

Grumph Ratstalker

Level 8 Striker

Medium natural humanoid (dwarf)

XP

HP 50; **Bloodied** 25

Initiative +10

AC 22; **Fortitude** 22, **Reflex** 20, **Will** 20

Perception +14

Speed 5

Standard Actions

⊗ **Low Blow • At-Will**

Attack: Melee 1 (one creature); +14 vs AC

Hit: 2d4 + 10 damage and the target grants combat advantage (save ends).

First Failed Save: Dazed (save ends).

✓ **Money Shot • Recharge 6**

Target: One creature dazed by Low Blow

Attack: +12 vs Fort

Hit: 4d4 + 14 damage and the target is stunned (save ends).

Special

Rat Command

Grumph can manipulate objects within 5 squares of him as if adjacent. The object must weigh less than 5 lb.

Skills Perception +14, Thievery +10, Streetwise +10

Str 19 (+8)

Dex 15 (+6)

Wis 12 (+5)

Con 19 (+8)

Int 10 (+4)

Cha 8 (+3)

Alignment Unaligned

Languages Common, Dwarven

Equipment : Quarterstaff/Club

Grumph Ratstalker is a druid of the sewers. He suffers from a severe case of agoraphobia (opposite of claustrophobia). He grew up in a human town, none of which was built underground. Nothing but the sewers. There he thrived and learned the network of tubes and tunnels like the back of his hand.

There he also learned of his power over rats, the ability to feel, locate, and communicate with them. At first he used this ability to access restricted areas within the sewers; he found the rats could manipulate levers to open gates or draw bridges. Through the years he has perfected this art and is rarely without a rat or two up his sleeve.

Grumph Ratstalker is one who must be sought out to be hired. He rarely ventures into the open sky. Once on your payroll though, there is no quicker or more covert way to travel within a city than by Grumph's guidance through the sewers.