



RATFOLK

These devious and opportunistic humanoids scurry within the shadowy recesses of other civilizations, where they scheme ways to advance themselves and bring ruin upon their hated enemies. And the enemies of a ratfolk are many, for most other humanoids view them with fear and disdain. Thus, ratfolk live hidden within swamps, caves, sewers, or the ruins of other humanoids. From here, there can launch raids into the territory of other races to take whatever they need to survive.

Some ratfolk find it in their best interest to bargain with and even form alliances with other races. These alliances are almost always created out of a sense of survivalist pragmatism, and most ratfolk won't hesitate to cast them aside once they are no longer of use.

NIMBLE AND DEVIOUS

Though ratfolk possess natural agility and a vicious bite, they don't typically confront their foes head-on. Their smaller frames and lack of resources have made ratfolk accustomed to fighting at a disadvantage. As such, ratfolk rarely believe in fighting fair. They are twitchy and quick to scurry away if they perceive themselves in a losing fight.

Skilled ratfolk can use this natural tendency to their advantage as they whittle enemies down with hit and run tactics. Ratfolk also become more confident when attacking in numbers and quickly become more vicious when they are part of a swarm overwhelming their foes.

If worst comes to worst and they are forced to flee, ratfolk can quickly squeeze their way into tight crevices to escape attackers. This ability also gives them a substantial combat advantage when fighting in their claustrophobic underground homes, where they can pop from hidden alcoves to attack unsuspecting intruders.

BRINGERS OF PLAGUE AND RUIN

Most ratfolk live brutal lives in which pure survival is prioritized above all else. The idea of shunning a source of power out of fear of corruption or avoiding tactics because they are dishonorable is absurd to them. As such, ratfolk are known to be masters of many powers and abilities other races consider sinister. Many ratfolk become deadly assassins, some possessing a supernatural mastery of their wicked craft. Others tap into the notoriety of rats for swarming through civilization and spreading plagues. These ratfolk may become carriers for terrible diseases which they can inflict upon their victims, or they may learn to command swarms of other vermin to overwhelm their foes. Even ratfolk who pursue power through more conventional martial means utilize fear and underhanded tactics to obtain that power.

ART CREDIT

- Ashcoat of the Shadow Swarm - Christina Kraus, Wizards of the Coast

CHIEFTAINS

These ratfolk occupy some of the highest positions of authority within their society. Chieftans are accomplished warriors and commanders who often command smaller groups of ratfolk within a clan. They usually answer to a more powerful warlord who may have several chieftains at his command. Though they must obey their commander without question, chieftains usually rule their given domain with absolute authority and are quick to quash any potential usurpers. By the same token, chieftains usually eye the position of warlord with envy, and those who are bold and opportunistic enough will eventually make a bid for greater power.

In combat, chieftains command other ratfolk much in the same way as their warlord superiors. Their elite training, equipment, and resolve make them difficult to defeat, and their commanding presence keeps other ratfolk from routing as easily. As such, chieftains are often put in command of strike forces charged with dangerous missions that require higher levels of bravery than ratfolk are typically inclined to provide.

ART CREDIT

- Wererat, D&D 2e - Wizards of the Coast
- Plains, M12 - Howard Lyon, Wizards of the Coast



RATFOLK CHIEFTAIN

Medium humanoid, chaotic evil

Armor Class 17 (splint)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

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

Saving Throws Str +6, Dex +5, Con +6, Int +5

Skills Athletics +6, Deception +5, Intimidation +6, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Undercommon

Challenge 5 (1,800 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.

Dirty Tactics (1/turn). The ratfolk deals an extra 10 (3d6) damage when it hits a target with a melee weapon attack and has advantage on the attack roll.

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

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 +2 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:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage or, if the ratfolk had advantage on the attack roll, 10 (2d6 + 3) piercing damage.

Chieftain's Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) 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 chieftain 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. The ratfolk chieftain 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.

CLAN RATS

Ratfolk are a prolific, though short-lived, race. They rarely want for numbers, though few of their kind have the opportunity to develop specialized skills. In battle, ratfolk clans leverage the quantity-over-quality approach of their race to field overwhelming numbers of otherwise unremarkable troops. All healthy ratfolk are equipped with basic weapons and armor and given enough rudimentary training to put it to use. These clan rats then utilize their overwhelming mass to break enemy fighters they would otherwise be unable to defeat in a one-on-one fight.

Clan rats are called such because they are most often the core fighting force of a given ratfolk clan. However, clan rat is a broad term, and any healthy but otherwise unremarkable ratfolk with some weapon proficiency and battle gear could be referred to as a clan rat.

VOLCANIC SLASHERS

Some ratfolk clans make their underground homes in volcanic regions. They quickly learn how to utilize their fiery environment to their advantage, burrowing their homes around magma chambers that provide molten rock, useful for defending their lair with lava traps. The magma also proves useful for forging equipment, and ratfolk of these clans learn to imbue all their weapons with fiery properties.

The warriors of these clans also prove to be much harder and heat resilient, as those lacking these qualities don't last long within their volcanic homes. Known as volcanic slashers, these specialty clan rats combine their high fortitude with flaming weapons to burn their way across the battlefield.

ART CREDIT

- Nezumi Shadow-Watcher, Pete Venters, Wizards of the Coast
- Seismic Mountain, Piotr Dura, Wizards of the Coast



RATFOLK CLAN RAT

Medium humanoid (ratfolk), chaotic evil

Armor Class 16 (hide, shield)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (0)	10 (0)	10 (0)	8 (-1)

Skills Acrobatics +4, Deception +1, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Undercommon

Challenge 1/4 (50 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.

Actions

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, reach 30/120 ft., one target. *Hit:* 4 (1d4 + 2) piercing 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.



RATFOLK VOLCANIC SLASHER

Medium humanoid (ratfolk), chaotic evil

Armor Class 16 (hide, shield)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	10 (0)	10 (0)	8 (-1)

Skills Acrobatics +4, Deception +1, Stealth +4

Damage Resistance fire

Senses darkvision 60 ft., passive Perception 10

Languages Common, Undercommon

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Burning Weapons Weapon attacks from the ratfolk deal an extra 3(1d6) fire damage (included in the attack).

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.

Actions

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage plus 3(1d6) fire damage.

Sling. *Ranged Weapon Attack:* +4 to hit, reach 30/120 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3(1d6) fire 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.

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 and, by proxy, its rat god.

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.

ART CREDIT

- Nighteyes the Desecrator -
Jim Nelson, Wizards of the Coast



RATFOLK GREY SEER

Medium humanoid (ratfolk), 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.

Actions

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

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.

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** (found on next page) 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.

*Spell found in *Elemental Evil Player's Companion*

**New spell listed on next page

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

Multiattack 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.

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 a frenzy that pushes its body beyond its limits. Choose a willing creature you can see within range. Until the spell ends, it takes 1d10 necrotic damage at the start of each of its turns and has advantage on weapon and unarmed strike attack rolls until that 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 one additional creature for each slot level above 2nd. All 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.



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.

ART CREDIT

- Okiba-Gang Shinobi - Mark Zug, Wizards of the Coast

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.

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.

ART CREDIT

- Nezumi Cutthroat - Carl Critchlow,
Wizards of the Coast



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

Crevise 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

Multiattack 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.

PLAQUE 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.

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.

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.

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

Multiattack 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.

ART CREDIT

- Swamp, New Phyrexia - Lars Grant-West, Wizards of the Coast



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.

ART CREDIT

- Art Made with Midjourney



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

Multiaction 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.

RATFOLK SLAVES

These ratfolk represent the bottom rung of their society. Numerous and expendable, they are responsible for the lowliest and most dangerous tasks, from unskilled labor to grisly test subjects. Their low quality of life and hazardous duties make their lives mercifully short, and most ratfolk slaves accomplish little with the time they have.

In battle, other ratfolk use their slaves as canon fodder to bog down foes. Their expendable nature means other ratfolk have few qualms about giving them suicidal tasks, and ratfolk slaves are often subjected to friendly fire from the spells and artillery of their ratfolk “allies.”

Despite their frail nature and inferior physical abilities, these lowly ratfolk can be quite ferocious when they feel they have the upper hand. They relish the opportunity to be tormenters rather than the tormented and will utilize every underhanded tactic available to them. However, these ratfolk are cowards among a race known for cowardice, and the moment the fight turns against them, they are prone to scurry away. Ratfolk slaves who die a coward's death are liable to get one last spiteful bite in as recompense for a short, meaningless life of fear and pain.

ART CREDIT

- Nezumi Shortfang - Daren Bader,
Wizards of the Coast



RATFOLK SLAVE

Medium humanoid (ratfolk), chaotic evil

Armor Class 10

Hit Points 7 (2d8-2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	8 (-1)	8 (-1)	8 (-1)	8 (-1)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Undercommon

Challenge 1/8 (25 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.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Sling. *Ranged Weapon Attack:* +2 to hit, reach 30/120 ft., one target. *Hit:* 2 (1d4) piercing damage.

Reactions

Cornered Rat. When the ratfolk is reduced to 0 hit points, and it took the Dash, Disengage, Dodge, or Hide action on its last turn, it makes a bite attack against a creature within 5 feet of it with advantage, dealing an extra 2 (1d4) damage on hit.

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.

STORM VERMIN

These ratfolk soldiers are the most massive and elite of their kind. Future storm vermin are identified at a young age by their clan as their size, aggressiveness, and dark fur easily distinguish them from the rest of their litter. They are then raised via brutal training regiments designed to shape them into elite warriors. Packs of storm vermin are given the best equipment in the clan and go on to serve as heavy infantry and personal retinues for powerful ratfolk commanders.

In combat, storm vermin are less prone to the cowardice of most rat folk soldiers. Their higher resolve and heavy armor allow them to hold the line against enemy combatants, and their size, training, and deadly weaponry allow them to cut a swath through most ordinary soldiers. Thus, storm vermin are often charged with protecting critical locations and individuals or leading rallying charges against particularly imposing foes.

RATFOLK STORM VERMIN

Medium humanoid (ratfolk), chaotic evil

Armor Class 16 (chain mail)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Athletics +5, Deception +3, Perception +3

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.

Actions

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, or if the ratfolk is more than 5 feet away from the target, it may move 5 feet closer to the target and deal 14 (2d10 + 3) slashing 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.



COUNCIL GUARD

These albino storm vermin are the most elite bodyguards in the ratfolk's under-empire. Though their origin is unknown, the council guard serve the most elite members of ratfolk society with an unquestioning loyalty almost alien to most ratfolk. No amount of bribery or coercion can shake a guard member's loyalty. They are even mute, thus preventing them from accidentally spilling any of their master's secrets.

In combat, these hulking warriors fight with many times the ferocity of an ordinary storm vermin. Their implacable natures mean they will fight to the death if necessary, and no amount of magic can charm or frighten them into submission.

ART CREDIT

- Nezumi Bladeblessor - Ilse Gort, Wizards of the Coast
- Watery Grave - Raymond Swanland, Wizards of the Coast

RATFOLK COUNCIL GUARD

Medium humanoid (ratfolk), lawful evil

Armor Class 17 (splint)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Int +3, Wis +5

Skills Athletics +6, Perception +7

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 17

Languages understands Common and Undercommon
but can't speak them

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Brute. A melee weapon deals one extra die of its damage when the ratfolk hits with it (included in the attack.)

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.

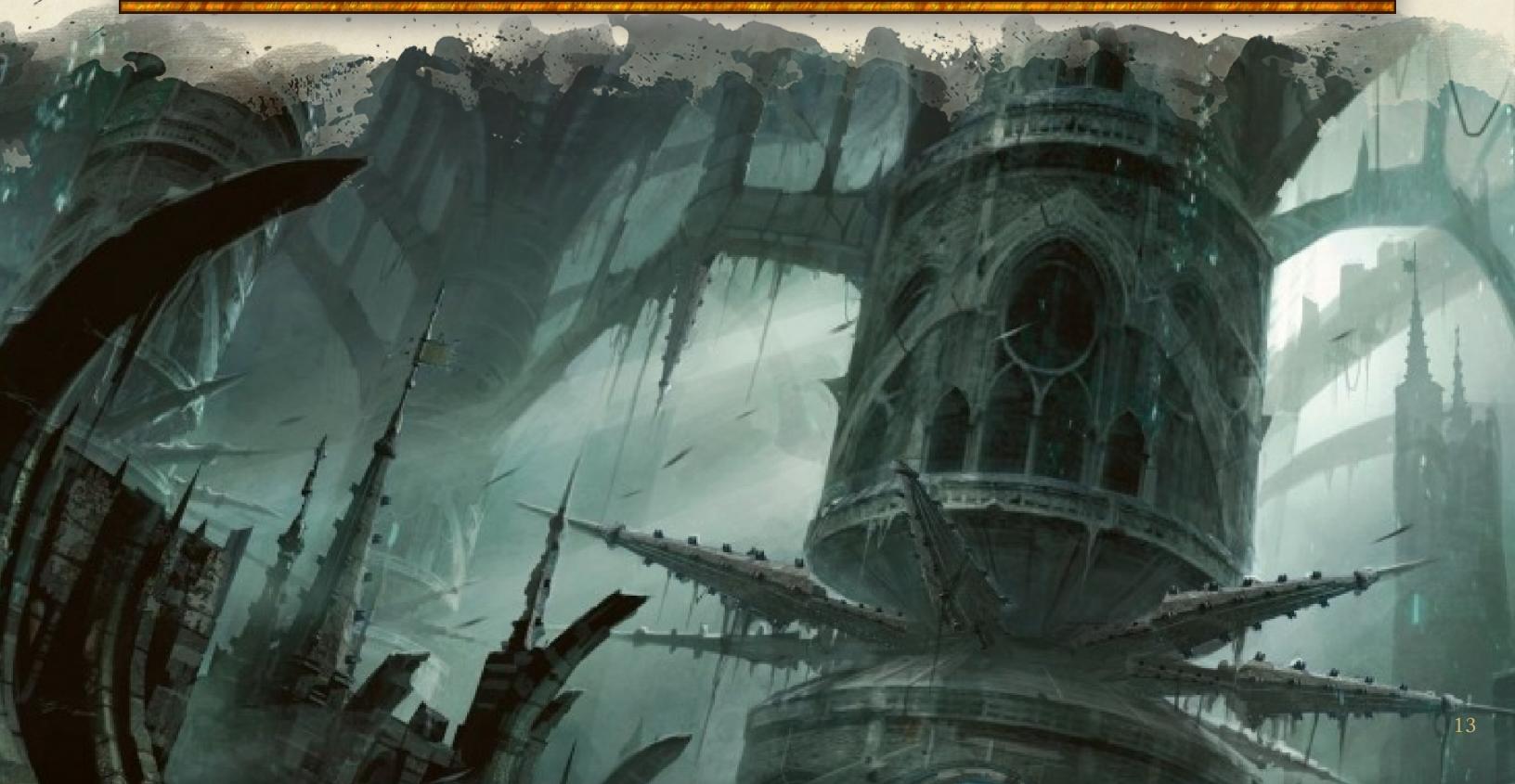
Overwhelming Mass (1). The first time each turn that the ratfolk hits a creature with an attack, it deals an extra 1 damage per ally it has within 5 feet of its target that isn't incapacitated. The ratfolk can benefit from up to 3 allies this way.

Actions

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or if the ratfolk is more than 5 feet away from the target, it may move 5 feet closer to the target and deal 20 (3d10 + 4) slashing damage.

Reactions

Scurry Towards. When an ally the ratfolk can see with a CR of 5 or higher uses its Scurry Away feature, the ratfolk can move up to half its speed towards the creature this ally is frightened of. This movement doesn't provoke opportunity attacks, and if the ratfolk is within 10 feet of the creature at the end of this movement, it may make a halberd attack against it.



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.

ART CREDIT

- Marrow-Gnawer - Wayne Reynolds,
Wizards of the Coast



RATFOLK WARLORD

Medium humanoid (ratfolk), 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. The 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.

CHANGE LOG

1.0.0

- Document release