



The Blight Pathologies



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Volume 4: Fleshcoats for Everyone



FROG GOD
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The Blight: Pathologies

Fleshcoats for Everyone!

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Introduction

The great city of Castorhage has many marvelous sights but none surpasses the chaotic yet appealing allure of the Great Fayre in Festival. Countless vendors, tents, and buildings cram the hill-summit of the island, each calling to customers to try their chance at a game, to visit a unique freak show, or to buy a trinket for their loved one. Visitors to the Great Fayre can witness but a tiny fraction of its attractions in a single day and find new and enticing venues in the same locations during their next visit. The Great Fayre is never boring and always an exciting trip for foreigners and locals alike.

The Festival Fayre Funhouse, a new attraction, is quickly emerging as a favorite among visitors, receiving fanfare and accolades from customers of all ages. A twisting maze of narrow and dark tunnels under the black tent beckons to brave souls and the easily frightened. Grotesque statues and well-dressed actors spring from shadowy alcoves and darkened corners, scaring all but the toughest of customers. The hour-long walk through the funhouse is well worth the price of admission.

But whispered rumors spread by Castorhage's locals suggest that the new attraction has a darker side, an evil purpose beyond that of entertainment and fun. Several visitors have entered yet failed to exit, leaving their waiting friends and loved-ones worried about their whereabouts. Festival constables have shrugged off the reports of the missing, suggesting that they must have exited elsewhere in the attraction, leaving their acquaintances behind as they sought out new pleasures on the island. After all, it's just a funhouse, right?

Adventure Synopsis

Members of the Family, the wererat halflings who run Festival under the watchful gaze of the Rat Queen, are attempting to move the populace's oldest fashion trend of fur capes to a different trend of long, leather coats. Many a wererat, caught in the traps of their invisible archenemies the Rat Catchers, are often stripped of their hide after they are eliminated. The fur hides are then made into capes and cloaks for the well-to-do, and serve as a reminder to the Family that the Rat Catchers have a modicum of control over the wererat population. To battle the trend of wearing fur, the Family has decided to make leather coats from human flesh to sell throughout the city. Luring visitors into the funhouse, wererat clowns and actors choose victims for their clean skin and pleasing tones. After murdering the customers below the funhouse maze, halfling leatherworkers make one or two unique coats from the deceased. Their unneeded remains are then disposed of in the dark pits below where foul beasts wait for their next meal.

The unexpected but pleasing demand for more leather coats has led the funhouse managers to seek out more customers each day. Barkers are now found on several corners near the large black tent, each carefully identifying weak groups of clean-skinned visitors, often even providing admission discounts to a chosen few with the best skin. The Family members are now capturing whole groups to avoid the annoying issue of missing customers, disposing of unwanted guests whole and often still alive into the pit of ottyughs below the funhouse. At the time of the adventure, 10 to 12 coats are being produced each day. Family members are hoping to increase that number by two to three times in the coming weeks.

Proud of their achievements thus far, the high-ranking members of the Family have approved the building of three more funhouses in various locations in the Great Fayre. Each new location replaces a failing attraction elsewhere on the hill. Wererat miners are ready to dig disposal pits and work tunnels below the dilapidated structures before they replace the buildings with a new black tent. The three new locations are being constructed simultaneously and will open for business in six to eight weeks.

Ever watchful of the Family's movements, the paladins and rangers of the secretive Rat Catchers group suspect that the guests missing in the Great Fayre and the recent emergence of a new fashion trend are somehow

related. Increased surveillance of the Family hasn't yet led to any clues, but the Rat Catchers are sure they'll catch a break soon.

Background Information

Since the Rat Catchers' identities are protected from outsiders and from each other, they often hire mercenaries or groups of adventurers to perform many of their investigative tasks and to remove threats in the city. When the adventure begins, the Rat Catchers have agents looking to recruit a group of seasoned adventurers willing to investigate Fayre locations and remove unwanted targets. The agents are authorized to pay the group an appealing rate (you can choose the rate your players will gladly accept for the job) but provide only a fragment of information; the Rat Catchers aren't even sure what's going on but have highlighted the funhouse, among other locations, as probable places to investigate. The other hired groups are checking these different locations; the adventurers are just lucky enough to get the funhouse.

The Festival Fayre Funhouse Exterior

A great black tent rises amid crooked wooden buildings, shanty-style booths, and small covered wagons. A winding side street snakes toward the large tent, passing numerous other attractions, vendors, and excited customers. The number of Great Fayre halfling workers is astounding; they fill the streets with nearly as many of their kind as there are customers. Every corner has a colorfully dressed halfling shouting stories of grotesque freak show animals, offering amazing deals on rare wares, or beckoning to passersby with a secret meant only for their ears. The Family members are masters of their craft, selling and entertaining all who visit their Fayre.

Each corner near the funhouse has a specially trained Family member who looks for fair and clean-skinned folk. Unless the adventurers hide their weapons and armor and attempt to act as regular customers, the halflings pass over them as unwanted guests. However, if they succeed at disguising themselves as entertainment-seeking visitors, there is a chance that one of the specially trained halflings tries to talk them into visiting the funhouse, either with reduced or free tickets for everyone in the group.

If the adventurers buy tickets at the funhouse door, they are granted entry. The Family members fear little in the Fayre, as their numbers are vast and overwhelming. However, obvious adventurers are asked to lock their weapons in small storage bins located outside the entrance. Each adventurer is given a key to his or her private storage bin to access the valuables after the trip through the funhouse. There is a 5% chance that their storage bin will be opened while they are exploring the funhouse, but most bins are emptied after guests are kidnapped within the darkened interior.

There is a high probability that the Family members recognize the adventurers as seasoned, tough foes and elect to dispose of them somewhere within the funhouse interior. Each actor in the marked locations attempts to make a single or double attack on the group, attempting to weaken the adventurers slowly so they can be captured easily once they reach the end of the amusement. The funhouse remains in complete, magical darkness in almost every area, giving the Family members a distinct advantage in every encounter area.

Any adventurers caught sneaking around the tent's exterior are attacked by **10 to 12 angry wererats** who hope to capture and eliminate them after bringing them below. Captured adventurers are placed in area **B-2** until the Family's tanners have time to examine their skin for blemishes and marks. Each adventurer is stripped of his or her clothing and gear. Their personal items are stored in areas **B-7** and **B-8**.

The space between the exterior of the tent and the nearest structure is less than five feet in most places. Combat favors the small and agile in the tight spaces, giving the halfling wererats the advantage. Three secret

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entrances lead into the outer ring of the funhouse maze. It is possible that adventurers finding and entering one of these secret entrances is detected by a nearby halfling actor (see areas **A**, **B** and **C** on the map). The wererats' actions depend on the number of adventurers seen sneaking into the funhouse: One or two adventurers are attacked immediately in the dark, while three or more are left alone as the actor descends to the lower level to get help.

If the adventurers are targeted for their skin but become too difficult for a small group of wererats, one of the halflings blows a whistle to summon help from roaming actors. Other actors simultaneously delay other customers in their sections of the funhouse (costumed halflings ask the guests to wait while they "assist other guests").

The tent material is thick and resistant to fire, taking 20 hit points of damage in a small area before splitting open. Any aggressive hacks at the tent surely bring Family members to investigate as the strikes of force ripple along the tent wall for 40 to 50 feet.

The Festival Fayre Funhouse Interior

The front entrance leads into the dark maze of circular tunnels in the funhouse. A single ticket-taker sits on a high stool by the door, charging 5 sp for each guest. Once the front flaps close behind the guests, they find themselves in complete darkness. A *darkness* spell has been cast every 15 feet along the funhouse maze, making magical and normal light and darkvision useless. However, the Family members wear magical glasses that allow them to see through the magical darkness, giving them full advantage over guests as they travel through the funhouse's hallways. Additionally, they can switch a small lever on the floor of the area to lift the darkness and illuminate a small five-foot section of the hallway. These levers are used in areas **A** through **G** to scare guests and to reveal hidden exits.

Customers must feel along the walls of the tent to guide themselves through the hallways. Most guests quickly lose their sense of direction, needing help from one of the many roaming or fixed position actors to continue toward the exit. However, lost guests targeted for their skin may be captured at any time within the tent maze. Family members prefer to take customers as they near the end of the attraction, but are satisfied kidnapping them in any area where it is deemed convenient and safe.

Treat all halfling actors in the upper level of the funhouse interior as **thugs** for purposes of statistics and hit points. However, each actor can shapechange into its **wererat** form at will as needed.

At least 4 to 6 Family members roam the dark halls of the funhouse, ready to assist guests, or to help actors trying to capture targeted customers. Each roaming actor dresses as an evil imp but has no active role in scaring guests. Instead, they are instructed to lead customers in the right direction as they make their way to the end of the funhouse. Each roaming actor is treated as a **scout**. The roaming actors can also change into their **wererat** form as needed.

§H-1. Scary Clown

At the second corner of the outer hallway, a Family actor dressed as a murderous clown turns his light on quickly and jump at guests, hoping to scare them. Waving a bloody cleaver, he raises his arm as if to attack the nearest guest before quickly withdrawing back into the shadows. He flips the lever back to make the area completely dark again after he performs his brief yet frightening act.

§H-2. Floating Ghost

Using a sophisticated pulley system, a Family member dressed as an eerie ghost descends on customers, grabbing their clothes, hair, or faces from above. He may do this several times before briefly revealing himself using the light mechanism.

§H-3. Rising Zombie

Unlike the previous two areas, the actor here starts with his light turned on so guests see him lying on the floor as they approach. As he begins to rise, he flips off the light and moves toward the customers.

§H-4. Jump Scare

A sharp corner in the winding tunnel is the perfect hiding spot for a halfling wearing a black robe and dark mask to spring out at customers as they move through the maze. Typically, the actor silently leaps at guests, screaming as she grabs hold of the nearest victim before disappearing into the corner quietly. The Family member jump out to scare two or three customers before pausing as she waits for the next group to approach. She never turns on the light in this area, leaving it completely dark during the entire encounter. If the halfling actor encounters a single guest here, she may try to incapacitate her victim and use the two secret doors to transport the customer to the basement.

§H-5. Stumbling Mummy

A dim light outlines the shambling corpse wrapped in cloth as it shuffles around the corner into view. As the costumed mummy approaches the group of customers, another actor flips off the light to blanket the hallway in absolute darkness. The mummy tries to hug the nearest victim, whispering disturbing and frightful words into his or her ears during the encounter. Guests can easily escape the light grasp of the mummy — unless they have been targeted for kidnapping. In that case, instead of letting go, the mummy holds on tightly until the victim passes out from fright or lack of air. If need be, the second actor can also engage tougher victims, assisting the mummy in incapacitating their target.

§H-6. Headless Servant

A halfling actor operates a headless costume in the dimly lit corner of the interior hall, shuffling toward guests as they round the last corner. The well-trained actor moves slowly, intentionally unable to catch customers as they attempt to navigate the hallway. Unless the group has been targeted for abduction, the halfling actor has been instructed to escort exceptionally frightened guests back through the secret door here and to the exit (area **FH-8**) out of the funhouse. Seeing another stretch of complete darkness ahead of them, nearly half the guests are unable to continue and opt to exit when given the opportunity.

Additionally, the actor in this location assists in steering guests from area **FH-7** to the exit after their trip through the funhouse ends.

§H-7. Demon

Customers rounding the last corner suddenly face a dark dead-end in the winding hallway. As they attempt to find their way out, an actor dressed as a hideous demon materializes through the wall (where the secret door to the downstairs is located), laughing at the guests as he welcomes them to their death and final trip into the underworld. If any of the group flees in the opposite direction, the demonic actor calls out in his regular voice, notifying them that the entertainment in the funhouse has ended and that he will show them the exit through the southern secret door (to area **FH-6** and beyond).

However, if the group of customers has been targeted for kidnapping, several halflings armed with weapons are waiting here to take the customers downstairs into the basement. Struggling customers are beaten and carefully tied up, with the halflings ensuring that their skin isn't damaged by the attacks. Customers are struck about the head, arms, and legs to preserve as much of their skin as possible from bruising and blemishes. Additional halflings from the basement can be summoned to assist in capturing guests as needed.

The secret door in the eastern wall leads to a staircase to the basement where captured guests are brought to be skinned and disposed of.

§H-8. Secret Exit

A well-hidden, one-way door at this location allows guests to exit the funhouse at the end of their trip. Two sets of doors keep the area dark. If opened, a small area for two to three medium-sized creatures is found between the sets of doors. The outer door opens only when the inner door is closed to ensure that the hallway within the funhouse remains dark for other customers.

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The Family member at area **FH-4** assists guests exiting the funhouse if she isn't already engaged in her duties with other customers.

B-1. Basement Stairs

Well-lit, stone stairs descend 20 feet into a much larger area. There is a 50% chance that **2–4 wererat actors** are waiting for a signal to assist their brothers in the funhouse or are heading up to the surface to perform some needed function. If wererats are present on the stairs, deduct their number from the room below (area **B-2**).

B-2. Inspection Room

In this large room are **6 wererat Family members** busily reviewing recently captured victims and stripping them of their gear. Bound and gagged in the corners of the room are **1d4 human victims** who are stripped down to long burlap shirts. Only half the victims are conscious. A large table in the center of the room is piled with the victims' gear. Dozens of cotton and silk shirts, dresses, leather boots, and other accouterments typical of a commoner out for a day of fun in Festival are scattered across the long, low table.

Well made, expensive, or possible magic items are sent to the pack leader for review. Most valuable items are stored in area **B-8** until they can be sold or traded elsewhere in Festival.

B-3. Pack Leader

The door from the western inspection room opens into lavish quarters for the pack leader of the small group of Family members responsible for this growing operation. **Gorvas Gafuto, a wererat veteran**, operates out of his comfortable quarters, relaying commands through his three trusted soldiers, **Jonzo, Flafen, and Cassidito (wererats)**. The fat leader lounges in his plush chair most of the time, eating and drinking as he tells stories of his wondrous past growing up as one of the Cherished. At least **2 trusted men** and **2 bodyguards (wererats)** are always present.

Arrogant and fully believing that his kind are the purest and most noble of all creatures in Castorhage, Gorvas immediately commands his men to attack the insolent intruders, joining in once his loyal soldiers tear into the adventurers. Gorvas is surprisingly adept with his spears, using them to viciously stab foes who get beyond his men or accurately tossing them at an exposed foe. A barrel of 10 spears is near the leader's chair. The obese wererat has a small dagger strapped to his belt for when he has no more spears to use.

Additional support from wererat guards and servants can arrive in the room within 1d6 turns, spilling out of the northern and southern secret doors, and instantly joining in the fray to save their leader. Additionally, Gorvas escapes through one of the two secret doors if needed.

Occasionally, wererat workers require a decision about one of the new victim's skin and ask for Gorvas' input. The large wererat shuffles into the inspection room to review the victim, carefully looking over each inch of the hapless creature, eventually (and most often) deciding to dispose of the inferior specimen.

A search of the pack leader's coat pocket reveals a note from a well-known customer looking for a special coat. Recently, His Grace Parish Commander of the Watch, Lord Maple of ToilTown (specifically, **Fort Grind TT-7**), sent a request to the Family for a special coat of elven skin, a rare and difficult demand. The golem-stitcher will pay handsomely for a one-of-a-kind coat made by the Family.

A door behind Gorvas' chair leads to a small sleeping chamber and treasure alcove. Within, characters find a pile of silk garments used as a bed and several small, metal boxes filled with silver and gold coins (799 sp and 452 gp). A small wooden box hidden under the silk bed contains a string of rubies on a gold chain (worth 1,000 gp).

Gorvas and each of his trusted soldiers has a key to area **B-8**. Workers are escorted by one of the pack leader's men when they store valuables in the locked closet.



B-4. Dispatch Room

Victims carried from the inspection room into the northern chamber have been deemed unworthy or unwanted, and are dispatched quietly with a knife to the heart or throat. A trough in the middle of the room catches blood from dying victims, where it trickles into a channel in the floor that leads under the west wall out of sight. Dead bodies are left here for days before being eventually moved from the room through the western secret door. The remains of slain victims are fed to the otyughs in area **B-6**.

Two wererat workers (**wererats**) tasked with cleaning up the area are here half the time. A table of daggers, long knives, and small clubs stands near the trough. A small closet found in the northern wall holds retired instruments, many broken or rusted from excessive use. A thorough examination of the old blades reveals a well-made knife accidentally placed with the worthless tools. It is exceptionally sharp, adding an additional 1d4 points of damage with each successful strike.

If the characters find the western secret door, they discover that the channel of trickling blood flows around the corner and ends at area **B-6**.

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B-5. Skin-Stripping Room

Four low tables stand side by side near the south wall of the room, each occupied by the nude form of a human in various states of skin removal. Carefully slicing skin from the human frames are **4 wererats** who place large intact pieces of skin on nearby trays. The skilled creatures prefer to remove back and chest portions but select clear skin from thighs, buttocks, and upper arms if large enough. Standing near the door are **2 wererat guards (thugs)** who watch for unwanted guests.

When 20 large pieces of blemish-free skin are removed from victims, they are placed in a wooden crate for transport to another Family location where trained wererat tanners make leather coats. The location of the secret site is unknown even to the pack leader Gorvas. A small group of disguised wererats arrive during the night to pick up full containers, disappearing into the shadows to parts unknown.

Excess blood from dying victims falls into the small channel that runs along the southern edge of the room before disappearing into the western wall. This channel is similar in design and purpose as the one found in area **B-4** that leads to area **B-6**.

B-6. Disposal Pit

Channels of blood meandering from areas **B-4** and **B-5** drip into a deep pit at the western side of the hallway. The stench of hundreds of rotting bodies overwhelms those with a weak stomach (DC 10 Constitution saving throw or become incapacitated from vomiting), affecting characters 40 feet from the open ledge. Slick with blood and gore, the edge of the hallway of the pit is a treacherous place; only surefooted characters (DC 10 Acrobatics check) can step here without falling into the pit below. Waiting below for more tasty treats to be tossed into their domain are **2 fat otyughs** hopeful for fresh meals that can still offer up some resistance or for one of the wererat servants to slip and fall.

The pit is 30 feet below the hallway and extends outward below the walls another 20 feet north, west, and south. Although a pile has formed near the eastern wall of the pit under the hallway ledge, bits and pieces of dead bodies have slid down and into the hidden areas below the outer walls.

B-7. Common Item Storage

Hundreds of simple and low-value items stripped from dead funhouse customers are initially stored here before being properly sorted and sold on the surface at one of the many Family-owned shops. Characters find clothing of all types and sizes, simple travel gear, and weather-protecting outerwear. Empty belt pouches, bags, and backpacks, already searched thoroughly by wererat workers, are found amid the heaps of gear piled high within the small room.

There is a 10% chance that a character may find an overlooked pocket or secret stash in one of the garments. However, they aren't likely to find anything other than a few silver coins or an inexpensive piece of jewelry.

B-8. Valuable Item Storage

A locked door protects the area beyond from untrusted workers and the occasional wererat visitor. Carefully chosen items stolen from funhouse victims are stored in this room for later sorting and auctioning within the Family, or to be sold to customers at expensive Family stores in Festival. A thorough search through the piles of stolen valuables (60 or more minutes) reveals several interesting items (one or more per character).

Search Through Room

1d20	Item Found
1	Silver bracelet worth 50 sp
2	Gold earrings worth 50 gp
3	Silver dagger, inlaid with tiny emeralds worth 150 gp
4	Leather belt, inlaid with golden thread worth 150 gp
5	Simple vest with five gold buttons worth 100 gp
6	Soft leather boots with silver thread patterns worth 250 sp
7	Enchanted gloves, highly resistant to cold temperatures, worth 500 gp
8	Lady's fan with diamonds in the handle worth 150 gp
9	Three gold rings held together with a tiny, gold chain worth 250 gp
10	Silver comb engraved with the name "Percy" worth 250 sp
11	Key chain with a dozen brass keys, with a large topaz worth 200 gp
12	Ten golden decorative fingernails, possibly sharp enough to be weapons, worth 100 gp
13	Wooden box of six silver darts, extra sharp (adds 1d2 damage), worth 250 gp
14	Bag of strange gold and silver tokens (unknown purpose) worth 50 gp
15	Small purse mirror, gold frame and back, engraved with the name "Lucille" worth 250 gp
16	Scarf inlaid with hundreds of white and black pearls worth 250 gp
17	Diamond ring set in a gold band worth 1,000 gp
18	Dagger +1 with a ruby pommel.
19	Gold and sapphire tiara worth 2,500 gp
20	Thin rapier that looks ornamental at first but is actually a +1 rapier.

Adventure Conclusion

Assuming the characters survive their encounter with Gorvas and his ring of wererat entertainers, the characters can return to their Rat Catcher agent to claim their payment and pass on the information they've learned about the new skin-coat enterprise. Naturally, the agent and his superiors want the group to continue hunting for Family members involved in the abduction and murder of innocent Festival guests, searching out the mysterious warehouse where the coats are made. Additional money is offered for the group to continue its investigations.

The Rat Catchers are interested to know about the written request from Lord Maple of ToilTown and may attempt to send undercover agents (the characters) into the district to find more information about the close friend of Joseph Sedge and his recent inquiries. Any useful information will be passed on to authorities and crown officials to further their cause in erasing Sedge and any close acquaintances from the vile district.

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Word may have reached high-ranking Family members, including the Rat Queen, that a group of meddlesome adventurers has disrupted the new operation. Wererat assassins may be dispatched to track down the group and eliminate any future involvement and interference. For the rest of their stay in Castorhage, the characters may be periodically attacked during their travels between parishes and wards throughout the city.

Gorvas Bafuto

Medium humanoid, lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	12 (+1)

Skills Perception +2, Stealth +4

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Darkvision 60 ft., Passive Perception 12

Languages Common (can't speak in rat form)

Challenge 3 (700 XP)

Shapechanger. Gorvas can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). Gorvas makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

Spear (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +5 to hit, range 20/60 ft., one target. *Hit:* 7 (1d8 + 2) piercing damage.

Jonzo

Medium humanoid, lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Darkvision 60 ft., Passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. Jonzo can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). Jonzo makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

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

Shortbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

Flafen

Medium humanoid, lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Darkvision 60 ft., Passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. Flafen can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). Flafen makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Sickle (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) slashing damage.

Sling (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 2) bludgeoning damage.

Cassidito

Medium humanoid, lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

<RULE>

Skills Perception +2, Stealth +4

Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Senses Darkvision 60 ft., Passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. Cassidito can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). Cassidito makes two attacks, only one of which can be a bite.

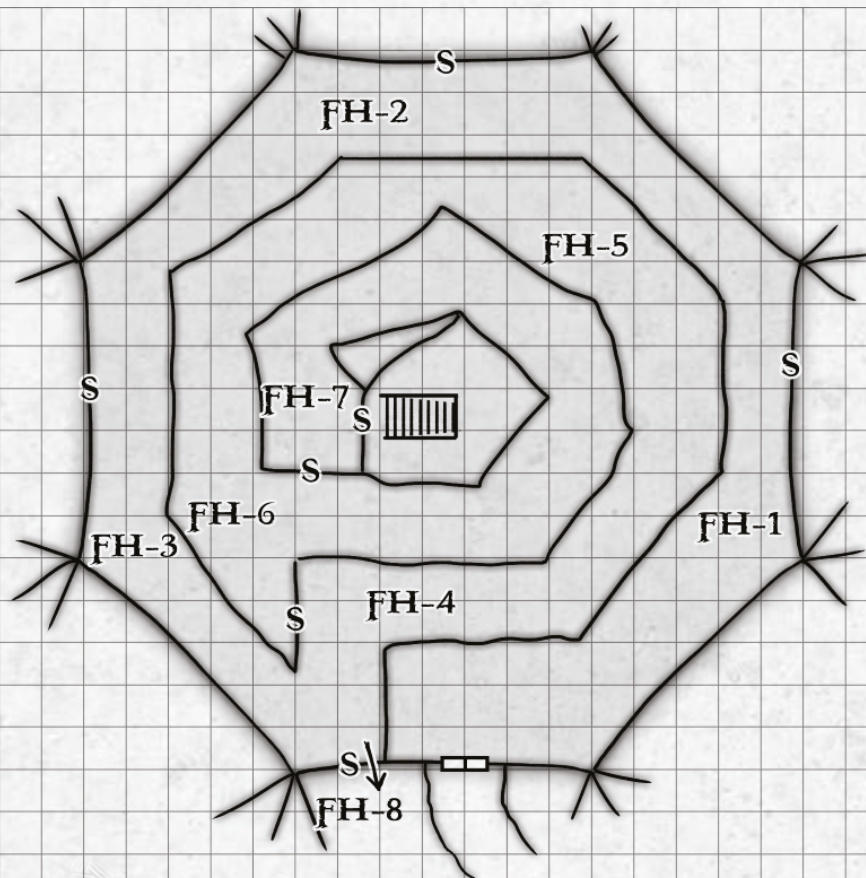
Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Rapier (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) piercing damage.

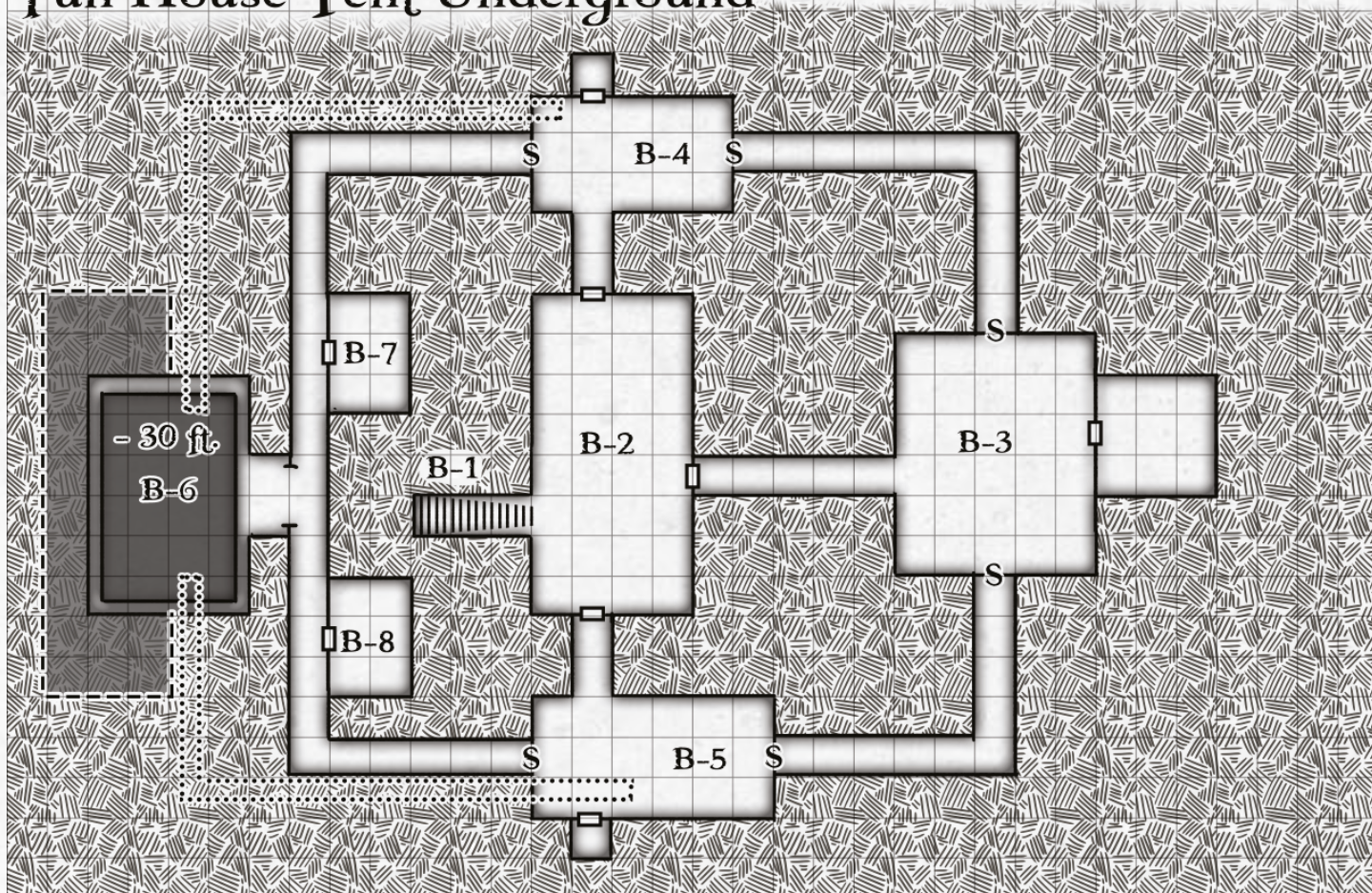
Light Crossbow (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 2) piercing damage.

Fun House Tent

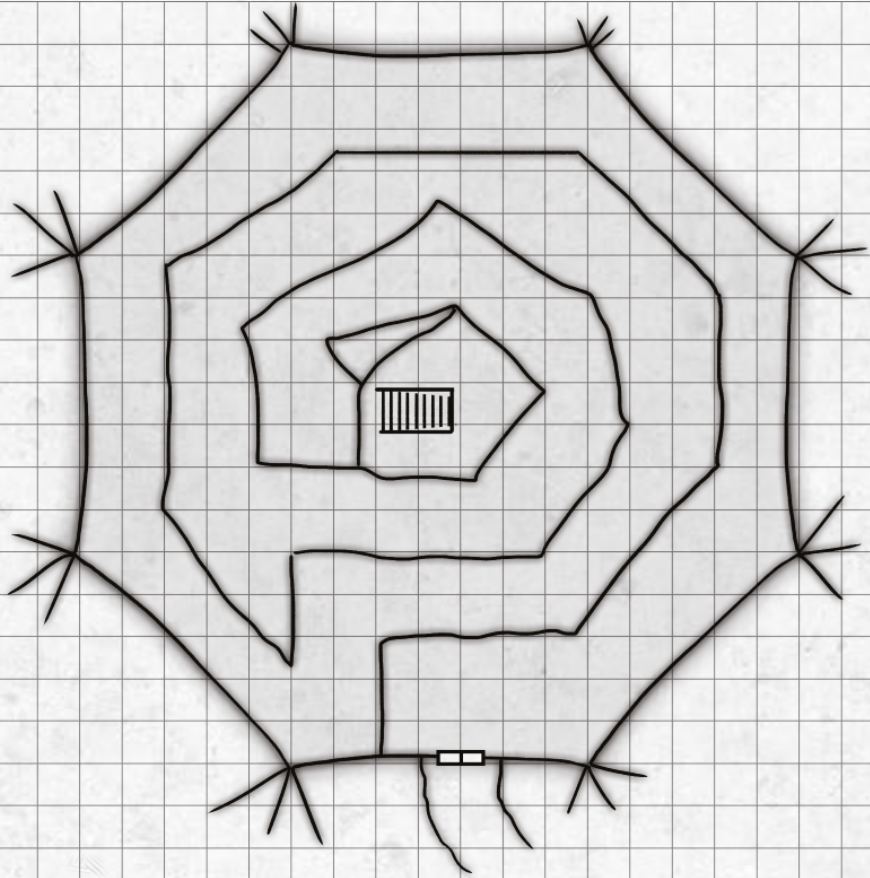
1 Square - 5 Feet



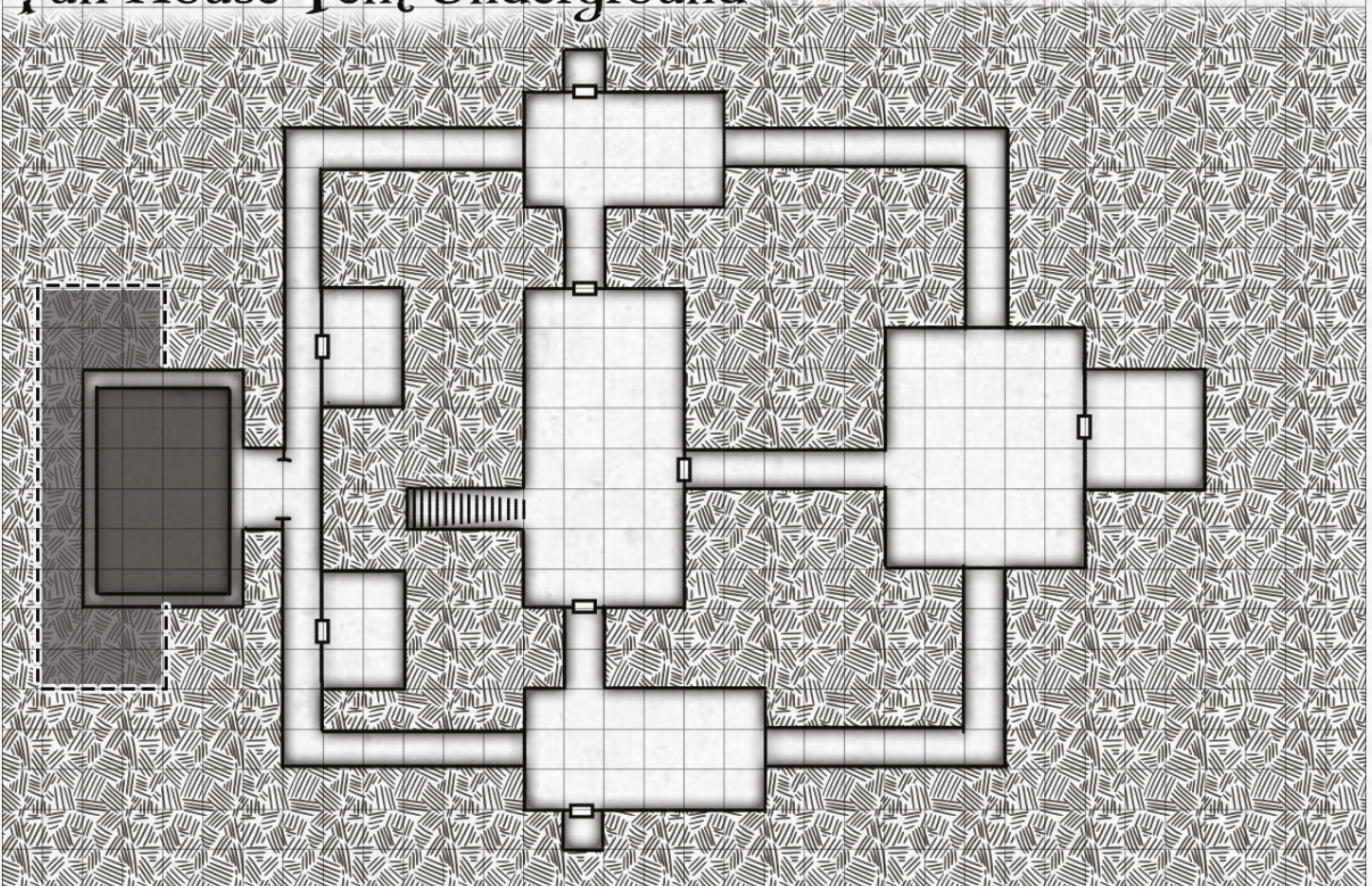
Fun House Tent Underground



Fun House Tent
1 Square - 5 Feet



Fun House Tent Underground



THE BLIGHT: PATHOLOGIES

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