

THE SKAVEN MONSTER MANNUAL



The Skaven, sometimes known as the Ratmen, the Ratkin or the Children of the Horned Rat, are a malevolent and diabolical race of large humanoid rat-creatures that inhabit a massive inter-continental underground empire known in their tongue simply as the Under-Empire, where at the very heart of Skavendom lies the horrific city of Skavenblight, the species capital city and the probable birthplace of the Skaven race.

SKAVEN BIOLOGY

The Skaven, in terms of physical appearance, look almost exactly like large bipedal rats, possessing just enough intelligence to make simple tools and converse in a developed language. The more gifted among them are able to learn complex mathematics and rudimentary engineering. Skaven have an expected lifespan of about a handful of years or less; that said, were it not for the (often violent) internal competition of their species, they might live to be in their 20's. More powerful members of Skaven society tend to live longer, even hundreds of years, due to the use of drugs, magic, or frequent use/exposure to the unstable magical substance known as warpstone.

SKAVEN PHYSIOLOGY

A Skaven is roughly man-sized, with the typical specimen being between four and five feet tall on average. Their body posture is often hunched, a trait that was developed from the cramped conditions of their natural habitat. Skaven fur is often fine and thick, making it excellent at insulating the body from the cold. The skin also excretes a layer of fine oil upon the fur that makes their bodies almost water-proof. This oil, which is common amongst aquatic rodents, contributes to the Skaven being competent swimmers. This same oil is a pheromone that a Skaven can use to deduce the emotions or motives of another individual. Certain pheromone smells can mean certain emotions that only a Skaven nose can identify, such as fear, agitation, or stress.

SKAVEN PSYCHOLOGY

The Skaven race often represents all the things that the typical good-natured citizenry of the Empire despise. As a whole, the Skaven is, at its base, a very selfish and unloving creature, raised within a turbulent society that only promotes violence, cunning, and the need for survival. As such, each and every Skaven has a mindset that is singularly focused on survival, which offers little room for remorse or pity, not even for close "friends" or even siblings or kin. Not only are the Skaven a petty and jealous race, they are also devious and sly in their attitude to one another.

SLAVE RATS

Although not officially considered a part of the army, the Slaverats of many clans still play an important and vital role during the heat of battle. Their main purpose in the battlefield is to swarm head-long against the front of the enemy army, tiring or absorbing much of the fighting while the more proper soldiers of the clan rush in afterwards to support them. They would also do menial task when not in the battlefield, which includes labour, mining, tunnelling, or, in dire times, even becoming a reserve food supply for the Skaven army.

CLANRATS

Clanrats form the bulk of most Skaven armies. These warriors would naturally be considered nothing more than Skaven who have risen up to aid their clan during times of war. These troops are usually very lightly armoured, using a variety of weapons and armour scavenged or looted from many areas they have previously raided for goods and weapons.

STORMVERMIN

These powerful Skaven warriors have been raised from infancy to be the most deadly killers and soldiers in the entire Skaven horde. Stormvermin are naturally black-furred Skaven, their fur marking them as the perfect warriors in their society. They would also be naturally heavily armoured, given the best food and gear available to them, and living much more luxurious lives than the ordinary Clanrat. These troops are only committed into the front when the battle is turning bad for the Skaven, and the need for more hardened warriors is required to ensure victory.

PLAGUE MONKS

The most common infantry fielded by Clan Pestilens, these groups of fanatics are utterly dedicated to spreading their corruption within the enemy ranks. When they are near the enemy, the Monks will go into a fanatical frenzy, killing their enemy with rusted swords and iron-tipped staffs to infect those they hurt with unimaginable diseases. Due to their diseased bulk, Plague Monks can survive injuries that would normally kill an ordinary Skaven.

PLAGUE CENSER-BEARERS

A plague censer is a hollow spiked metal ball attached to a lengthy chain meant to be used as a weapon by the Plague Censer-Bearers. Within the hollow spikes are lethal doses of warpstone and vile contagions that release a foul greenish cloud that will cause flesh to erupt into sores and fluid-filled blisters. The Censer-Bearers are fanatical in combat, never faltering or retreating, they continue on their murderous rampage until each and everyone one of them are cut down.

NIGHT RUNNERS

The Night Runners are considered the rank and file soldiers of Clan Eshin. Lightly armed and armoured so as to take advantage of their tremendous speed and agility, the Night Runners excel at flanking manoeuvres and lightning-fast attacks. They cannot stand long against heavily-armed or armoured opponents, and are best kept in a reserve role unless no other course is available. Despite their limitations, they are often thrown into the fray as necessary, their lives sacrificed en masse.

GUTTER RUNNERS

Gutter Runners are nimble and quick; they would have to be to have survived their apprenticeship in the ranks of Clan Eshin's Night Runners. They are elite skirmishers and scouts, second only to Eshin's assassins in the art of stealth and speed. Their attacks are quick and effective, frustrating their enemies as the Gutter Runners appear, attack, and vanish just as quickly in a flash of smoke or a splash of shadow.

PACKMASTERS

Packmasters are the trainers and handlers of Clan Moulder's various warbeasts and hulking monstrosities. These specially trained Skaven are experts at goading their charges - ferocious, half-mad creatures who can turn and attack with no warning. For this reason, Packmasters are themselves cagey and fierce warriors, for if they are not they quickly end up as another meal for their merciless packs. It is common practice for Clan Moulder to sell both beast packs and Packmaster handlers to the highest bidder.

POISONED-WIND GLOBADIERS

Similar in appearance to Warlock-Engineers, and in some cases Engineers themselves, these Globadiers are one of the newest additions to Clan Skryre's biological weaponry. Using the deadly poisoned wind globe, these ratmen are trained to throw these vile glass orbs at the thickest of fighting, using the poisoned fumes to their fullest effect.



CLANRAT

Medium humanoid, chaotic evil

Armor Class 18 (Scale mail, Shield)

Hit Points 11 (2d8+2)

Speed 40ft, climb 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	16 (+3)	12 (+1)	8 (-1)	10 (0)	6 (-2)

Senses Darkvision 120 ft, passive Perception 10

Languages Undercommon

Challenge 1/2 (100 XP)

Keen Hearing and Smell: The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Craven Attacker: As long as the skaven has more allies within 5ft of it than enemies, it deals an extra 1d4 damage on attacks.

Actions

Shortsword *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 3)

SLAVE RAT

Medium humanoid, chaotic evil

Armor Class 13

Hit Points 9 (2d8)

Speed 40ft, climb 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (0)	6 (-2)	10 (0)	6 (-2)

Senses Darkvision 120 ft, passive Perception 10

Languages Undercommon

Challenge 1/4 (50 XP)

Keen Hearing and Smell: The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Craven Attacker: As long as the skaven has more allies within 5ft of it than enemies, it deals an extra 1d4 damage on attacks.

Actions

Dagger *Melee Weapon Attack:* +5 to hit, reach 5ft, one target. *Hit* 5 (1d4 + 3)

Sling *Melee Weapon Attack:* +5 to hit, range (30/120)ft, one target. *Hit* 5 (1d4 + 3)





PLAGUE MONK

Medium humanoid, chaotic evil

Armor Class 14

Hit Points 15 (2d8+6)

Speed 40ft, climb 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	18 (+4)	16 (+3)	8 (-1)	14 (+2)	6 (-2)

Condition Immunities Frightened, Poisoned

Resistances Poison

Senses Darkvision 120 ft, passive Perception 12

Languages Undercommon

Challenge 1 (200 XP)

Keen Hearing and Smell: The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Toxic Spray: When a creature within 5ft of the skaven hits it with an attack, the creature must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute.

Fanatic Frenzy: When reduced to zero hitpoints the skaven is instead dropped to 1 hitpoint. The skaven can use this ability once before taking a longrest.

Actions

Multiattack. The skaven makes two attacks with it's Sickle.

Sickle Melee Weapon Attack: +6 to hit, reach 5ft., one target. *Hit* 5 (1d4 + 4) and 4 (1d6) poison.



STORMVERMIN

Medium humanoid, lawful evil

Armor Class 18 (Plate)

Hit Points 24 (4d8+8)

Speed 40ft, climb 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (0)	12 (+1)	6 (-2)

Senses Darkvision 120 ft, passive Perception 11

Languages Undercommon

Challenge 2 (450 XP)

Keen Hearing and Smell: The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pull Rank: When the skaven is hit by an attack it can use it's reaction to cause an ally to be targeted by the attack instead.

Actions

Multiattack. The skaven makes two attacks with it's pike.

Halberd. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit* 5 (1d10 + 3)



NIGHT RUNNERS

Medium humanoid, lawful evil

Armor Class 15

Hit Points 9 (2d8)

Speed 45ft, climb 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	10 (0)	8 (-2)	10 (0)	6 (-2)

Skills Stealth +7, Slight of Hand +7

Senses Darkvision 120 ft, passive Perception 10

Languages Undercommon

Challenge 1 (200 XP)

Keen Hearing and Smell: The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Assassinate: If the skaven surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Dagger Melee Weapon Attack: +7 to hit, reach 5ft, one target. *Hit* 5 (1d4 + 5)

Sling Melee Weapon Attack: +7 to hit, range (30/120)ft, one target. *Hit* 5 (1d4 + 5)

PLAGUE CENSER-BEARERS

Medium humanoid, chaotic evil

Armor Class 14

Hit Points 42 (5d8+20)

Speed 40ft, climb 30ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	8 (-1)	16 (+3)	6 (-2)

Damage Immunities Poison

Condition Immunities Frightened, Exhaustion, Poisoned

Senses Darkvision 120 ft, passive Perception 13

Languages Undercommon

Challenge 3 (700 XP)

Keen Hearing and Smell: The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Toxic Spray: When a creature within 5ft of the skaven hits it with an attack, the creature must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute.

Fanatic Frenzy: When reduced to zero hitpoints the skaven is instead dropped to 1 hitpoint. The skaven can use this ability once before taking a longrest.

Actions

Multiattack. The skaven makes two attacks with its Plague Censer.

Plague Censer Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit* 9 (1d10 + 3) bludgeoning. If the target is a creature, it must make a DC 13 Constitution saving throw. It takes 3d6 poison damage on a fail and half as much on a success.





GUTTER RUNNERS

Medium humanoid, lawful evil

Armor Class 18 (Studded Leather)
Hit Points 22 (4d8+4)
Speed 50ft, climb 50ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	23 (+6)	13 (+1)	8 (-2)	12 (+1)	6 (-2)

Skills Stealth +8, Slight of Hand +8, Acrobatics +8
Senses Darkvision 120 ft, passive Perception 11
Languages Undercommon
Challenge 3 (700 XP)

Keen Hearing and Smell: The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Cunning Action: The skaven can take a Bonus Action on each of its turns in Combat. This action can be used only to take the Dash, Disengage, or Hide action.

Assassinate: If the skaven surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Actions

Smokebomb(Recharge 5-6) The skaven becomes invisible for 1 round. The first attack the skaven makes on its next turn gains the Assassinate damage bonus if it hits.

Multiattack. The skaven makes two attacks one with its claw and one with its poison dagger.

Claw Melee Weapon Attack: +8 to hit, reach 5ft, one target. *Hit* 5 (1d6 + 6)

Poison Dagger Melee Weapon Attack: +8 to hit, reach 5ft, one target. *Hit* 5 (1d4 + 6). If the target is a creature, it must make a DC 14 Constitution saving throw. It takes 2d6 poison damage on a fail and half as much on a success.

PACKMASTER

Medium humanoid, chaotic evil

Armor Class 16 (Scale mail)
Hit Points 17 (2d8+8)
Speed 40ft, climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	8 (-1)	14 (+2)	12 (+1)

Skills Animal Handling +3
Senses Darkvision 120 ft, passive Perception 12
Languages Undercommon
Challenge 1 (200 XP)

Keen Hearing and Smell: The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.

The Master: When the skaven is hit by an attack it can use its reaction to cause an allied beast or monstrosity to be targeted by the attack instead.

Drive to Frenzy: Allied beasts and monstrosities within 20ft of the packmaster are immune to fear, and have advantage on Wisdom saves.

Actions

Sic'Em The skaven targets one creature with 120ft of it that it can see. Until the end of skavens next turn all beasts and monstrosities have advantage against the target.

Whip Melee Weapon Attack: +5 to hit, reach 10ft., one target. *Hit* 5 (1d4 + 3).



WARLOCK JEZZAILS

When the need for a more precise shot is required by its Paw-leader, most clans will employ the use of a deadly Warlock Jezzails team to pick off key individuals within an army. Jezzails are a two Skaven team of highly trained snipers employed for the use of assassinating important targets from an extremely long distance. Their rifles, called Jezzails, has the longest range of any rifle in the Old World, due in most part to the dangerous use of warpstone bullets as the main source of ammunition.

WEAPONS TEAM

Clan Skyre makes use of specialised groups of Skaven Engineers to handle and deploy weaponry to the frontline. These Weapons Teams will naturally be attached to other blocks of Infantry to provide Clanrats with much-needed firepower.

WARPFIRE THROWER

One of the deadliest hand-held weapons in Clan Skryre's arsenal, this weapons team has within their possession an extremely potent and dangerous piece of machinery. The Warpfire-Thrower is a very crude hand-held flamethrower, that showers their foes in a whirlwind of greenish flame, fueled and fed by warpstone substances.

RATLING GUN

A multi-barreled whirling death-dealing machine known as the Ratling Gun is one of Clan Skryre's newest inventions. So successful and deadly this piece of machinery is to the Warlord Clans that Clan Skryre will always run out of Ratling Guns long before they run out of customers to sell them to.

POISONED-WIND MORTAR

A form of mobile light-artillery, instead of hand-throwing the poisoned wind globe at the enemy, a projectile launcher strapped to the back of another Globadier fires the globe while another Globadier loads the ammunition in. The mortar will lob the globe at a longer distance than any Globadier could, giving the weapons team both range and mobility needed to support the troops.

RAT OGRE

The most infamous of Clan Moulder's many creations, these beasts are one of the largest and most fearsome creations at their disposal. Larger than any human, these beasts stand taller than two men, and have enough strength and muscle to fight a whole company of soldiers. A Rat Ogre is to an Ogre what an ordinary Skaven is to a human. Rat Ogres are usually covered with stitches, as many times their Clan Moulder masters have added "modifications" to their already formidable bulk, either adding large saw-like blades, weapon attachments, and even an extra arm to those few Skaven Warlords willing to pay a few extra warp-tokens.

HELL-PIT ABOMINATION

The greatest monster Clan Moulder has ever birthed, this monstrosity towers over any creation Clan Moulder has ever made in their long diabolic history. A massive beast standing taller than 8 men, and many, many times stronger, this engine of destruction is unstoppable on the battlefield, with many not having the courage to even look at the hideous sight.

DOOMWHEEL

At first sight, the Doomwheel may look less menacing and even comical compared to the other war-machines of the Skaven, but those that have faced one in battle know full well of its prowess. The design of the machine is so simple and yet so complex, so utterly Skaven in its inception that its well beyond the understanding of even the top minds of the School of Engineers.

SKAVEN DAMAGE VS HITPOINTS

Most of the creatures in this manual deal a lot of damage for their CR but have low hit points for their CR. If your players do not have a good sorce of aoe becareful throwing horde of skaven at them.

SKAVEN WARLORD

To hold the title of Warlord is to rule supreme. In battle these brutal, back-stabbing commanders will do anything for victory, leading from the back, a nice safe place where he can watch the flow of battle and decide where his sword arm is needed most.

GREY SEER

The Grey Seers are powerful sorcerers, capable of channeling eldritch energies in destructive ways - levelling armies with lightning, or summoning ravening swarms of rats. As chief agents for the Horned Rat, Grey Seers wield tremendous influence amongst the warlord clans, and only a fool would ignore their council.

WARLOCK-ENGINEERS

The notorious Engineers of Clan Skryre are among the greatest minds in the entire Under-Empire. These tinker-rats are the artificers of Skaven society, blending arcane sorceries with mad science in the creation of some of the deadliest machines ever invented in the world. When not manning war machines or watching over a weapons team, the ordinary Warlock-Engineer naturally has the power to channel and cast magic in the traditional way as other races.

SKAVEN WEAPONS FOR PLAYERS

I have not provided stats on skaven weapons for player use as they would be pretty op if I did.



RAT OGRE VARIANT ADDONS

- Blade Arm:** The Rat Ogre replaces one of it's claw attacks with a 2d8 slashing damage blade.
- Rattling Arm:** The Rat Ogre replaces one of it's claw attacks with a rattling attack as detailed on the Weapons Team.
- Warp Drill:** The Rat Ogre replaces one of it's claw attacks with a drill attack the deals 1d10 pircing and 2d10 necrotic.

WARPLOCK JEZZAIL

Medium humanoid, chaotic evil

Armor Class 15 (Sheild)
Hit Points 14 (3d8)
Speed 40ft, climb 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (0)	6 (-2)	10 (0)	6 (-2)

Senses Darkvision 120 ft, passive Perception 10
Languages Undercommon
Challenge 1 (200 XP)

- Keen Hearing and Smell:** The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.
- Sheild ME!:** If the skaven has an ally within 5ft assisting him, ranged attacks against him are made with disadvantage, and ranged attacks made by him are made with advantage.

Actions

- Jezzail Ranged Weapon Attack:** +5 to hit, range (120/480)ft , one target. *Hit* 9 (1d10 + 3) and 6 (1d10) Necrotic.
- Dagger Melee Weapon Attack:** +5 to hit, range (30/120)ft, one target. *Hit* 5 (1d4 + 3)

RAT OGRE

Large monstrosity, chaotic evil

Armor Class 12
Hit Points 147 (14d10+70)
Speed 50ft, climb 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	3 (-3)	8 (-1)	6 (-2)

Senses Darkvision 120 ft, passive Perception 10
Languages None
Challenge 5 (1,800 XP)

- Keen Hearing and Smell:** The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.
- Brainless:** Without a creature commanding the ogre it acts as though effected by the confusion spell.

Actions

- Multiattack.** The ogre makes two attacks with it's claws.
- Claw Melee Weapon Attack:** +7 to hit, reach 5ft., one target. *Hit* 13 (2d8 + 4)
- Charge Melee Weapon Attack:** +7 to hit, reach 5ft., one target. *Hit* 13 (2d12 + 4) If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone. The ogre must move 20ft in a straight line to use this attack.



SKAVEN WEAPONS TEAM

Medium humanoid, lawful evil

Armor Class 16 (Scale Mail)
Hit Points 37 (6d8+12)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (0)	12 (+1)	6 (-2)

Senses Darkvision 120 ft, passive Perception 11
Languages Undercommon
Challenge 3 (700 XP)

Keen Hearing and Smell: The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Working Together: If this creature is not adjacent to another Skaven Weapons Team at the end of it's turn it becomes a clanrat.

Unstable Weapon: If this creature is reduced to 0 hitpoints it explodes in a 20ft radius. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Actions

FIRE!(Recharge 5-6) The skaven fires it's equipped weapons team weapon.

Reload The Weapons Teams FIRE! action is recharged.

SKAVEN WEAPONS TEAM EXPLAINED

Before the combat ever starts you should have a weapon picked out from the table below for the Weapons Team to use. You need to have two Skaven Weapons Team creatures adjacent to eachother to function correctly. It's best if the weapons team goes on the same initiative.

When you get to there turn roll to see if the FIRE! ability has recharged before using the reload action. If the skaven is lucky they might get two shots off, or even more before having to reload.

WEAPON TEAM WEAPONS

Weapon Effect

Warpfire Thrower Fires in a 60ft line. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Rattling Gun Fires in a 30ft cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one.

Poisoned-Wind Mortar Choose a point within 300ft. Each creature within a 10ft radius of that point must make a DC 13 Dexterity saving throw, taking 14 (3d8) bludgeoning damage and 14 (3d8) fire damage on a failed save, or half as much damage on a successful one.



HELL-PIT ABOMINATION

Huge monstrosity, chaotic evil

Armor Class 15 (Natrual Armor)
Hit Points 220 (19d12+95)
Speed 40ft, climb 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (0)	20 (+5)	4 (-3)	10 (0)	6 (-2)

Damage Immunities Poison
Condition Immunities Frightened, Exhaustion, Poisoned
Senses Darkvision 120 ft, passive Perception 10
Languages None
Challenge 12 (8,400 XP)

Hideous bulk Creatures who end their turn within 120 ft. of the Abomination and aware of it must succeed on a DC 16 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Abomination's Hideous bulk for the next 24 hours.

Too Horrible to Die: When the Abomination is reduced to 0 hitpoints for the first time in a day, roll a d20. If it is even 2d6+2 clanrats burst from the creature and it dies, if it is odd the abomination regains 110 hitpoints.

Regeneration: The abomination regains 15 Hit Points at the start of its turn. If the abomination takes fire damage, this trait doesn't function at the start of the abomination's next turn.

Actions

Multiattack. The Hell-Pit Abomination makes three attacks: two with it's limbs and one with it's bite.

Limb Melee Weapon Attack: +10 to hit, reach 10ft., one target. *Hit* 27 (4d10 + 6) bludgeoning.

Bite Melee Weapon Attack: +10 to hit, reach 10ft., one target. *Hit* 31 (4d12 + 6) piercing.

Mad Flailing Each creature withen 10ft of the abomination must make a DC 16 Strength saving throw, taking 21 (6d6) blundgeoning damage and fall prone on a failed save, or half as much damage on a successful one.



DOOMWHEEL

Large construct, neutral

Armor Class 18 (natural armor)
Hit Points 136(16d10 + 48)
Speed 100ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (0)	10 (0)	5 (-2)

Condition Immunities Prone, Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Damage Immunities Poison, Psychic; Bludgeoning, Piercing, and Slashing From Nonmagical Attacks That Aren't Adamantine
Senses dark vision 120ft, passive Perception 10
Languages None
Challenge 7 (2,900 XP)

War Machine The Doomwheel requires a skaven mounted in it to take actions. Creatures mounted in the doomwheel have +3 Ac and have advantage against any effect that would cause them to be knocked out of the Doomwheel.

Whirling Doom The Doomwheel can move through other creatures spaces. Each creature that the doomwheel moved through must make a DC 15 Dexterity saving throw, taking 10 (4d6) slashing damage on a failed save, or half as much damage on a successful one. A creature can only be effected by this once per turn.

Actions

Warp Lightning Thrower Ranged Weapon Attack: +5 to hit, range (100/400)ft, one target. Hit 19 (4d8 + 2) lightning damage.



SKAVEN WARLORD

Medium humanoid, lawful evil

Armor Class 17 (Half Plate)
Hit Points 179(21d8 + 84)
Speed 40ft. climb 30ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	14 (+2)	16 (+3)	12 (+1)

Skills Perception +8, Persuasion +6, Athletics +9
Savingthrows Strength +9, Dexterity +9
Senses Darkvision 120ft, passive Perception 18
Languages Undercommon
Challenge 14 (11,500 XP)

Keen Hearing and Smell The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (1/Day) If the warlord fails a saving throw, it can choose to succeed instead.

Fear ME More, yes yes Skaven within 120ft of the warlord are immune to fear.

Actions

Multiattack The warlord makes three halberd attacks.

Halberd Melee Weapon Attack: +9 to hit, reach 10ft., one target. Hit 5 (1d10 + 4)

Commander of The Vermintide The Warlord targets one creature it can see within 120ft. All skaven within 120ft of the warlord take a movement action and attack action targeting that creature.

Reactions

Parry. The warlord adds 4 to its AC against one melee Attack that would hit it. To do so, the warlord must see the attacker and be wielding a melee weapon.

Legendary Actions

Can take 2 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary Actions are regained at the start of each turn.

Lunging Strike The warlord move 10ft towards a creature an makes a Halberd attack adding 4d6 to the damage roll if it hits.

Sweeping Fury(Costs 2 Actions) The warlord makes an attack against each creature within it's reach. Any creature hit by this attack must make a Dc 16 Strength save or fall prone.

GREY SEER

Medium humanoid, lawful evil

Armor Class 17 (Mage Armor)

Hit Points 158 (21d8 + 43)

Speed 40ft. climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	16 (+3)	20 (+5)	12 (+1)

Skills Persuasion +10

Savingthrows Wisdom +10, Charisma +6

Senses Darkvision 120ft, passive Perception 20

Languages Undercommon

Challenge 16 (15,000 XP)

Keen Hearing and Smell The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (2/Day) If the Grey Seer fails a saving throw, it can choose to succeed instead.

Spellcasting: The Grey Seer is a 10th-level spellcaster. Its Spellcasting Ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). The Grey Seer has the following spells prepared:

Cantrips (at will): Sacred Flame, Thaumaturgy, Shocking Grasp

1st Level (4 slots): Mage Armor, Magic Missile, Shield of Faith

2nd Level (3 slots): Hold Person, Silence, Spiritual Weapon

3rd Level (3 slots): Call Lightning, Dispel Magic

4th Level (3 slots): Divination, Guardian of Faith

5th Level (2 slots): Contagion, Insect Plague

6th level (1 slot): Chain Lightning

Actions

Multiattack The Grey Seer makes two staff attacks.

Staff Melee Weapon Attack: +7 to hit, reach 5ft., one target. *Hit* 5 (1d8 + 2)

Bringer of The Vermintide The Grey Seer choose a point within 120ft, 2d6+2 skaven clanrats burst from the ground and join combat. The Grey Seer must take a longrest before it can take this action again.

Flensing Ruin The Grey Seer targets a creature it can see within 120ft. Green ribbons of warp-energy tear the flesh from the target's bones. The creature must make a DC 18 Constitution saving throw, taking 53 (6d10+20) necrotic damage and gaining two levels of exhaustion on a failed save, or half as much damage and no exhaustion on a successful one. Once the Grey Seer has used this ability it can not do so again until it finishes a short or long rest.

Legendary Actions

Can take 2 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary Actions are regained at the start of each turn.

Quick Cast The Grey Seer casts a spell of 1st level or lower.

Vision of The Horned Rat (Costs 2 Actions) The Grey Seer summons the appearance of The Horned Rat. Each non-skaven creature within 20 feet of the Grey Seer that can see the magical vision must succeed on a DC 18 Constitution saving throw or be Stunned until the end of the Grey Seer's next turn.



WARLOCK ENGINEER

Medium humanoid, lawful evil

Armor Class 18 (Warp Armor)

Hit Points 158 (21d8 + 43)

Speed 40ft. climb 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	20 (+5)	16 (+3)	12 (+1)

Skills Tinker Tools +10

Savingthrows Intelligence +10, Charisma +6

Damage Immunities Poison

Damage Resistances Lightning, Force

Senses Darkvision 120ft, passive Perception 13

Languages Undercommon

Challenge 16 (15,000 XP)

Keen Hearing and Smell The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (1/Day) If the Warlock Engineer fails a saving throw, it can choose to succeed instead.

Spellcasting: The Warlock Engineer is a 10th-level spellcaster. Its Spellcasting Ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The Warlock Engineer has the following spells prepared:

Cantrips (at will): Shocking Grasp, Eldritch Blast

1st Level (4 slots): Magic Missile, Shield

2nd Level (3 slots): Hold Person, Scorching Ray

3rd Level (3 slots): Call Lightning, Dispel Magic, Thunderstep

4th Level (3 slots): Dimension Door, Fabricate

5th Level (2 slots): Maelstrom, Wall of Force

6th level (1 slot): Chain Lightning

Actions

Warp Lightning Gauntlet (Recharge 5-6) The Warlock fires a destructive blast from his gauntlet. He creates a 10ft cube at a point within 120ft that he can see. Creature in that area must make a DC 18 Dexterity saving throw, taking 21 (6d6) necrotic damage and 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.

Staff Melee Weapon Attack: +7 to hit, reach 5ft., one target. *Hit* 5 (1d8 + 2)

Warp Rocket The Warlock fires a miniture doom rocket from his staff at a creature within range. *Ranged Weapon Attack:* +9 to hit, range (60/240)ft., one target. *Hit* 17 (4d8) fire damage and 17 (4d8) lightning damage.

Warpclaw *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit* 15 (3d8 + 2) necrotic damage.

Fire EVERYTHING! Upto 4 weapons teams within 60ft of the Warlock recharge their fire ability and make an attack.

Legendary Actions

Can take 2 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary Actions are regained at the start of each turn.

Quick Cast The Warlock casts a spell of 1st level or lower.

Skitterleap Warlock disappears in a puff of green smoke, only to reappear elsewhere on the battlefield. Teleportating to an open space within 60ft.



ESHIN ASSASSIN

Medium humanoid, lawful evil

Armor Class 20(Studded Leather)

Hit Points 179(21d8 + 84)

Speed 80ft. climb 60ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	26 (+8)	18 (+4)	14 (+2)	16 (+3)	12 (+1)

Skills Perception +8, Stealth +13, Acrobatics +13, Slight of Hand +13, Thieves Tools +13

Savingthrows Strength +9, Dexterity +13

Senses Darkvision 120ft, passive Perception 18

Languages Undercommon

Challenge 19 (22,000 XP)

Keen Hearing and Smell The skaven has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (1/Day) If the assassin fails a saving throw, it can choose to succeed instead.

Assassinate: During its first turn, the Assassin has advantage on Attack rolls against any creature that hasn't taken a turn. Any hit the Assassin scores against a surprised creature is a critical hit.

Evasion: If the Assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn): The Assassin deals an extra 20 (6d6) damage when it hits a target with a weapon Attack and has advantage on the Attack roll, or when the target is within 5 ft. of an ally of the Assassin that isn't Incapacitated and the Assassin doesn't have disadvantage on the Attack roll.

Cunning Action: The Assassin can take a Bonus Action on each of your turns in Combat. This action can be used only to take the Dash, Disengage, or Hide action.

Actions

Smokebomb(Recharge 5-6) The Assassin becomes invisible for 1 round. The first attack the Assassin makes on it's next turn is treated as a critical if it hits.

Warp Dagger Melee Weapon Attack: +13 to hit, reach 5ft., one target. *Hit* 10 (1d4 + 8) piercing damage and 5 (1d10) necrotic damage.

Blade Flurry The Assassin leaps 20ft in a straight line, and attacking each creature it passed by during this movement once. This movement does not provoke attacks of opportunity.

Reactions

Parry. The warlord adds 4 to its AC against one melee Attack that would hit it. To do so, the warlord must see the attacker and be wielding a melee weapon.



ESHIN ASSASSINS

Eshin Assassins are capable of infiltrating virtually any fortress and eliminating any enemy. The Council of Thirteen regularly uses them to eliminate rebellious warlords and disloyal Grey Seers. Their services are also sold to whoever may afford the price demanded by Clan Eshin. They are also capable of committing sabotage, like burning ships or houses and poisoning wells or food supplies. Operating mostly alone, they are also capable of concealing themselves inside a regular Skaven infantry unit to better slay an enemy champion amidst the confusion of battle.

BE VERY CAREFUL WITH ASSASSINS

The Clan Eshin members are very deadly if played well, if you take the most optimal action every turn for these guys, party members will die 100%. This goes for the Gutter Runners and Night Runners as well but is even more extreme with the Eshin Assassins.

CLOSING NOTES

Hey so I only recently started doing homebrew to upload to the web, as normally I just keep all this stuff in a binder at my table. If this stuff catches on with people though, I will start doing all my homebrew in this format to upload.

Mr.Castle

MORE ABOUT SKAVEN

<https://warhammerfantasy.fandom.com/wiki/Skaven>

