



THE DEATHMASTER



Unleash a Master Assassin Inspired by Deathmaster Snikch!



THE DEATHMASTER

Only the most skilled, cunning, and ruthlessly determined ninja ratfolk can obtain the title of deathmaster. This ratfolk is the paragon of its art, possessed of unbreakable discipline and unrivaled deadliness. Only one ratfolk holds the title of deathmaster at any given time, and the position is highly sought after by master assassins.

The deathmaster is tasked with only the most vital missions whose success has grand strategic implications for the ratfolk clans at large. No mortal is safe from the deathmaster's reach, whether they be a mighty warlord, paranoid wizard, or powerful monarch secure in a supposedly impregnable fortress.

In combat, the deathmaster flies in and out of the fray, dispatching foes before disappearing into the shadows, only to launch another attack from an unexpected angle. It wields a deadly weeping blade in each hand and a third with its tail, turning it into a whirlwind of death. Foes who try to pin down the deathmaster find that it can escape from any restraints before disappearing into the darkness using its cloak of shadows. The last thing most pursuers see is the glint of acid-coated blades as the deathmaster unleashes a fatal counterattack.

OPTIONAL RULE: SMOKE BOMBS

In place of an attack as part of an Attack action, the deathmaster 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 deathmaster can use its action to throw a smoke grenade while frightened by its Scurry Away feature.

DEATHMASTER ADVENTURES

Below are hooks for incorporating the deathmaster 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.

DEATHMASTER ADVENTURE HOOKS

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Plot Hook

- 1 After his plans are foiled by the players, a spiteful ratfolk warlord pulls enough strings to have the deathmaster sent to put an end to their meddling.

- 2 The players visit an elven kingdom that is soon under attack by a ratfolk ninja clan led by their deadly deathmaster, who uses surprise attacks and guerilla warfare to sow chaos and ruin.

- 3 The players find the body of a wizard who had just entrusted them with vital information. The deathmaster who killed the wizard soon attempts to snuff out the players and the information they carry.

- 4 The players are clearing a bandit hideout that has also been targeted for illumination by a clan of powerful ratfolk. While the players are fighting the bandits, the deathmaster starts stealthily making its way through the hideout, eliminating everyone in sight.

ART CREDIT

- Skaven Assassin - Majestic Chicken, Games Workshop
- The Deathmaster - Amber Conrad



RATFOLK DEATHMASTER

Medium humanoid (ratfolk), neutral evil

Armor Class 20

Hit Points 170 (20d8 + 80)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	18 (+4)	16 (+3)	20 (+5)	14 (+2)

Saving Throws Dex +10, Int +8, Wis +10, Cha +7

Skills Acrobatics +10, Investigation +8, Perception +15, Sleight of Hand +15, Stealth +15

Damage Resistances poison

Senses blindsight 5 ft., darkvision 120 ft., passive Perception 25

Languages Common, Undercommon

Challenge 16 (15,000) **Proficiency Bonus** +5

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

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

Keen Smell. The deathmaster has advantage on Wisdom (Perception) checks that rely on Smell.

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

The Cloak of Shadows. (Magic Item) If the deathmaster is in darkness while wearing this cloak, it is invisible to any creature that relies on darkvision to see it in that darkness, is hidden from divination magic, and can't be targeted by such magic or perceived through magical scrying sensors.

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

Sneak Attack (1/Turn). The deathmaster deals an extra 35 (10d6) 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 deathmaster that isn't incapacitated and the deathmaster doesn't have disadvantage on the attack roll.

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

Bonus Action

Slink The deathmaster moves up to half its speed. This movement doesn't provoke opportunity attacks, at the end of the movement, it may take the Hide action as part of this action at any point during the movement.

Slip Away. The deathmaster stands up of if it is prone and is under the effects of the *freedom of movement* spell until the end of the turn.

Actions

Multiattack The deathmaster makes two attacks.

Weeping Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage plus 7 (2d6) acid damage. If the target is a creature, it is covered in acid until it or a creature uses its action to scrape or wash the acid off. At the end of a creature's turn, if it is covered in acid this way, it takes 7 (2d6) acid damage, and any armor it is wearing takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

Toxic Star. *Ranged Weapon Attack:* +10 to hit, range 20/60 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 7 (2d6) poison damage. If the target is a creature and the attack didn't have disadvantage, the next melee weapon attack the deathmaster makes against the target this turn has advantage.

Unarmed Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Legendary Actions

The deathmaster can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The deathmaster regains spent legendary actions at the start of its turn.

Check. The deathmaster makes a skill check that would normally require an action.

Shank. The deathmaster moves up to 15 feet and then may make an attack against a creature, it can only apply sneak attack if the creature has just taken its turn.

Slink. The deathmaster use its Slink bonus action.

Tenacious Will. If the deathmaster is suffering an effect that requires it to make a saving throw at the beginning or end of its next turn, it may immediately make that save against the effect with advantage, ending the effect on a success. It can use this legendary action while incapacitated.

Whirl of Weeping Blades (Costs 2 Actions). The deathmaster makes an attack with its weeping blades against any number of creatures within 10 feet of it. It can't apply sneak attack to any of the attacks.

CHANGE LOG

1.0.0

- Document Release