

## Chapter 1



### VANATOR THE RAT HUNTER

Medium humanoid (Human), Good

**Armor Class** 14 (studded leather)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

**Saving Throws** Con +4

**Skills** Athletics +5, Investigation +4, Perception +3

**Damage Resistances** poison; disease

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, understands Ratfolk

**Challenge** 3 (700 XP)

**Keen Hearing and Sight.** Mihail has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Innate Spellcasting.** Mihail's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *Sacred Flame*

3/day each: *Protection from Evil*

#### ACTIONS

**Bane of Rats (Knife).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) Piercing damage. The knife deals an extra 1d6 damage to Ratfolk, Rats and Wererats.

**Heavy Chain.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. The target must succeed in a athletics or acrobatics check DC 13 or be grappled. Until the grapple ends Mihail makes attacks against it with advantage.

**Heavy Crossbow (Various Bolts).** *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage. Apart from the standard heavy bolts, Mihail has several specialized bolts and changes them according to the situation..

-5x Fire Bolts. Extra 1d6 fire damage.

-15x Ratbane Bolts. Upon impact with a target or on a hard surface the tip of the bolt bursts and releases a 10 ft radius cloud that deals an extra 1d6 damage to Ratfolk, Rats and Wererats. Such creatures continue to take 1d6 damage as long as they remain inside it. The cloud disperses after 10 rounds or sooner if there is wind.

### GALLOWS

Huge aberration, Evil

**Armor Class** 11 (natural armor)

**Hit Points** 76 (8d12 + 24)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	4 (-3)

**Saving Throws** Str +7, Con +6

**Skills** Perception +1

**Senses** passive Perception 11

**Languages** understands Rat Speech

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

**Berserk.** Whenever the Gallows starts its turn with 20 hit points or fewer, roll a d6. On a 6, the Gallows goes berserk. On each of its turns while berserk, the Gallows attacks the nearest creature it can see. If no creature is near enough to move to and attack, the Gallows attacks an object, with a preference for an object smaller than itself. Once the Gallows goes berserk, it continues to do so until it is destroyed or regains all its hit points.

#### ACTIONS

**Greatbell.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

**Rubble throw.** *Ranged Weapon Attack:* +8 to hit, range 40/160 ft., one target. *Hit:* 13 (3d8) bludgeoning damage.

