



# RATFOLK NINJA MASTERS



Unleash Deadly Masters Inspired by Clan Eshin!



# RATFOLK NINJA MASTERS

## RATFOLK NINJA ASSASSIN

Those few ratfolk who manage to ascend through the ranks of their shadowy clan may eventually become dreaded assassins, representing the pinnacle of their deadly art. These dreaded killers carry out the most vital missions of their clan and usually hire their services out to other clans and even non-ratfolk. Assassins usually operate alone, carrying out operations that would be impossible for multiple ratfolk to accomplish. Killing important figures in heavily guarded locations, tracking the whereabouts of elusive individuals, and pilfering priceless information or artifacts are all within the preuve of an assassin.

## RATFOLK NINJA ASSASSIN

*Medium humanoid (ratfolk), chaotic evil*

**Armor Class** 17

**Hit Points** 77 (14d8+14)

**Speed** 40 ft., climb 40 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 18 (+4) | 12 (+1) | 12 (+1) | 16 (+3) | 12 (+1) |

**Saving Throws** Dex +7, Int +4, Wis +6, Cha +4

**Skills** Acrobatics +7, Deception +4, Investigation +4, Perception +9, Sleight of Hand +7, Stealth +9,

**Damage Resistance** poison

**Senses** darkvision 60 ft., blindsight 10 ft., passive Perception 19

**Languages** Common, Thieves' Cant, Undercommon

**Challenge** 8 (3,900 XP)      **Proficiency Bonus** +3

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

**Crevice Crawler.** The ratfolk can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

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

**Keen Smell.** The ratfolk has advantage on Wisdom (Perception) checks that rely on smell.

**Nimble Reflexes.** When a creature 30 feet or more away from the ratfolk that it can see makes a ranged attack against it, if the ratfolk is not grappled, incapacitated, or restrained, the attack is made with disadvantage.

**Overwhelming Mass x3.** The first time each turn that the ratfolk hits a creature with an attack, it deals an extra 3 damage per ally it has within 5 feet of its target that isn't incapacitated. The ratfolk can benefit from up to 3 allies this way.

In times of war, assassins will often disguise as rank-and-file ratfolk, joining their kin in battle until they come within range of a high-value target. At that moment, the assassin springs forth dispatching foes with a whirl of poisoned blades, appearing as a blurred shadow as they deal death to their unprepared victims. At other times, assassins are tasked with sneaking behind enemy lines to slay dangerous but fragile targets, such as commanders, spellcasters, or weapon crews. Their speed and agility allow them to perform such strikes and retreat before their enemies can react to the attack.

**Poisoned Blades.** At the end of each turn, each creature hit by the ratfolk with a Throwing Star or Shortsword attack that turn must succeed on a DC 14 Constitution saving throw or take 10 (3d6) poison damage per hit it took that turn, or half as much damage on a successful save.

**Sneak Attack (1/turn).** The ratfolk deals an extra 24 (7d6) 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 ratfolk that isn't incapacitated and the ratfolk doesn't have disadvantage on the attack roll.

**Unarmored Defense** While the ratfolk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### Bonus Action

**Cunning Action.** The ratfolk takes the Dash, Disengage, or Hide action.

### Actions

**Multiattack.** The ratfolk makes two attacks.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

**Throwing Star.** *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a creature and the attack did not have disadvantage, the next melee weapon attack the ratfolk makes against the target this turn has advantage.

**Unarmed Strike.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

### Reactions

**Scurry Away.** When an enemy the ratfolk can see ends its turn, the ratfolk can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the ratfolk can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.

## MASTER ASSASSINS

The most skilled assassins are given the title of Master, and it is said only thirteen such masters exist at any one time. These assassins possess a level of agility that surpasses that of nearly any mortal creature, making it almost impossible to land a meaningful strike on them. And any who attempt to do so will be mercilessly cut down by a flurry of poisoned attacks in the process.

The skill of these assassins is such that their clan almost never makes their services available to outsiders and they are only assigned the most vital of missions. On the rare occasions that their clan must wage open war, their nimble forces are led by master assassins who are able to expertly direct their clan members and maximize their deadly potential.



## RATFOLK MASTER ASSASSIN

Medium humanoid (ratfolk), chaotic evil

**Armor Class** 19

**Hit Points** 91 (14d8 + 28)

**Speed** 50 ft., climb 50 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 20 (+5) | 14 (+2) | 14 (+2) | 18 (+4) | 12 (+1) |

**Saving Throws** Dex +9, Int +6, Wis +8, Cha +5

**Skills** Acrobatics +9, Deception +9, Investigation +6, Perception +12, Sleight of Hand +9, Stealth +13

**Damage Resistance** poison

**Senses** darkvision 60 ft., blindsight 10 ft., passive Perception 22

**Languages** Common, Thieves' Cant, Undercommon

**Challenge** 11 (7,200 XP)      **Proficiency Bonus** +4

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

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

**Crevice Crawler.** The ratfolk can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

**Keen Smell.** The ratfolk has advantage on Wisdom (Perception) checks that rely on smell.

**Nimble Reflexes.** When a creature 30 feet or more away from the ratfolk that it can see makes a ranged attack against it, if the ratfolk is not grappled, incapacitated, or restrained, the attack is made with disadvantage.

**Overwhelming Mass x4.** The first time each turn that the ratfolk hits a creature with an attack, it deals an extra **4** damage per ally it has within 5 feet of its target that isn't incapacitated. The ratfolk can benefit from up to 3 allies this way.

**Poisoned Blades.** At the end of each turn, each creature hit by the ratfolk with a Throwing Star or Shortsword attack that turn must succeed on a DC 16 Constitution saving throw or take 10 (3d6) poison damage per hit it took that turn, or half as much damage on a successful save.

**Sneak Attack (1/turn).** The ratfolk deals an extra 28 (8d6) 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 ratfolk that isn't incapacitated and the ratfolk doesn't have disadvantage on the attack roll.

**Unarmored Defense.** While the ratfolk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

### Actions

**Multiattack.** The ratfolk makes three attacks.

**Shortsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

**Throwing Star.** *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage. If the target is a creature and the attack didn't have disadvantage, the next melee weapon attack the ratfolk makes against the target this turn has advantage.

**Unarmed Strike.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

### Bonus Action

**Cunning Action.** The ratfolk takes the Dash, Disengage, or Hide action.

### Reactions

**Scurry and Dodge.** When an enemy the ratfolk can see ends its turn, or the ratfolk is hit by an attack from a creature it can see, the ratfolk can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the ratfolk can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition. If the ratfolk used this reaction in response to being hit by an attack, it takes only half the damage of that attack.

## RATFOLK NINJA SORCERER

These mystics wield shadowy magics designed to aid the warriors of their clan. Ninja sorcerers are quite rare, and they are very secretive about the nature of their magic. How they recruit new members and how their ranks are organized is a mystery even to many with their clans. They rarely consort with those outside the ranks of the ratfolk ninja clans and usually only carry out missions in direct service of their shadowy masters.

Ninja sorcerers are typically assigned to support larger groups of their clan carrying out covert missions, where their magic can be put to maximum effect. Their spells conjure shadows and illusions to confuse foes and provide cover for their allies. Ninja sorcerers can also enhance the combat ability of their allies, making their already swift and stealthy clan members even faster and stealthier. If enemies attempt to engage them directly, they can quickly throw up smoke and shadow, disappearing out of sight before rallying their allies for a deadly counterstrike.



## RATFOLK NINJA SORCERER

Medium humanoid (ratfolk), chaotic evil

**Armor Class** 14 (studded leather)

**Hit Points** 88 (16d8 + 16)

**Speed** 30 ft.

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

**Saving Throws** Dex +5, Int +5, Wis +6

**Skills** Arcana +5, Acrobatics +5 Perception +6, Stealth +5

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Undercommon

**Challenge** 6 (2,300 XP)      **Proficiency Bonus** +3

**Crevice Crawler.** The ratfolk can move through and stop in a space large enough to fit a creature one size smaller than it without squeezing.

**Escape Artist** The ratfolk can cast *darkness*, *silence*, *smoke shroud*\*, or *spider climb* while frightened by its Scurry Away feature.

**Keen Smell.** The ratfolk has advantage on Wisdom (Perception) checks that rely on smell.

**Unarmored Defense.** While the ratfolk is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

**Overwhelming Mass x3.** The first time each turn that the ratfolk hits a creature with an attack, it deals an extra **3** damage per ally it has within 5 feet of its target that isn't incapacitated. The ratfolk can benefit from up to 3 allies this way.

### Actions

**Multiaction** The ratfolk makes two attacks.

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

**Warp Star.** *Ranged Spell Attack:* +6 to hit, range 60 feet, one target. *Hit:* 9 (3d4 + 2) poison damage. If the attack was made with advantage and the target is a creature, that creature must succeed on a DC 14 Constitution saving throw or be poisoned until the end of the turn of its next turn.

**Spellcasting.** The ratfolk casts one of the following spells, using Wisdom as its spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *prestidigitation*, *mage hand*, *minor illusion*

2/day each: *darkness*, *spider climb*, *smoke shroud*\*, *silence*, *toxic coating*\*

1/day each: *black whirlwind*\*, *brittle bones*\*, *haste*, *pass without trace*

### Reactions

**Scurry Away.** When an enemy the ratfolk can see ends its turn, the ratfolk can move up to half its speed away from the creature and become frightened of it until the end of the creature's next turn. This movement doesn't provoke opportunity attacks. While frightened this way, the ratfolk can only take the Dash, Disengage, Dodge, or Hide action. This feature ignores immunity to the frightened condition.

\*New Spell Found at End of Document

## OPTIONAL RULE: SMOKE BOMBS

In place of an attack as part of an Attack action, the ratfolk can throw a smoke grenade at a point up to 60 feet away. The grenade emits a cloud of smoke that creates a heavily obscured area within a 20-foot radius of where it lands. A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round.

The ratfolk can use its action to throw a smoke grenade while frightened by its Scurry Away feature.

## NINJA RATFOLK IN YOUR ADVENTURES

The following tables provide some adventure hooks for incorporating ninja ratfolk into your adventures. Example encounters with battle maps for the hooks written in bold can be found in the *Ninja Ratfolk Creature Guide* available to members of our Patreon.

### NINJA RATFOLK ADVENTURES

d20

#### Plot Hook

- 1 A fey lord has cursed a group of bandit pests raiding his garden, turning them into **night runners** before turning them loose on the world as petty vengeance.

- 2 **Night runners** are moving from town to town in the dead of night and launching attacks on local garrisons in an attempt to hone their skills and ascend through the ranks of their clan.

- 3 A group of **gutter runners** is sneaking through a province's farmlands, poisoning water supplies and destroying crops to weaken the land in preparation for a larger invasion.

- 4 The players find a hermit soldier living in the wilderness, claiming his old regiment was slain by sneaky rat-soldiers (**gutter runners**) and that they've been hunting him ever since.

- 5 The players are pursuing a marauding warchief with a hefty bounty on his head and soon find themselves in a deadly competition for the prize with a squad of **death runners**.

- 6 A group of **death runners of renown** is traveling the world looking for exotic challenges against which to hone their skills and decide that slaying the players would be just such an opportunity.

- 7 The players are hired to protect a dwarven treasure shipment traveling underground and come under attack by **triads** wielding weapons designed to melt through dwarven armor.

- 8 After disrupting a shipment of illicit goods, the players find themselves targeted by an underground criminal syndicate that utilizes **triads** as their enforcers.



- 9 A group of **triads of duplicity** roam trade roads and ambushes travelers, using their illusionary powers to appear to have twice the numbers and intimidating victims out of their goods.

- 10 A reclusive wizard who learned how to create rat-men guards his tower with **triads** while sending out squads of **gutter runners** to steal items for him.

- 11 A demanding king hires the players to watch over his war machines on the eve of a great battle. A hit-and-run attack from **night runners** attempts to lure the players away from the machines so a group of **gutter runners** can move in to sabotage them.

- 12 The players are charged with protecting a supply depot which ends up attacked by a group of **triads of duplicity** who first send an illusionary attack as a fake-out before attacking from a different direction. But this triad force was, in fact, a double fake-out to make way for a **death runner** attack.

- 13 A **ratfolk assassin** is systematically assassinating leaders of other kingdoms with tense rivalries in an attempt to spark an open war.

- 14 A **ratfolk assassin** travels the land, looking for unique enemies to slay and add to his ever-growing trophy collection.

- 15 The players come to a city-state ruled by a ruthless merchant prince who maintains order through the use of hired **ratfolk assassins** that dwell in the sewers below.

- 16 A wealthy and germaphobic queen pays the players to protect her new sewer sanitation and fortification workers, unaware that a **ratfolk master assassin** lurks in the lower levels preparing his clan for an invasion.

- 17 A hermitic **ratfolk ninja sorcerer** offers the players valuable arcane secrets if they collect rare magic items for him, no questions asked.

- 18 The players encounter a group of wounded and weary soldiers claiming they've been attacked by rat soldiers (**triads**) being led by a rat sorcerer (**ninja sorcerer**) who continue to hunt them for some unknown reason.

- 19 The players are tasked with infiltrating a ninja ratfolk hideout, riddled with booby traps and protected by **triads**, **night runners**, and **gutter runners**. There, the players must defeat the ratfolks' **ninja sorcerer** master.

- 20 The players are escorting a powerful warlord who has been marked for death by a **ratfolk assassin** and his **death runner** squad.

# NEW SPELLS

## BLACK WHIRLWIND

5th-level evocation

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** S, M (a moth wing)

**Duration:** 1 round

**Classes:** Druid, Wizard, Warlock

You cause a whirlwind of vile smoke and stinging ashes to rush up at a point you choose within range. Each creature in a 20-foot radius of that point must make a Constitution saving throw. On a failed save, a creature takes 5d10 necrotic damage and loses any darkvision it has until the end of its next turn. On a successful save, a creature takes half as much damage and doesn't lose its darkvision.

If any of this spell's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled. The spell also snuffs out any non-magical fire in its area.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

## BRITTLE BONES

4th-level necromancy

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a broken twig)

**Duration:** Concentration, up to 1 minute

**Classes:** Bard, Sorcerer, Warlock, Wizard

Choose a creature that you can see within range. The target must succeed on a Constitution saving throw or become brittle for the duration. While a creature is brittle, any attack that hits the creature is a critical hit. At the end of each of its turns, the target can make another Constitution saving throw. On a success, the spell ends on the target. Effects and spells that remove the paralyzed condition will remove the brittle condition.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

## SMOKE SHROUD

2nd-level transmutation

**Casting Time:** bonus action

**Range:** Self

**Components:** S, M (a pitch of ash)

**Duration:** 1 round

**Classes:** Bard, Ranger

A 20-foot-radius sphere of smoke appears centered on yourself, and you may immediately move up to 30 feet. While inside the smoke, you may move through the space of other creatures. If you end your movement inside a creature's space, you are pushed into the nearest unoccupied space. After you end your movement, you may immediately take the hide action as part of this bonus action. The smoke lasts until the end of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, you can move an additional 15 feet for each slot level above 2nd.

## TOXIC COATING

2nd-level transmutation

**Casting Time:** 1 action

**Range:** Touch

**Components:** S, M (An apple seed)

**Duration:** Concentration, up to 1 hour

**Classes:** Artificer, Druid, Ranger

You touch a weapon, piece of ammunition, or component of a mechanical trap, which becomes coated with venom. The next time the coated object deals piercing or slashing damage to a creature during the spell's duration, the target must make a Constitution saving throw. On a failed save, a creature takes 5d6 poison damage and is poisoned for 1 minute. On a success, a creature takes half as much damage and isn't poisoned.

At the end of each of its turns, a creature poisoned this way can repeat the Constitution saving throw, ending the effect on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the poison damage increases by 2d6 for each slot level above 2nd.

## ART CREDIT

- Skaven Deathmaster - Games Workshop
- Skullsnatcher - Matt Cavotta, Wizards of the Coast
- Nezumi Bone-Reader - Dan Scott, Wizards of the Coast
- Wererat 4e, Howl at the Moon - Dragon Magazine #410, Wizards of the Coast

## CHANGE LOG

---

### 1.0.0

- Document Release

### 1.1.0

- Add Smoke Shroud