

Chapter II



GHORZA RAT CATCHER

Medium humanoid (orc), chaotic neutral

- **Armor Class** 14 (leather armor)
- **Hit Points** 60 (8d10 + 16)
- **Speed** 30 ft.

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

- **Saving Throws** Str +5, Dex +6
- **Skills** Perception +5, Stealth +6, Survival +5
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** Common, Orc, understands Rat Speech
- **Challenge** 5 (1,800 XP)

Aggressive. As a bonus action, Ghorza can move up to her speed toward a hostile creature that it can see.

Born with a Bow. Ghorza has a +2 bonus to any attack she makes with bows.

Hunter's Camouflage. Ghorza has advantage on Dexterity (Stealth) checks made to hide in underground & forest terrain.

Relentless Hunter (Recharges after a Short or Long Rest). If Ghorza takes 10 damage or less that would reduce her to 0 hit points, she is reduced to 1 hit point instead.

Spellcasting. Ghorza is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Ghorza has the following divine spells prepared:

1st level (4 slots): _entangle, detect poison & disease, longstrider

2nd level (2 slots): *enhance ability*

ACTIONS

Multiattack. Ghorza makes two attacks.

Shortsword, Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Horn Longbow +1, Ranged Weapon Attack: +9 to hit, range: 150/600 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

VS

ONQRIN THE RABID

Medium Humanoid (Ratfolk), Chaotic Evil

- **Armor Class** 17 (Half Plate)
- **Hit Points** 83 (13d8+26)
- **Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	16 (+3)	9 (-1)	14 (+2)

Saving Throws STR +7, CON +5

Skills Intimidation +5, Perception +2

Senses Darkvision 60 ft., passive Perception 12

Languages Rat Speech, Common, Dwarven, Orcish

Challenge 7 (2,900 XP) **Proficiency** +3

Sunlight Sensitivity. Onqrin has *Disadvantage* on attack rolls and vision-based ability checks while in sunlight unless wearing a visored helm.

Action Surge. (1/day) At the end of his actions, Onqrin can choose to take an additional Action.

ACTIONS

Multiattack. Onqrin makes three weapon attacks.

Decapitrix (+1 Axe). Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

REACTIONS

Imposing Leader. When targeted by a melee attack Onqrin can make a contested **Charisma (Intimidation)** check against the attacker's Insight. On a success, the attacker must target a different enemy in melee range. If no enemies are in range the attacker may attack Onqrin normally.