



## 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 cannon 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

- Skaven Slaves - Games Workshop



### 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

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

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 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.

## CHANGE LOG

---

### 0.0.0

- Document Creation