

The Rat King

As populus of Covrada buckles beneath the weight of the Blood Veil, the city's elite retreat behind gilded walls, desperate to keep the plague from their polished streets. Yet even there, safety is an illusion. In the underbelly of Covrada, Girrig the Rat King stirs — a cunning manipulator who sees plenty opportunity in the city's misery. Through whispers, blackmail, and fear, he threatens to unleash the Blood Veil among the upper crust unless they bend to his will. None can say for certain whether Girrig is one man, a cabal, or merely the name given to the city's unexplained evils, but his influence runs deep enough that nobles whisper his name like a curse.

When the unassuming mys Brigida sought out the our heroes after hearing of their efforts of fighting the Blood Veil, her simple plea carried both desperation and dread: "Please, kill the Rat King."

MYS RIFF RAFF

Small Humanoid (Mys), neutral

Armor Class 13 (leather armor)

Hit Points 9 (2d6 +2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	12 (+1)	11 (0)	10 (0)	10 (0)

Skills Stealth +4, Sleight of Hand +4, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

Proficiency +2

Group Scatter. When the Mys begins a turn within 5 ft. of 2 or more allies, its movement provokes no opportunity attacks until the end of the turn.

Lost in the Crowd. The Mys can move through spaces of creatures of a larger Size than itself. Spaces of other creatures that are 2 or more Sizes larger than the Mys do not cost them extra movement to move through.

RAT KING'S ENFORCER

Small Humanoid (Mys), neutral evil

Armor Class 15 (studded leather)

Hit Points 22 (4d6 +8)

Speed 30 ft.

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

Skills Acrobatics +5, Perception +3, Stealth +7

Damage Resistances Necrotic, Poison

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1 (200 XP)

Proficiency +2

Lost in the Crowd. The enforcer can move through spaces of creatures of a larger Size than itself. Spaces of other creatures that are 2 or more Sizes larger than the Mys do not cost them extra movement to move through.

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Brigida. Among Covrada's downtrodden, few suffer more than the Mys — the small, mouse-like folk forced into the city's slums and even the ancient sewers below. Poverty and desperation drive many of them into crime, a cycle the Rat King has exploited well. Brigida was recruited early in her life by the Rat King, her timid smile and unthreatening stature obscured her true capabilities. To most, she appears harmless — a meek courier or errand-runner — yet beneath that facade lies a survivor who has learned to kill, deceive, and vanish befitting her rank as one of the Rat King's finest enforcers.

Everything she did, she told herself, was for survival and the faint hope of a better tomorrow for her people. But with the coming of the Blood Veil, the Mys have become scapegoats for the city's fear, branded as "filthy carriers" of the plague. When Brigida learned that Girrig's latest plot would weaponize her kin to deliver the disease into the homes of nobles, she knew this would forever brand her people as pariah. Determined to save her people from eternal persecution, she sought the city's heroes for aid — still cloaked in her familiar, innocent guise.

Mob Tactics. The Mys deals an additional 2 (1d4) damage to a creature that is within 5 ft. of at least one of the Mys' allies and the ally isn't incapacitated.

ACTIONS

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.

Distraction Rock (The Mys must be hidden to use this attack). *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one creature. *Hit:* The target becomes aware of the Mys' presence as if it had succeeded on a Wisdom (Perception) check to detect it. The target has disadvantage on Wisdom (Perception) checks until the end of its next turn.

If the Mys is invisible or heavily obscured, the target learns the direction of the Mys but not their exact location.

REACTIONS

Scram. When the Mys is detected with a successful Perception check while they are hiding, or rolls for initiative they can move up to their speed.

Sneak Attack (1/turn). The enforcer deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 ft. of an ally of the enforcer that isn't incapacitated and the enforcer doesn't have disadvantage on the attack roll.

BONUS ACTION

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

ACTIONS

Multiattack. The enforcer makes 2 dagger attacks.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4+3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Flashing Daggers. The enforcer makes up to 3 dagger attack against different targets in a 10 ft. radius centered at a point within 20 ft. of the enforcer.

BRIGIDA

Small Humanoid (Mys), neutral



Armor Class 16 (studded leather)

Hit Points 66 (12d6 +24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	18 (+4)	14 (+2)	14 (+2)	13 (+1)	16 (+3)

Skills Acrobatics +7, Deception +6, Perception +4, Persuasion +6, Stealth +10

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 5 (1,800 XP)

Proficiency +3

Lost in the Crowd. Brigida can move through spaces of creatures of a larger Size than herself. Spaces of other creatures that are 2 or more Sizes larger than her do not cost her extra movement to move through.

Sneak Attack (1/Turn). Brigida deals an extra 14 (4d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft.

Vendra, Charlatan Perfumer. Vendra was meant to appear during the height of Covrada's Blood Veil outbreak. She is a charismatic fraud posing as a miracle perfumer. With a sweet smile peddles her bottled salvation: a fragrant cure to ward off the sickness that ravages the capital. In truth, her wares were nothing more than scented water and clever marketing. Left unchecked, her deception would lead desperate citizens to forgo real aid, worsening the city's crisis.

VENDRA, CHARLATAN PERFUMER

Medium Humanoid (human), chaotic neutral

Armor Class 15 (armor)

Hit Points 78 (12d6 +36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	14 (+2)	11 (0)	15 (+2)

Saving Throws Dex+5, Cha+4

Skills Deception +4, Perception +2, Persuasion +4

Senses passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Proficiency +2

Alchemist's Supplies. Vendra carries a set of Alchemist's Supplies.

Evasion. If Vendra is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw and only half damage if she fails.

Perfume. Vendra carries 3 bottles of prepared perfume on her which must be used to perform certain actions. If she does not have the required amount of prepared perfume bottles, she can't perform that action.

BONUS ACTION

Cunning Action. Vendra takes the Dash, Disengage, or Hide action.

ACTIONS

Multiattack. Vendra uses a Perfume and makes a melee weapon attack.

of an ally of Brigida that isn't incapacitated and the Brigida doesn't have disadvantage on the attack roll.

BONUS ACTIONS

Cunning Action. Brigida takes the Dash, Disengage, or Hide action.

ACTIONS

Multiattack. Brigida makes 2 weapon attacks or she makes 1 weapon attack with advantage against a target that has no other allies within 5 ft. of itself.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Deadly Flourish (Recharge 5-6). Brigida moves up to her speed without provoking opportunity attacks. She can make up to 2 melee weapon attacks at any point during that movement. Both of these attacks benefit from Brigida's **Sneak Attack** trait.

REACTIONS

Uncanny Dodge. When Brigida takes damage from an attack she can reduce the damage taken by half. Brigida can only use this reaction if she can see the attacker.

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Due to her effective marketing, news of her miracle cure will spread quickly, making it easy for heroes to learn about her scheme. When cornered, Vendra is quick to drop her pleasant facade, trying to escape justice by any means necessary with the help of her goons.

Poison Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage plus 9 (2d8) poison damage.

Perfume (Costs 1 Bottle). Vendra uses one of the following perfumes:

Caustic Cologne. Vendra sprays acidic spray in a 15 ft. cone. Each creature in the area must make a DC 13 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save and half as much on a successful one.

Choking Vapours. Vendra sprays an irritating vapour in a 15 ft. cone. Each creature in the area must make a DC 13 Constitution saving throw or become poisoned for 1 minute. A poisoned creature must succeed a DC 13 Constitution saving throw at the beginning of its turn or must spend its turn gasping for air and coughing. A poisoned creature that succeeds that saving throw by 5 or more is no longer poisoned.

Shrouding Haze. Vendra spreads a thick haze in a 10-foot radius centered on herself which lasts until the end of her next turn. The area is heavily obscured and each creature in the area has advantage on the next stealth check they make to hide. Additionally any creature in the area other than Vendra can use a reaction to use the hide action and move up to half of their speed.

Hasty Preparation. Vendra creates 1d4-1 prepared perfume bottles. If the result is 0 she fails to prepare any bottles. To perform this action Vendra must have access to material to create perfume (typically she carries a set of alchemist's supplies with her).

REACTION

Irresistible Aromatic (Costs 1 Bottle). When a creature within 5 ft. of Vendra makes a melee attack against her, she forces the creature to succeed a DC 13 Wisdom saving throw or the creature is charmed by Vendra until the beginning of its next turn and must choose another target for the attack.

Girrig the Rat King. Girrig the Rat King is one of Covrada's most persistent legends — a name whispered in seedy taverns and back alleys, half-dismissed as myth. Some claim "Girrig" is merely a title passed down through generations of crime lords, a convenient mask worn by those who seek power through fear. Yet those who truly rule Covrada's underworld know better. The Rat King is no man, but a monstrous intellect that has endured for centuries, a living hive of vermin bound by one will. His countless rats serve as his eyes, ears, and hands, spreading through every district like veins of rot beneath the city's skin.

Even his lieutenants, such as Brigida, serve only fragments of his sprawling consciousness. To her, he is a single unseen master pursuing influence among the nobility — but the truth runs deeper. The Rat King's mind stretches through Covrada itself, feeding on its corruption. Whether his schemes succeed or fail means nothing; Girrig is eternal, as inseparable from Covrada as its own shadow.

GIRRIG THE RAT KING

Medium monstrosity (shapechanger), neutral evil

Armor Class 16 (natural armor)

Hit Points 105 (14d8+42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	19 (+4)	17 (+3)	16 (+3)	13 (+1)	14 (+2)

Saving Throws Dex +7, Int +6, Wis +4

Skills Deception +5, Insight +4, Perception +4, Stealth +7

Damage Resistances poison, bludgeoning, piercing, and slashing

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Thieves' Cant, Dwarven, Halfling

Challenge 9 (5,000 XP)

Proficiency +4

Equipment. Girrig wears a Ring of Mind Shielding and a +1 Rapier called "The Rat's Needle".

Shape Change. Girrig can use his action to transform into a tiny rat, medium humanoid, or back into his true form. His statistics, other than his size, are the same in each form, except for his resistances and immunities other than being charmed and frightened, which he only retains in his true form. Any equipment he is wearing or carrying isn't transformed. He reverts into his true form if he dies.

Death Throes. When Girrig dies, he explodes into a swarm of rats that immediately scatter. The fleeing swarm of rats makes one bite attack (using Girrig's bite attack) against each creature in a 10 ft. radius centered on the rat king.

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

Legendary Resistance (2/Day). If Girrig fails a saving throw, he can choose to succeed instead.

Sneak Attack (1/turn). Girrig deals an extra 14 (4d6) damage when he hits a target with his rapier and has advantage on the Attack roll, or when the target is within 5 ft. of an ally of Girrig that isn't Incapacitated and he doesn't have disadvantage on the Attack roll.

Future Adventure Development

Girrig the Rat King's presence in the adventure is brief, one of many threads the heroes may pursue amid the chaos left by the Blood Veil. How much of his true nature — a semi-endless, parasitic entity — is revealed depends entirely on you. For most, Girrig's defeat will seem final, and the heroes may rest easy believing the Rat King slain.

However, should a character claim the Ring of Mind Shielding from his corpse, they may soon discover a lingering presence within. Through the ring, Girrig's mind may whisper — persuasive, patient, and ever plotting. As a master manipulator, he will offer the aid of his rats and his vast web of spies in exchange for seemingly harmless favors. Yet every agreement furthers his hidden design: to spread the infection that is himself beyond Covrada's borders, using his new "ally" as a vessel for his spread.

Swarm Squeeze (True form only). When in his true form, Girrig can move through any opening large enough for a tiny beast.

Vermin Mastery. Girrig can communicate telepathically with any rodents within 60 ft. of itself.

BONUS ACTION

Cunning Action. Girrig takes the Dash, Disengage, or Hide action.

ACTIONS

Multiattack (Humanoid or True form only). Girrig makes three bite attacks, or two weapon attacks.

Bite (Tiny Rat form, or True form only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 +4) piercing damage.

Rapier +1 (Humanoid form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 +5) piercing damage.

Children of the Night (1/day). Girrig conjures up to 8 swarms of rats within 60 ft. of himself under his control. The swarms can be conjured in spaces occupied by other creatures. The swarms remain for 1 hour or until Girrig dies.

Split (True form only). Girrig splits off part of his body, either creating a Rat, a Giant Rat, or a Swarm of Rats within 5 ft. of himself. He loses hit points equal to the hit points of the created creature. The created rat creature dies after 1 hour. Girrig cannot split when he is below half of his maximum hit points. As an action, Girrig can absorb a rat creature he created or the body of a rat creature he created, and regain hit points equal to the creatures' maximum hit points. Girrig gains all knowledge the rat creature accumulated while split from Girrig.

LEGENDARY ACTIONS

Girrig can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Girrig regains spent legendary actions at the start of his turn.

Move. Girrig moves up to half of his speed without provoking opportunity attacks.

Command Rats (1/round). A Rat, Rat swarm, or other ratlike creature created by Girrig within 60 ft. of him moves up to its movement speed to a creature Girrig can see and makes a melee weapon attack.

Nibble. Girrig makes a bite attack.