

Evildoer Spotlight

#3

The Rat Collector

RATED
RP
G

RATED
RP
13

RATED
RP
MA

WRITTEN & ILLUSTRATED
BY NEFTHALIE N. RAMOS



THE RAT COLLECTOR

FERDINAND UNDERHILL					
SMALL HUMANOID					
STR	DEX	CON	INT	WIS	CHA
7 (-2)	8 (-1)	16 (+3)	14 (+2)	11 (+0)	7 (-2)
AC: 16			Type: Bandit (Halfling)		
Hit Points : 27			Awesome Power: 0.5		
Beat Up: 14			Tier of Villainy: 3 (Rvial)		
Speed: 15ft.			Age: Not a Child		
Senses; Passive Perception 10			Saves; Constitution +5		
Skills: Arcana +4, Deception +2					
Languages. Common, Halfling & Ability to speak with rats					
Damage Immunity					
Poison					
Condition Immunity					
Poisoned & Charmed					
Super Selfish					
Whenever Mr. Underhill is dealt damage by an attack, he may as a free action defeat one nearby swarm to take no damage (as the swarm rises up to protect him).					
Rat Control					
Mr. Underhill's rats will do anything for him, all rats in the same encounter as Mr. Underhill gain immunity to the frightened, charmed & taunted conditions.					
Actions					
Swarm Form (recharge 5-6) Mr. Underhill can become a large rat swarm. Defeating him in his rat swarm form, ends the swarm form & he becomes a full HP Halfling again.			Poison bolt (Halfling form only) Ranged magic attack +6 To hit, range 120 ft., one target Hit: 20 (3D12) Poison damage.		
King of the Swarm (recharge 5-6)					
Choose 1;					
Summon 1D4 small rat swarms.					
Summon 2 Gator Rats.					
Summon 1 Sewer Sloth.					
Command all present swarms to attack.					

Ferdinand Underhill, an unassuming name to be sure and in fact, there's not much anyone assume about him. Most assume he's a drifter, but there's more to this fat little Halfling who's draped in rags and smells of filth. He scrapes a living by doing the one job no one really wants to . . . an unsung hero who saves the citizens of large cities from the perils of rat infestation.

The Truth, or at least the story that the unaware believe to be true is that Mr. Underhill is an eccentric rat catcher. As a matter of fact that is actually true, but only in part. Mr. Underhill catches, collects and trains rats. Trains them for what you might ask? Well I'm so glad you asked. Underhill's rats are trained to steal shiny valuables! How do you think a rat catcher could afford to get as fat as Ferdinand is?

Ferdinand Underhill is an apparent eccentric in that he tends to behave like a rat. Avoiding daylight and frequenting the most miserable parts of the city. The slums, sewers and seedy taverns. Underhill fences his ill-gotten gains at local thieves' guilds and at times even hires a thug or two. An investment into his safety he would explain but you and I already know the truth.

The mystery unveiled is that Mr. Underhill is what you would call, a vermin mage who dabbles in a bit of other dark magics. I know you're curious to ask that question burning away in the back of your head but before you do, let me answer it! A vermin mage is a spell caster that learns to use their magic to transform them into a swarm of vermin & in Frederick's case, that's rats. Maybe that's why he likes rats so much you might think, but it's all actually part of his scheme.

Like the usual suspects, Mr. Underhill is far more than what he seems.

Character Traits: Quiet, soft spoken, timid & a conniving social outcast.

Quote: You have to be careful with rats. They may be small critters but they will do whatever they need to, to survive.

MR. UNDERHILL'S SWARM FORM					
Swarm Attack	AC	HP	Beat Up	Speed	Save Bonus
Every creature within a 40ft. radius must roll a Dexterity save DC:15 & take 21 piercing damage on a failure of half as much upon a success.	17	90	45	25 ft.	+2
Defeating the swarm form					
When this swarm form is outright defeated or just brought to zero HP, it reverts back to Ferdinand Underhill at full HP.					

MR. UNDERHILL & HIS RATS IN A FIGHT

RATS ARE MY ONLY FRIENDS

When using the rats, its best to attack in a few smaller swarms to harass the heroes and if at all possible, attack them in small spaces. Ferdinand himself is not at all strong or tough but he has a seemingly unrelenting force of small vermin awaiting his command.

Mr. Underhill will keep who he really is a secret for as long as he can and in the meantime try and shift the blame to others and set up ambushes and other traps to defeat the heroes.

He's not an overly smart man so his plans aren't the best, but he will most definitely try!

Mr. Underhill only vaguely associates himself with people. His true friends, compatriots and partners in crime are his beloved rats. He catches, collects and magically alters them to be more intelligent and of course . . . more obedient. Meaning he can call on them to do his bidding regardless of danger.

His magical experimentation with his “friends” has also given rise to a variety of monstrous rat breeds, such as the Gator Rat & Sewer Sloth.

FEAR MAKES A MAN SMART

The Good Mr. Underhill is not a particularly strong or tough man. Not in the scope of real heroes that is, but fear makes a man smart. So Mr. Underhill plots, schemes and focuses on as much misdirection as he can. Relying on his rats and traps to take care of any nosey heroes long before they discover what he’s really doing. If (& when) his true intentions are discovered, he will use and abuse each and every one of his rat “friends” to get away and if at all possible destroy those who have found him out.

NOT A MEMBER OF THE THIEVES’ GUILD

He is most definitely a member of a thieves guild! Using his connection to the thieves guild Mr. Underhill may sequester the aid of a few bandits via anonymous contracts against those would be heroes. *(A small collection of suitable bandits can be found in the Evildoers spotlight #1: Sweet Tooth).*

VERMINOUS PLOT HOOKS

1. In the west end Docks of Burtonville’s Old Town district, there is a bit of a rat problem. Well, more than a bit, but it’s always just been that small area. Not much there other than some low rent ware houses and cheap labor. So no real urgency was ever put on getting the rat problem under control. Until of course all those rats made their way through the rest of Burtonville. Now suffering from a total infestation, There's only one familiar enough with the vermin to contain a problem of this scope but he needs a few helping hands. Your helping hands!
2. Local nobles have been finding that many of their valuables have been going missing. During an investigation it was discovered that the land of these nobles is actually burgeoning on a complete rat infestation & they need people able to “deal with that”.
3. Stories of a small community being destroyed by a sea of vermin and rumors of that terrible tide of tiny teeth and claws is heading to another village. The village you’ve been hired to protect.



RAT HORDE

Fredrick Underhill's horde of rats aren't all magical mutants. Ok they are, but they aren't all that smart. Ok, ok, ok . . . they are smart, really smart especially considering that they are supposed to be simple vermin, but they are just rats.

LARGE RAT SWARM

Tier of Villainy	Level	Swarm Attack	AC	HP	Beat Up	Speed	Save Bonus
Lackey (1)	3	Every creature within a 20ft. radius must roll a Dexterity save DC:15 & take 21 piercing damage on a failure or half as much upon a success.	17	90	45	25 ft.	+1
SWARM As an action, 2 Large rat swarms may combine to become a apocalyptic rat swarm. Defeating a swarm When this swarm is outright defeated or just brought to zero HP, it becomes a medium swarm at full HP.							

MEDIUM RAT SWARM

Tier of Villainy	Level	Swarm Attack	AC	HP	Beat Up	Speed	Save Bonus
Lackey (1)	3	Every creature within a 10ft. radius must roll a Dexterity save DC:14 & take 11 piercing damage on a failure or half as much upon a success.	17	35	18	25 ft.	+2
SWARM As an action, 2 Medium rat swarms may combine to become a Large rat swarm. Defeating a swarm When this swarm is outright defeated or just brought to zero HP, it becomes a small swarm at full HP.							

SMALL RAT SWARM

Tier of Villainy	Level	Swarm Attack	AC	HP	Beat Up	Speed	Save Bonus
Lackey (1)	3	Every creature within a 5ft. radius must roll a Dexterity save DC:14 & take 11 piercing damage on a failure or half as much upon a success.	13	9	5	25 ft.	+0
SWARM As an action, 2 Small rat swarms may combine to become a Medium rat swarm. Defeating a swarm When this swarm is outright defeated or just brought to zero HP, it is destroyed.							

GATOR RAT

These large magically manipulated creatures and an amalgam of rat and alligator. Horrifying things with boney plates of natural armor hidden under matted fur. They hunt in groups, stealthy . . sneaky groups. Hiding under the water just waiting to ruin your day. There's not much to say about these things other than the only thing worse than their smell is . . . everything about them. if you can actually spot one.... RUN!

GATOR RAT					
MEDIUM RAT					
STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	3 (-4)	8 (-1)	4 (-3)
AC: 17			Type: Beast		
Hit Points : 35			Awesome Power: 2		
Beat Up: 18			Tier of Villainy: 1 (Lackey)		
Speed:25 ft., 30ft. swim			Age: Not a Child		
Senses; Passive Perception 9			Saves; -		
Skills: Stealth +3					
Languages. -					
Amphibious					
Can breathe under water just as easily as in the air.					
Damage Resistance					
Poison.					
Condition immunity					
Poisoned.					
Actions					
Bite					
Melee weapon attack: +5 To hit, reach 5ft., one target					
Hit: 11 (2D8+2) Piercing damage.					



SEWER SLOTH					
LARGE RAT					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	3 (-4)	7 (-2)	6 (-2)
AC: 18			Type: Beast		
Hit Points : 108			Awesome Power: 2		
Beat Up: 54			Tier of Villainy: 2 (Goon)		
Speed: 30 ft., 20ft. burrow			Age: Not a Child		
Senses; Passive Perception 8			Saves; Strength +7, Constitution +7		
Skills: - Athletics +7					
Languages. -					
Raw Power					
Attack with advantage while not Beat Up.					
Damage Resistance					
Poison.					
Condition immunity					
Poisoned.					
Actions					
Multi-attack: The Sewer Sloth can make 2 Claw attacks per action					
Claw					
Melee weapon attack: +7 To hit, reach 5ft., one target					
Hit: 15 (2D10+4) Slashing damage					

SEWER SLOTH

Sewer Sloth is just one name for it, some people call it a Ratbear too because that's what it looks like. A rat and a bear rolled into once, except a bears claws usually aren't the size of swords. Sewer sloth's can dig through just about anything & if you think having small tunnels in your sewer system is enough to prevent these things from hunting beneath your feet . . . you'd of course be wrong.

EVILDOER TRAITS

These two new evildoer traits are to be added to the evildoer toolkit found in the Saturday Morning Tabletop RPG Core rules book. Using these new traits will add an entire roster of baddies for your would be heroes to face down. From a goblin shaman that can become a

swarm of bats to a swarm of fire beetles of apocalyptic proportions! No, really . . . imagine a cloud of fire nearly 80 feet across, burning its way through the country side. . . only to realize it's a swarm of fiery insects!

The swarm trait is a bit more involved than other traits but will allow for quick creation of a countless variety of swarms. Like a swarm of deadly poison toads whose croaks sound like they are proclaiming to be princes . . . but I digress.



NEW EVILDOER TOOLKIT TRAIT

VERMIN MAGE

As an action this evildoer can transform into a large swarm of vermin, such as a swarm of locusts, rats, etcetera. When in swarm form, when the swarm form is dropped to zero HP (defeated) the swarm reverts back to the vermin mage.

SWARM

This evildoer is actually a swarm of tiny creatures, most likely brought together by magical means. The swarm trait is actually 3 traits in one. To create a swarm first choose the swarms size and refer to the table below.

SWARM (SIZES)

SMALL – Choose a level from the evildoer stats from table #1 in the evildoer toolkit. The swarm is never considered a minion (unless they have the minion trait), immune to sneak attacks & critical hits. The swarm is automatically defeated by any AOE damage it would receive. The swarm occupies a 5ft. radius AOE.

MEDIUM – Choose a level from the evildoer stats from table #2 in the evildoer toolkit. The swarm is never considered a minion (unless they have the minion trait), immune to sneak attacks & critical hits. The swarm is automatically defeated by any AOE damage it would receive. The swarm occupies a 10ft. radius AOE.

LARGE – Choose a level from the evildoer stats from table #3 in the evildoer toolkit. The swarm is never considered a minion (unless they have the minion trait), immune to sneak attacks & critical hits. The swarm is automatically defeated by any AOE damage it would receive. The swarm occupies a 20ft. radius AOE.

APOCALYPTIC – The same as a large swarm except that it deals double damage & occupies a 40ft. radius AOE.

ACTIONS

ATTACK

As an action the swarm . . . swarms and forces any creature within the swarms AOE to make a Dexterity save, taking full damage on a failure and half damage upon success. Use the listed ability save & attack damage from the evildoer toolkit table to determine the swarms Dexterity save DC and amount of damage dealt.

SWARM

The scariest thing a swarm can do is to combine with another swarm. Only swarms of the same size can combine to become a larger swarm at Full HP.

Example: 2 small swarms can combine to become a medium swarm & 2 mediums can combine to become a large swarm.

Defeating a swarm

When a swarm is outright defeated or just brought to zero HP, they become

(SWARM ACTIONS)

the next smallest size of swarm at full HP. Example: defeating a large swarm reduces it to a full HP medium swarm & so on. If a small swarm is defeated, it's destroyed.

EXAMPLE EVILDOING SWARMS USING THE EVILDOER TOOLKIT;

APOCALYPTIC FIRE BEETLE SWARM

Oh yeah, I'm going there! The Cloud of fire rolling through and burning the country side is actually millions of tiny fire beetles . . . millions upon millions. Now this should be fun!

Traits: Swarm (apocalyptic), Damage aura & Winged.

Tier of Villainy	Level	Swarm Attack	AC	HP	Beat Up	Speed	Save Bonus
Rival (3)	6	Every creature within a 40ft. radius must roll a Dexterity save DC:19 & take 84 fire damage on a failure or half as much upon a success.	19	180	90	25 ft 30ft fly.	+4
Fiery Fury The first time any creature enters or on any round they begin in fire beetle swarms AOE they take 3 fire damage. Flames Friend The fire beetle swarm is immune to fire damage. Defeating a swarm When this swarm is outright defeated or just brought to zero HP, it becomes a large swarm at full HP.							

ALTERNATE WAYS TO USE THE SWARM TRAIT

The swarm trait is intended to be used to represent hundreds of tiny little creatures that wouldn't normally be a threat, coming together to become something scary. However you can use the swarm trait to represent a small group of small creatures (such as Goblins and war hamsters) all

ganging up and working together. Alternatively it can represent a small area that comes under attack by dozens upon dozens of ranged attacks.

GANG OF CREATURES

When using the swarm trait to represent a gang of creatures, use the trait as designed with a single exception. The exception being the smallest a gang (swarm) of creatures can get should be limited by the size of the creature. For every size category larger than tiny, the swarm is destroyed one step sooner.

Example: Small creatures (Goblins, halflings, war hamsters. Etc.) can make apocalyptic, large and medium swarms but when the medium swarm is defeated . . . the swarm is instead destroyed. Medium sized creatures (humans, half orcs, elves, wolves, etc.) can make apocalyptic & large swarms, but once the large swarm is defeated that's it . . . the swarm is destroyed.