*, *scrying* (requires its scry-orb)

Bonus Actions

Master of Lightning. The vermin lord casts *call lightning* or calls down lighting from a *call lightning* spell it is currently concentrating on.

VERMIN LORDS IN YOUR ADVENTURES

The following table provides you with some ways you can incorporate different types of vermin lords into your adventures.

VERMIN LORD ADVENTURES

d8

Plot Hook

- 1 A haughty and affluent noble thinking himself above the need to honor the gods has earned their ire in the form of a **vermin lord corruptor** who now unleashes waves of plagues and monstrous rats across his lands.
- 2 Multiple riverways are becoming corrupt and leaving thousands sickened. All the riverways lead back to the same brackish lake where a **vermin lord corruptor** amasses power.
- 3 Powerful religious figures are being assassinated by a **vermin lord deceiver** who desecrates their shrines and temples with tributes to its demonic rat lord.
- 4 A clan of ratfolk assassins, led by a **vermin lord deceiver**, are carrying out a series of sabotages and assassinations designed to spark a war between several city-states.
- 5 A knight asks the players for aid in reclaiming his homeland, which has been overrun with verminous ratfolk led by a brutal **vermin lord warbringer**.
- 6 A **vermin lord warbringer** is traveling from one ratfolk clan to another and subjecting each of their warlords. Should it carry out its mission, it will be in command of a near-unstoppable verminous army.
- 7 The players find a strange talisman which sometimes grants them visions of nearby monsters and potential treasures to be had. Little do they know it was planted for them to find by a **vermin lord warpseer** who is manipulating their actions to further its schemes.
- 8 A criminal organization once ruled by a beholder has been taken over by a **vermin lord warpseer** who now leads the criminals as their de facto demon rat kingpin.

ART CREDIT

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NEW SPELLS

DEATH FRENZY

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V S M (A sharp tooth)

Duration: Concentration, Up to 1 minute

Classes: Bard, Sorcerer, Warlock

You send a creature into Frenzy the push the creature to its limits. Choose a willing creature that you can see within range. Until the spell ends, The creature takes 1d10 necrotic damage at the start of each of its turns and has advantage on weapon and unarmed strike attack rolls until the turn ends. This damage can't be reduced or prevented in any way.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target on additional creature for each slot level above 2nd. The creatures must be within 30 feet of each other when you target them.

FISSURE

6th-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S,

Duration: Instantaneous

Classes: Druid

You strike a non-magical surface, causing a fissure to erupt out from you and split it down a line up to 60 feet long. The fissure opens up to 20 feet wide and 40 feet deep. If the ground is not deep enough to accommodate the fissure, the ground opens up to whatever lies beneath.

A creature standing in the area of the fissure must succeed on a Dexterity saving throw or fall prone and into the fissure. Creatures that succeed on the save move to the edge of the fissure and may choose which side it moves to.

The fissure deals 50 bludgeoning damage to any structure it comes in contact with it when it appears. The fissure lasts indefinitely, and the ground within it is difficult terrain.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can increase the length by 20 feet and its depth by 10 feet for each slot level above 6th.

INFILCT ROT

4th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Classes: Druid, Cleric, Warlock

Make a melee spell attack against a creature you can reach. On a hit, it takes 3d10 necrotic damage and is afflicted with a disease that lasts until the spell ends.

A creature afflicted by this disease takes 3d10 necrotic damage at the end of each of its turns and must then make a Constitution saving throw, ending the disease on a success.

If a diseased creature drops to 0 hit points before this spell ends, you can end the disease on the creature and cause it to unleash a wave of rot. Each creature of your choice that you can see within 30 feet of it must make a Constitution saving throw, taking 3d10 necrotic damage on a failed save or half as much damage on a successful one. You may choose to have one of the creatures that failed the saving throw become infected with the same disease, which lasts for the remainder of the spell's duration.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, each time it would deal damage, it deals an additional 1d10 necrotic damage for each slot level above 4th.

SMOKE SHROUD

3rd-level transmutation

Casting Time: bonus action

Range: Self

Components: S M (A pitch of ash)

Duration: 1 round

Classes: Bard, Ranger

A 20-foot-radius sphere of smoke appears centered on yourself. It lasts until the end of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it, you may then move up to 60 feet and you do not provoke opportunity attacks.

STREAM OF CORRUPTION

2nd-level evocation

Casting Time: 1 action

Range: Self (30-foot cone) or 100 feet

Components: S, M (a vial of meltwater)

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

Bile spews forth from you in a 30-foot cone. Each creature in that area must make a Constitution saving throw. A creature takes 3d8 necrotic damage on a failed save, or half as much damage on a successful one.

When you cast this spell, you may instead choose a creature within 100 feet of you that you can see and force it to make a Constitution saving throw. On failed save, it takes 3d8 necrotic damage, and you may cause the cone of bile described above to spew forth from the creature in the direction you choose. On a successful save, a creature takes half as much damage and does not spew bile.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, increase the necrotic damage dealt to targeted creatures and creatures in the area of the cone of bile by 1d8 for each slot level above 2nd.

NEW CREATURES

RAT, MONSTROUS

Medium beast, unaligned

Armor Class 12

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	4 (-3)	12 (+1)	4 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

Crevice Crawler. The rat can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Overwhelming Mass (2). The first time each turn that the rat hits a creature with an attack, it deals an extra 2 damage per ally it has within 5 feet of its target that isn't incapacitated. The rat can benefit from up to 3 allies this way.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Reactions

Scurry Away. When an enemy the rat can see ends its turn, the rat can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the rat can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.

RAT TIDE

Large swarm of tiny beasts, unaligned

Armor Class 10

Hit Points 72 (16d10-16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (0)	9 (-1)	4 (-3)	12 (+1)	4 (-3)

Skills Perception +3

Damage Resistance bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Overwhelming Mass (2). The first time each turn that the swarm hits a creature with a weapon attack, it deals an extra 2 damage per each ally within 5 feet of the target that isn't incapacitated, up to a maximum of 6 extra damage.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiaattack The swarm makes two attacks or one attack if the swarm has half of its hit points or fewer.

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (3d6) piercing damage.

Reactions

Scurry Away. When an enemy the swarm can see ends its turn, the swarm can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the swarm can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.