



RATFOLK STORM VERMIN

These ratfolk soldiers are the most massive and elite of their kind. Future storm vermin are identified at a young age by their clan as their size, aggressiveness, and dark fur easily distinguish them from the rest of their litter. They are then raised via brutal training regiments designed to shape them into elite warriors. Packs of storm vermin are given the best equipment in the clan and go on to serve as heavy infantry and personal retinues for powerful ratfolk commanders.

RATFOLK STORM VERMIN

Medium humanoid (ratfolk), chaotic evil

Armor Class 16 (chain mail)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Athletics +5, Deception +3, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Undercommon

Challenge 1 (200 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

Halberd. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage, or if the ratfolk is more than 5 feet away from the target, it may move 5 feet closer to the target and deal 14 (2d10 + 3) slashing damage.

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.

In combat, storm vermin are less prone to the cowardice of most rat folk soldiers. Their higher resolve and heavy armor allow them to hold the line against enemy combatants, and their size, training, and deadly weaponry allow them to cut a swath through most ordinary soldiers. Thus, storm vermin are often charged with protecting critical locations and individuals or leading rallying charges against particularly imposing foes.

ART CREDIT

- Skaven Stormvermin - GrimKnight
- Skaven Warrior - CommissarPUURO





COUNCIL GUARD

These albino storm vermin are the most elite bodyguards in the ratfolk's under-empire. Though their origin is unknown, the council guard serve the most elite members of ratfolk society with an unquestioning loyalty almost alien to most ratfolk. No amount of bribery or coercion can shake a guard member's loyalty. They are even mute, thus preventing them from accidentally spilling any of their master's secrets.

In combat, these hulking warriors fight with many times the ferocity of an ordinary storm vermin. Their implacable natures mean they will fight to the death if necessary, and no amount of magic can charm or frighten them into submission.

RATFOLK COUNCIL GUARD

Medium humanoid (ratfolk), lawful evil

Armor Class 17 (splint)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Int +3, Wis +5

Skills Athletics +6, Perception +7

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 17

Languages understands Common and Undercommon
but can't speak them

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Brute. A melee weapon deals one extra die of its damage when the ratfolk hits with it (included in the attack.)

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

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, or if the ratfolk is more than 5 feet away from the target, it may move 5 feet closer to the target and deal 20 (3d10 + 4) slashing damage.

Reactions

Scurry Towards. When an ally the ratfolk can see with a CR of 5 or higher uses its Scurry Away feature, the ratfolk can move up to half its speed towards the creature this ally is frightened of. This movement doesn't provoke opportunity attacks, and if the ratfolk is within 10 feet of the creature at the end of this movement, it may make a halberd attack against it.

CHANGE LOG

1.0.0

- Document release