



PACKMASTERS

Though the many giant rats and other rat monstrosities lurking beneath the world's surface can be devastating weapons when unleashed upon one's enemies, few possess the capabilities to control them reliably enough to do so. Ratfolk have a special affinity for such creatures, and ratfolk packmasters are experts at controlling these monsters and goading them into battle. Packmasters utilize whips to keep their bestial charges in line and to use as a weapon when necessary. With each snap of the whip, their war beasts are driven to heightened levels of aggression.

Packmasters also use wicked weapons known as things-catchers, which, as the name implies, they use to catch things. These two-handed polearms have a large, tong-like head with the inside of their grips lined with spikes. Packmasters can use these weapons to painfully capture and control creatures at a distance, whether it's a new beast to train or an enemy for their beasts to tear apart.

ART CREDIT

- Skaven Packmaster - Games Workshop



RATFOLK PACKMASTER

Medium humanoid (ratfolk), unaligned

Armor Class 14 (ring mail)

Hit Points 67 (9d8 + 27)

Speed 30 ft.

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

Skills Animal Handling +7, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Undercommon

Challenge 2 (450 XP) **Proficiency Bonus** +2

Crevise 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.

Pack Leader. Any beasts or monstrosities with an Intelligence score of 8 or lower may add +2 to any Intelligence, Wisdom, or Charisma saving throws they make while within 10 feet of the ratfolk while it isn't incapacitated.

Actions

Multiaction. The ratfolk makes two attacks, one with its things-catcher and one with its whip.

Things-Catcher. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The target is grappled (escape dc 13) if it is a Large or smaller creature. Until this grapple ends, the pack master can't use the things-catcher on another target.

Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage. The attack automatically hits if the target is an allied beast or monstrosity with an Intelligence score of 8 or lower. Any charmed or frightened conditions end for that creature, and it can immediately use its reaction to make one weapon attack. This attack deals an additional 4 (1d8) damage on hit.

Reactions

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.

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- Public release