



RATFOLK CLAN RATS

Ratfolk are a prolific, though short-lived, race. They rarely want for numbers, though few of their kind have the opportunity to develop specialized skills. In battle, ratfolk clans leverage the quantity-over-quality approach of their race to field overwhelming numbers of otherwise unremarkable troops. All healthy ratfolk are equipped with basic weapons and armor and given enough rudimentary training to put it to use. These clan rats then utilize their overwhelming mass to break enemy fighters they would otherwise be unable to defeat in a one-on-one fight.

Clan rats are called such because they are most often the core fighting force of a given ratfolk clan. However, clan rat is a broad term, and any healthy but otherwise unremarkable ratfolk with some weapon proficiency and battle gear could be referred to as a clan rat.

VOLCANIC SLASHERS

Some ratfolk clans make their underground homes in volcanic regions. They quickly learn how to utilize their fiery environment to their advantage, burrowing their homes around magma chambers that provide molten rock, useful for defending their lair with lava traps. The magma also proves useful for forging equipment, and ratfolk of these clans learn to imbue all their weapons with fiery properties.

The warriors of these clans also prove to be much harder and heat resilient, as those lacking these qualities don't last long within their volcanic homes. Known as volcanic slashers, these specialty clan rats combine their high fortitude with flaming weapons to burn their way across the battlefield.



ART CREDIT

- Clanrats - Games Workshop
- Clanrat Clawleader - Mark Bulahao

RATFOLK CLAN RAT

Medium humanoid (ratfolk), chaotic evil

Armor Class 16 (hide, shield)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (0)	10 (0)	10 (0)	8 (-1)

Skills Acrobatics +4, Deception +1, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Undercommon

Challenge 1/4 (50 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.

Actions

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, reach 30/120 ft., one target. *Hit:* 4 (1d4 + 2) piercing 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.



RATFOLK VOLCANIC SLASHER

Medium humanoid (ratfolk), chaotic evil

Armor Class 16 (hide, shield)

Hit Points 22 (4d8+4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	12 (+1)	10 (0)	10 (0)	8 (-1)

Skills Acrobatics +4, Deception +1, Stealth +4

Damage Resistance fire

Senses darkvision 60 ft., passive Perception 10

Languages Common, Undercommon

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Burning Weapons Weapon attacks from the ratfolk deal an extra 3(1d6) fire damage (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

Short Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) slashing damage plus 3(1d6) fire damage.

Sling. *Ranged Weapon Attack:* +4 to hit, reach 30/120 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3(1d6) fire 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.

CHANGE LOG

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- Document creation