

# REDTOOTH

## CREATURE 6

UNIQUE

CN

MEDIUM

HUMANOID

RATFOLK

**Perception** +17; darkvision

**Languages** Common, Orcish

**Skills** Acrobatics +14, Crafting +10, Deception +12, Nature +10, Stealth +16, Survival +12, Thievery +16, Scrapwall Lore +16

**Str** +0, **Dex** +4, **Con** +1, **Int** +2, **Wis** +4, **Cha** +4

**Trap Finder** as the rogue feat

**Items** +1 shortsword, dart gun<sup>^</sup>, buckler, nanite canister (2), chain shirt, hunting spider venom (10), lesser healing potion (2)

**AC** 23; **Fort** +11, **Ref** +17, **Will** +14

**HP** 90

**Nimble Dodge**  as the rogue feat

**Speed** 25 feet

**Melee**  +1 shortsword +16 (agile, finesse, versatile S), **Damage** 1d6+7 piercing

**Ranged**  dart gun<sup>^</sup> +15 (agile, technology<sup>^</sup>), **Damage** 1d4 piercing plus Hunting Spider Venom

**Eldritch Trickster Spells** DC 20, attack +10 ; **2nd** *invisibility*; **1st** *longstrider*; **cantrips (3rd)** *dancing lights*, *mage hand*

**Sneak Attack** 2d6

**Cheek Pouches** as the ratfolk feature

**Swarming** as the ratfolk feature

**Hunting Spider Venom** (poison); **Saving Throw** Fortitude DC 16; **Maximum Duration** 6 rounds;

**Stage 1** 1d10 poison and flat-footed (1 round); **Stage 2** 1d12 poison, clumsy 1, and flat-footed (1 round); **Stage 3** 2d6 poison, clumsy 2, and flat-footed (1 round).