

# RATFOLK

The great cities of the world overflow with filth; an endless tide of offal and excrement, of plague and corruption beyond the power of gods or mages to fully wash away.

The wretched ratfolk of the deep world are born to such horrors, revel and thrive amongst them, even cultivate them with the reckless avarice of those who value nothing that they have and everything that they lack, who would burn the world for a clawful of ashes.

## RATFOLK LORE

**Arcana DC 20:** Rat-magic or "Rattamancy" as it is sometimes wryly called, is a curious esoteric tradition practiced by some urban hedge-mages, focused on evoking the powers and virtues of those humble rodents.

Practitioners often claim to have had the secrets of the tradition whispered to them by rats, though such chicanerous claims are common to most forms of street-wizardry.

**Medicine DC 10:** Ratfolk are remarkably resistant to the effects of most diseases, a trait which unfortunately allows them to carry and spread a great many diseases from their filthy warrens to surface populations on their periodic excursions.

**Medicine DC 15:** These virulent plagues are horrid beyond belief and resistant to many traditional treatments; it has been suggested that the ratfolk may have some magical means of generating and enhancing them as a form of biological warfare, out of either spite or in service of some grander design.

**Religion DC 15:** The ratfolk of the Prime Material are far-flung descendants of the fiendish uridezu; though the creatures have shed many of their fiendish traits over countless generations, they still retain all their forebears' frothing malice and peculiar genius for melding artifice with the arcane.

## 1D20 RATFOLK NAMES

Ratfolk names feature short, choppy syllables with hard consonants, often reflecting some physical feature of the ratfolk or their virtues of subtlety, ambition, corruption and strength.

Surnames are relatively uncommon and generally aren't inherited, typically representing some achievement or position rather than a family relation.

#	Male	Female
1	Bigbilt	Abcess
2	Cacklaw	Caghag
3	Chokelik	Breekteet
4	Creekeet	Fibthik
5	Flit	Freesh
6	Kikit	Goreen
7	Merkfreek	Killseal
8	Oilrolk	Morpeep
9	Popeye	Motch
10	Queekrib	Mute
11	Ratmat	Pesteed
12	Ritrot	Seepreen
13	Ridicay	Siknip
14	Skeeb	Scarpate
15	Snitreek	Seermeat
16	Spitmeet	Sheev
17	Stritch	Triktrak
18	Toxhog	Weepteeth
19	Vermeer	Werp
20	Zeeg-Eep	Zipsnatch



WERERAT  
MAICHOL QUINTO



## RATFOLK TACTICS

Ratfolk invariably attack in numbers, with large numbers of cringers, ratclads, and clawpacks forming the bulk of forces even against very powerful enemies, and more arriving in waves as lurking burrowers gather their courage.

Breach vermin and havocbrutes are first through the breach, while stronger ratfolk such as plaguespeakers and ratling gunners wait until combat is joined to step into the open and make their own attack against a vulnerable foe.

If the fight seems to be going in their favor, several ratfolk will split off to begin looting mid-combat. They flee easily whenever a foe does something impressive, but return to attack again almost immediately, spreading and condensing in waves until they no longer outnumber the foe, at which point they invariably flee or surrender.

Those such as the Ratling Gunner and Screech-Thing with area-of-effect abilities aim to hit as many foes as possible with no regard to the safety of allies.

## RATFOLK PLAGUESPEAKER TACTICS

Ratfolk plaguespeakers move to the densest cluster of bodies to ensure they always have a target other than themselves to hit with their Plague-Censer's backswing, and to spread diseases with their Plague Vapors.

They use their Echoes of the Screaming Bell whenever they can affect one or more poisoned or diseased hostile creatures, or three or more healthy hostile creatures.

## RATFOLK HAVOCBRUTE

Havocbrutes nearly always attack the last creature to damage them, whether friend or foe, provoking opportunity attacks if necessary and using their Lunging Leap to reach them.

## DOOMWHEEL TACTICS

Doomwheels function best in dense urban environments and are deployed as large, attention-grabbing distractions to pull attention away from ratfolk infiltration teams.

They will often be primarily driven by one to two havocbrutes, with several other ratfolk riding within and on top of it, particularly those with ranged weaponry. Ratfolk on the doomwheel try to shove any enemies climbing onto it off.

## RATFOLK RATLING GUNNER TACTICS

Ratling gunners stay as far back as possible while catching at least three enemies in the cone of their multiattack, backing away if enemies approach and using their Spin Up each turn.

## RATFOLK SCREECH-THING TACTICS

Screech-Things attack as the ratfolk closest to them direct them, but use their Pain-Mad Screech at each opportunity regardless of tactical value, and make opportunity attacks at each opportunity against either friend or foe fleeing away from them.

If enemies begin climbing on them, they primarily attempt to remove them with their Wormtail Whip, following up with their Kill-Crash Strike if they are able to displace it and knock it prone.

## RATFOLK SOCIAL ENCOUNTERS

- A lich is half-heartedly terrorizing the surface-enemies of the ratfolk who stole its phylactery; if and when it can subdue and conscript a band of adventurers, it means to send them disguised into the ratfolk's den to recover the lost artifact.
- A ruinous plague is tearing through the highest echelons of society, leaving the lower classes mostly untouched and confounding even the most learned physicians. Though the nobility suspect ratfolk involvement, their desperation has driven them to send emissaries to the plaguemasters of the deepwarrens, offering an astounding fee for their aid in combating the disease.
- A vast astral chain-maelstrom is disrupting all planar travel until it passes, and those with a pressing need to traverse the multiverse in the meantime are left no choice but to negotiate passage by way of the ratfolk gnaw-ways, a strange form of planar travel which bypasses the interstitial planes entirely.
- A civil war rages among the ratfolk living beneath a surface city, leaving them easy prey for the warband of orogs advancing toward the sunlit realms; those of the surface city have resolved to send diplomats or infiltrators to help the unify the ratfolk in time to at least inconvenience the invading orogs, buying time for the surface-folk to bolster their defenses..

## 1d4 RATFOLK DISEASES

#	Disease	Symptoms	Effects
1	Creeping Scabrot	The creature's wounds refuse to fully heal, growing putrescent and gangrenous.	Whenever the creature regains hit points, its maximum hit points are reduced by 1d10. A creature whose maximum hit points are reduced to 0 in this way dies.
2	Dirgeplague	The creature appears hollow-eyed suffering debilitating chills and a dry, rattling cough.	Whenever the creature takes any cold or necrotic damage the creature is Dazed and Poisoned until the end of its next turn. Whenever it completes a Short or Long Rest, each other creature within 30 feet that rested with it must succeed on a DC 14 Constitution saving throw or be infected with Dirgeplague.
3	Frothjaw	The creature's eyes become bloodshot and its breathing labored, with flecks of foam forming around its mouth when agitated.	The creature can't add its proficiency bonus to attack rolls made with Martial Weapons, and any attacks it makes with Natural or Improvised Weapons deal an additional 1d4 points of damage. While it has fewer than 15 hit points, the creature becomes suicidally hostile to each creature it can see.
4	Toothpox	The creature's mouth and tongue develop weeping lesions and its teeth begin to grow uncontrollably.	Whenever the creature completes a Long Rest, it loses 1d4 unexpended hit dice and its incisors grow half an inch for each hit die lost in this way. The creature can wear away an inch of excess teeth with an hour spent gnawing stone or a similar material.

## RATFOLK CRINGER

*Small humanoid (ratfolk), chaotic evil*

**Armor Class** 11

**Hit Points** 7 (3d6 - 3)

**Speed** 30 ft., burrow 5 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	9 (-1)	12 (+1)	10 (+0)	9 (-1)

**Skills** Stealth +4

**Senses** Darkvision 30 ft., Passive Perception 10

**Languages** Ratfolk, Undercommon

**Challenge** M1 (40 XP)

**Quick Squeeze.** The ratfolk can move through any space larger than its skull without squeezing.

**Minion.** If the ratfolk takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the ratfolk takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

### Actions

**Ravenous Scrabble (Group Attack).** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

If three or more ratfolk contributed to this attack, the target has disadvantage on any opportunity attacks it makes this turn.

### Bonus Actions

**Scurry Away!** The ratfolk moves up to its speed directly away from the nearest hostile creature.

**Roleplaying Ratfolk.** Much as with other broadly antisocial, fast-growing humanoids such as goblins or kobolds, ratfolk consider life fairly cheap and don't shy away from bloodshed; ratfolk, however, are distinguished by an unshakeable confidence that each of them is quicker and stronger and cleverer than any of their companions.

While they know that any conflict involves a great many of their number dying, each ratfolk is individually certain that they will not be among the fallen, and is shocked to discover otherwise.

## RATFOLK RATCLAD

*Medium humanoid (ratfolk), chaotic evil*

**Armor Class** 14 (Rathide Armor)

**Hit Points** 13 (3d8)

**Speed** 30 ft., burrow 5 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	9 (-1)

**Skills** Perception +2, Stealth +4

**Senses** Darkvision 30 ft., Passive Perception 12

**Languages** Ratfolk, Undercommon

**Challenge** M3 (140 XP)

**Quick Squeeze.** The ratfolk can move through any space larger than its skull without squeezing.

**Minion.** If the ratfolk takes damage from an attack or as the result of a failed saving throw, its hit points are reduced to 0. If the ratfolk takes damage from another effect, it dies if the damage equals or exceeds its hit point maximum, otherwise it takes no damage.

### Actions

**Yellowed Bites (Group Attack).** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 piercing damage.

**Rust-Scrap Cutters (1/Day, Group Attack).** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 slashing damage.

If three or more ratfolk contributed to this attack, the target must succeed on a DC 12 Constitution saving throw or be infected with **Frothjaw**.

### Bonus Actions

**Scurry Away!** The ratfolk moves up to its speed directly away from the nearest hostile creature.



## RATFOLK BREACH VERMIN

Medium humanoid (ratfolk), chaotic evil

**Armor Class** 15 (Scavenged Junk)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft., burrow 5 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	12 (+1)	10 (+0)	9 (-1)

**Saving Throws** DEX +4, CON +4

**Skills** Perception +2, Stealth +4

**Senses** Darkvision 30 ft., Passive Perception 12

**Languages** Ratfolk, Undercommon

**Challenge** 1 (200 XP)

**Quick Squeeze.** The ratfolk can move through any space larger than its skull without squeezing.

**Breach-Sneak.** A creature that is Surprised by one or more breach vermin must succeed on a DC 12 Wisdom saving throw or be Frightened for the next minute (Save Ends at end of turn).

### Actions

**Multiattack.** The ratfolk makes two attacks, one of which can be with its Steal-Eater Gnaw.

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

**Makeshift Hackspear.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

On a roll of 1, the weapon breaks and the target takes half the attack's damage, then must succeed on a DC 12 Constitution saving throw or be infected with **Frothjaw**.

**Clawful Wrest.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: The target must succeed on a DC 12 Strength saving throw or have one object it is wielding torn from its grasp.

### Bonus Actions

**Scurry Away!** The ratfolk moves up to its speed directly away from the nearest hostile creature.

## RATFOLK CLAWPACK

Huge swarm of medium humanoids (ratfolk), chaotic evil

**Armor Class** 12

**Hit Points** 49 (11d8)

**Speed** 30 ft., burrow 5 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	10 (+0)	12 (+1)	10 (+0)	9 (-1)

**Senses** Darkvision 30 ft., Passive Perception 10

**Damage Resistances** Damage from attacks

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

**Languages** Ratfolk, Undercommon

**Challenge** 2 (450 XP)

**Swarm.** The clawpack can occupy another creature's space and vice versa, it can move through any opening large enough for a single ratfolk, and it can't regain hit points.

**Crush of Bodies.** A Medium or smaller creature that starts its turn in the clawpack's space must succeed on a DC 12 Strength saving throw or be grappled (escape DC 12) until the beginning of its next turn.

### Actions

**Tear Apart.** Melee Weapon Attack: +4 to hit, reach 0 ft., one target. Hit: 17 (6d4 + 2) slashing damage, or 9 (3d4 + 2) slashing damage if the clawpack has fewer than half its hit points.

A creature reduced to 0 hit points by this damage must succeed on a DC 12 Constitution saving throw or immediately fail a death saving throw and lose a limb of its choice.

**Gnaw Through.** The clawpack gains a burrow speed equal to its movement speed until the end of its turn, leaving a 5 foot wide tunnel in its wake.

### Bonus Actions

**Scurry Away!** The clawpack moves up to its speed directly away from the nearest hostile creature.

## RATFOLK FARDROP JEZZAILER

*Medium humanoid (ratfolk), chaotic evil*

**Armor Class** 14

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	13 (+1)	17 (+3)	9 (-1)

**Saving Throws** DEX +6

**Skills** Athletics +3, Perception +5, Stealth +6

**Senses** Darkvision 30 ft., Passive Perception 15

**Languages** Ratfolk, Undercommon

**Challenge** 2 (450 XP)

**Quick Squeeze.** The ratfolk can move through any space larger than its skull without squeezing.

**Sink-Shot Brace.** The ratfolk can spend 20 feet of its movement to brace itself; until the end of its turn, the ratfolk's attacks score a critical on an 18-20 against any target at a lower elevation than it.

### Actions

**Rottooth Gnaw-Jaw.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

**Clawful Wrest.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: The target must succeed on a DC 11 Strength saving throw or have one object it is wielding torn from its grasp.

**Crudebore Jezzail.** Ranged Weapon Attack: +6 to hit, range 40/120 ft., one target. Hit: 10 (1d12 + 4) piercing damage.

On a roll of 1, the jezzail misfires, dealing 5 (2d4) fire damage to the ratfolk and Blinding it until the end of its next turn.

### Bonus Actions

**Frantic Slamfire.** The ratfolk makes a Crudebore Jezzail attack with disadvantage.

**Scurry Away!** The ratfolk moves up to its speed directly away from the nearest hostile creature.

## RATFOLK FARDROP JEZZAILER TACTICS

Jezzailers use the beginning turns of combat to climb to a high and inaccessible firing position, speeding their ascent with their Scurry Away. They continue shooting with their Crudebore Jezzail even if Blinded, using their Clawful Wrest only if attacked with Rare or rarer magic weapons they wish to steal.

## RATFOLK PLAGUESPEAKER

*Medium humanoid (ratfolk), chaotic evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	13 (+1)	10 (+0)	17 (+3)

**Saving Throws** DEX +6, CON +6

**Skills** Perception +3, Medicine +3, Nature +4

**Senses** Darkvision 30 ft., Passive Perception 12

**Languages** Common, Ratfolk, Undercommon

**Challenge** 5 (1,800 XP)

**Quick Squeeze.** The ratfolk can move through any space larger than its skull without squeezing.

**Plague Vapors.** A non-ratfolk creature that starts its turn within 10 feet of the ratfolk must succeed on a DC 14 Constitution saving throw or be infected with a random disease from the **Ratfolk Diseases Table**.

### Actions

**Multiattack.** The ratfolk makes three melee attacks, one of which may be with its Rottooth Bite.

**Rottooth Gnaw-Jaw.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing plus 14 (4d6) necrotic damage.

**Plague-Censer.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning plus 7 (2d6) poison damage.

On a miss, ratfolk immediately makes an additional attack against a randomly selected target in its reach.

**Echoes of the Screaming Bell (Recharge 5-6, 3rd Level Spell).** A maddening chorus of clanging bells rings out from the ratfolk in a 15 foot radius, forcing each other creature in the area to succeed on a DC 14 Constitution saving throw or take 13 (3d8) thunder plus 13 (3d8) psychic damage.

A Poisoned or Diseased creature that fails this saving throw additionally treats all creatures as hostile until the end of its next turn.

### Bonus Actions

**Scurry Away!** The ratfolk moves up to its speed directly away from the nearest hostile creature.

**Scabrous Renewal.** If the ratfolk took no damage since the end of its last turn, it can gain 10 temporary hit points.

## RATFOLK HAVOCBRUTE

*Large humanoid (ratfolk), chaotic evil*

**Armor Class** 15 (Natural Armor)

**Hit Points** 142 (15d10 + 60)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	7 (-2)	15 (+2)	7 (-2)

**Saving Throws** STR +7, CON +7

**Skills** Athletics +7, Perception +5

**Condition Immunities** Frightened

**Senses** Darkvision 30 ft., Passive Perception 15

**Languages** Ratfolk

**Challenge** 6 (2,300 XP)

**Quick Squeeze.** The ratfolk can move through any space larger than its skull without squeezing.

**Havocrage.** The ratfolk has advantage on attacks against the last creature to deal damage to it, and has resistance to damage from opportunity attacks provoked by moving directly toward it.

### Actions

**Multiattack.** The ratfolk makes two melee attacks, one of which it can replace with a use of its Lunging Leap.

**Break-Bones Smashclaw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) bludgeoning damage and the target is pushed 5 feet away.

On a critical hit, the target must succeed on a DC 15 Constitution saving throw or lose the use of a limb of its choice until it regains all of its hit points.

**Flesh-Fused Ripperspike.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) piercing damage.

A target wielding a shield must succeed on a DC 15 Strength saving throw or have its shield flung up to 15 feet away.

**Lunging Leap.** The ratfolk jumps up to 20 feet, then each creature within 5 feet of it must succeed on a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.

### Bonus Actions

**Scurry Away!** The ratfolk moves up to its speed directly away from the nearest hostile creature.

## RATFOLK RATLING GUNNER

*Medium humanoid (ratfolk), chaotic evil*

**Armor Class** 14

**Hit Points** 157 (21d8 + 63)

**Speed** 30 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	9 (-1)	16 (+3)	7 (-2)

**Saving Throws** STR +6, DEX +7

**Skills** Intimidation +1, Perception +6

**Senses** Darkvision 30 ft., Passive Perception 16

**Languages** Ratfolk, Undercommon

**Challenge** 7 (2,900 XP)

**Quick Squeeze.** The ratfolk can move through any space larger than its skull without squeezing.

**Boomsrap Ammo.** When the ratfolk's ratling gun jams, make an unmodified d20 roll. On a 1-5, the gun begins sparking, exploding in a 10 foot radius at the beginning of the ratfolk's next turn.

Each creature in the area must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) fire damage, or half as much on a success.

### Actions

**Multiattack.** The ratfolk makes two attacks with its Gun Bash, or makes a Rattling Volley attack against each creature in a 60 foot cone.

**Gun Bash.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage and the target is pushed 5 feet away.

If the ratfolk made any attacks with its Ratling Volley on its previous turn, this attack deals an additional 2 (1d4) fire damage.

**Ratling Volley.** Ranged Weapon Attack: +7 to hit, range 60 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

On a roll of 1, the gun jams. The ratfolk immediately ends its turn and any effects of its Spin Up ability end.

### Bonus Actions

**Spin Up (Recharge 4-6).** For the next minute, whenever the ratfolk uses its Multiattack it makes one additional Ratling Volley attack against a target of its choice, to a maximum of three additional attacks.

**Scurry Away!** The ratfolk moves up to its speed directly away from the nearest hostile creature.



## DOOMWHEEL

*Gargantuan vehicle*

**Armor Class** 15 (Natural Armor)  
**Hit Points** 150 (Damage Threshold 10)  
**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	0 (-5)	0 (-5)	6 (-2)

**Damage Immunities** Poison, Necrotic  
**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks  
**Damage Vulnerabilities** Fire  
**Condition Immunities** Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, Stunned, Unconscious  
**Challenge** 8 (3,900 XP)

**Rolling Doom.** The doomwheel is a giant spiked wheel whose movement has the following features:

- **Rat-Propelled.** At the beginning of each of its turns, the doomwheel moves 10 feet in a straight line per creature inside or Attached to it.
- **Uncontrolled.** Whenever the doomwheel collides with a Huge or larger creature or object, it takes 10 (3d6) bludgeoning damage and can make a turn of up to 90 degrees. Once it begins moving, it cannot otherwise turn until it stops.
- **Man-Flattener.** The doomwheel can move through the space of any Large or smaller creature. A creature whose space the doomwheel enters must succeed on a DC 16 Dexterity saving throw or take 16 (3d10) piercing damage and be knocked prone.

**Climbing Spikes.** A nonprone creature whose reach the doomwheel leaves can use its reaction to attempt to climb onto it, entering the doomwheel or becoming [Attached](#) to it on a success.

**Precarious Footing.** When the doomwheel collides with a Huge or larger creature or object, each creature inside or Attached to it must succeed on a DC 10 Strength saving throw or fall prone.

A creature Attached to the doomwheel that is knocked prone takes 7 (2d6) bludgeoning damage and lands in the nearest unoccupied space directly ahead of the doomwheel in its path.

A creature that starts its turn prone inside the doomwheel takes bludgeoning damage and must succeed on a DC 10 Strength saving throw or be unable to stand this turn.

## Actions

**Grind to a Halt.** A Large or larger creature inside the doomwheel can briefly halt its movement with a successful DC 21 Strength (Athletics) check.

## RATFOLK SCREECH-THING

*Huge monstrosity (ratfolk), chaotic evil*

**Armor Class** 16 (Natural Armor)  
**Hit Points** 198 (18d12 + 90)  
**Speed** 40 ft., burrow 5 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	21 (+5)	5 (-3)	17 (+3)	6 (-2)

**Saving Throws** STR +10, DEX +7, CON +9  
**Skills** Perception +7, Survival +7  
**Senses** Darkvision 30 ft., Passive Perception 17  
**Languages** Understands Ratfolk but can only scream  
**Challenge** 11 (7,200 XP)

**Stitch-Sick.** If the ratfolk takes 10 or more necrotic or poison damage from a single source, it must succeed on a DC 17 Constitution saving throw or be Poisoned until the end of its next turn.

**Terror-Twisted Rampage.** If the ratfolk starts its turn with no allies within 5 feet of it, it must succeed on a DC 17 Wisdom saving throw or be Frightened and treat all creatures as hostile until the beginning of its next turn.

**Giant Stature.** Attacks made against the ratfolk by a creature [Attached](#) to it have advantage, and the ratfolk has disadvantage on attacks it makes against creatures Attached to it.

## Actions

**Multiattack.** The ratfolk makes two attacks, one of which can be with its Wormtail Whip.

**Crowdreaper Warscythe.** Melee Weapon Attack: +10 to hit, targets each nonprone creature in a 15 foot cone. Hit: 17 (2d10 + 6) slashing damage.

This attack can't be used to make opportunity attacks.

**Kill-Crash Strike.** Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) piercing damage.

Any hit with this attack against a prone creature becomes a critical.

**Wormtail Whip.** Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 13 (3d4 + 6) bludgeoning damage and the target is pushed up to 15 feet away.

## Bonus Actions

**Pain-Mad Screech (Recharge 5-6).** A squeal of mad rage emerges from the ratfolk, forcing each creature within 15 feet of it to make a DC 17 Wisdom saving throw.

On a failure, a creature must use its reaction to move 15 feet directly away from the ratfolk, or fall prone if it cannot.

# RAT-MAGIC

## DOOMCRACK RATACLYSM

*8th-level conjuration*

**Casting Time:** 1 action

**Range:** 120 ft.

**Components:** V, S, M (the gilded skull of a slain balor worth 1,000 gp)

**Duration:** 1 minute, concentration

A lurid, sickly green crack between planes opens at a point you can see within range and from it spills forth a torrent of bodies, conjuring four [Ratfolk Clawpacks](#) in spaces within 15 feet of it.

The Clawpacks are friendly to you and obey your mental commands (no action required) for as long as you maintain concentration. If you don't issue any commands to the Clawpacks or lose concentration, they attack the nearest creature on their turn.

In combat, the Clawpacks share your initiative count, but take their turns immediately after yours.

When the spell ends, the Clawpacks become hostile to all creatures (including each other) and disregard your commands. At the beginning of each of your turns roll a d20 for each remaining Clawpack; on a 1-5, it disappears.

**At Higher Levels:** When you cast this spell using a spell slot of 9th level, another Ratfolk Clawpack emerges from the breach at the beginning of each of your turns, appearing in a space within 10 feet of it.

**Spell Lists.** Bard, Warlock, Wizard

## EMBRITTLE BONES

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a cracked finger-bone)

**Duration:** 1 minute, concentration

You attempt to weaken the vital structure of a non-ooze creature you can see within range. The target must succeed on a Constitution saving throw or be Poisoned for the next minute.

While Poisoned in this way, attacks against the creature score a critical on an 18-20.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the critical range increases by 1 for each two slot levels above 3rd.

**Spell Lists.** Bard, Sorcerer, Warlock, Wizard

## FEAR-REEK

*cantrip conjuration*

**Casting Time:** 1 action

**Range:** self (30 ft. radius)

**Components:** V, S, M (a talon worth 1 gp from a huge or larger creature)

**Duration:** 1 minute, concentration

You begin to exude a pungent musk that drives creatures around you into a frenzy. Each creature in the area subtracts 1d4 from saving throws they make against being Frightened.

This spell's duration increases when you reach 5th level (10 minutes), 11th level (1 hour), and 17th level (8 hours).

**Spell Lists.** Druid, Sorcerer, Warlock, Wizard

## GHASTLY GNAWING

*5th-level necromancy*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a sack of rats worth 1 gp, which the spell consumes)

**Duration:** 1 hour, concentration

You draw forth the spirits of the rats used as the spell's material component, creating an [Ephemeral Swarm](#) in an unoccupied space within 10 feet of you.

The Ephemeral Swarm is friendly to you and obeys your mental commands (no action required) for as long as you maintain concentration. If you don't issue any commands to the Ephemeral Swarm, it takes no actions even in self defense.

When the spell ends, the Ephemeral Swarm doesn't disappear. Instead, you lose control of the Ephemeral Swarm, it becomes hostile toward you and your companions, and it pursues and attacks the nearest living creature on each of its turns.

After 24 hours, the Ephemeral swarm dissipates.

**Spell Lists.** Druid, Ranger



## GNAWBORE

*cantrip transmutation*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a pouch full of rodent teeth worth 3 sp)

**Duration:** 1 minute, concentration

You choose a target creature, object, or 5 foot section of a nonmagical surface within range.

When you cast this spell, and at the beginning of each of your turns for the duration, the target takes 1d4 force damage as material is scraped and ground away from it as though gnawed by invisible teeth.

A creature or object reduced to 0 hit points by this damage disintegrates entirely.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

**Spell Lists.** Artificer, Druid

## ICHORDRIP BLESSING

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (a venomous worm worth 1 gp)

**Duration:** 10 minutes

Putrid black ichor begins to drip from the weapons of each creature within 30 feet of you. The first time each one of those creatures hits with a weapon attack, it deals an additional 7 (1d6) poison damage and the effect ends for it.

**Spell Lists.** Druid, Ranger

## PUTRID END

*4th-level necromancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a venomous worm worth 1 gp)

**Duration:** 8 hours

You touch a living creature, infusing its flesh with the seeds of decay. If the target drops to 0 hit points as a result of taking damage, the target dies and dissolves into a pool of black sludge.

An unwilling creature can make a Constitution saving throw, resisting the effect on a success.

**Spell Lists.** Cleric, Druid

## SHRIVEL TONGUE

*3rd-level necromancy*

**Casting Time:** 1 reaction, which you take when you see a living creature within 60 feet of you cast a spell

**Range:** 60 ft.

**Components:** V, S

**Duration:** instantaneous

You drain the moisture from the mouth of a creature, punishing it for casting a spell. After the spell resolves, the target must succeed on a Constitution saving throw or take 2d8 necrotic damage and be unable to speak or perform the verbal components of spells until the end of its next turn.

On a successful saving throw, the target takes half as much damage.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or above, the spell's damage increases by 2d8 for each slot level above 3rd.

**Spell Lists.** Druid, Ranger

## SICKENING WIND

*4th-level conjuration*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S

**Duration:** instantaneous

A befouling wind blows in a 60 foot line that is 10 feet across, traveling from one point you can see within range to another.

Each creature in the area must succeed on a Strength saving throw or take 21 (6d6) poison damage and be pushed up to 20 feet in the direction of the wind's travel.

On a successful saving throw, a creature takes half as much damage and is not pushed.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or above, a creature that fails its saving throw against this spell is additionally Poisoned until the end of your next turn.

**Spell Lists.** Artificer, Druid, Ranger

## **SNAPTRAP**

*3rd-level transmutation*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V, S, M (an iron spring)

**Duration:** instantaneous

You call upon elements of the natural environment, weaving them together into components of a spiked cage that crashes together around a creature you can see within range.

The target must succeed on a Dexterity saving throw or take 4d8 piercing damage and be restrained until the beginning of its next turn, or take half as much damage on a success.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

**Spell Lists.** Artificer, Druid, Ranger

## **THE CHITTERING**

*7th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 ft.

**Components:** V

**Duration:** 1 round, concentration

You fill the mind of a creature you can see with horrid chittering, crowding the creature's own thoughts out of its mind. The creature must succeed on a Wisdom saving throw or be [Dominated](#) by you until the beginning of your next turn.

A target that can see more of your allies than its own within 60 feet of it makes this saving throw with disadvantage.

**Spell Lists.** Bard, Druid, Warlock

## **VECTOR-SPREAD**

*2nd-level necromancy*

**Casting Time:** 1 bonus action

**Range:** 60 ft.

**Components:** V, M (a dram of diseased phlegm worth 1 sp)

**Duration:** instantaneous

You send corruption spiraling out from a Bleeding, Diseased, Paralyzed, or Poisoned creature you can see within range, forcing each creature within 15 feet of it to succeed on a Constitution saving throw or be afflicted with the same conditions until the end of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the affected radius increases by 5 feet for each slot level above 2nd.

**Spell Lists.** Cleric, Druid, Ranger