



NINJA RATFOLK COMPILATION

CREATURES

RATFOLK 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.

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 sew 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.



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 Darkness. (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.

RATFOLK DEATH RUNNER

These ratfolk are the elite minions of their clans. Death runners either lead squads of gutter runners or form squads of their own when faced with situations that require the best of the best their clan has to offer. They utilize the same tactics as their gutter runner subordinates, but with a near-supernatural level of mastery. Death runners are often sent deep into enemy territory on what would be suicide missions for any other ratfolk. Here they eliminate high-value targets, steal the most precious of information, and unleash any other forms of mayhem their masters desire. Most importantly, death runners perform these tasks without leaving any trace of their presence.

Death runners are also privy to some of the finest equipment their clans have to offer. They wield deadly blades dripping with poisons that can rapidly subdue even the hardest foes. Victims who are repeatedly subjected to their attacks find the toxins to become progressively more devastating, and death runners are brutally relentless when assaulting high-priority targets.



RATFOLK DEATH RUNNER

Medium humanoid (ratfolk), chaotic evil

Armor Class 16

Hit Points 60 (11d8+11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Dex +5, Wis +5

Skills Perception +5, Sleight of Hand +5, Stealth +8

Senses darkvision 60 ft., passive Perception 15

Languages Common, Undercommon

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

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 x2. The first time each turn that the ratfolk hits a creature with an attack, it deals an extra **2** 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.

Sneak Attack (1/turn). The ratfolk deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet 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 two attacks.

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

Throwing Star. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) 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.

Bonus Actions

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

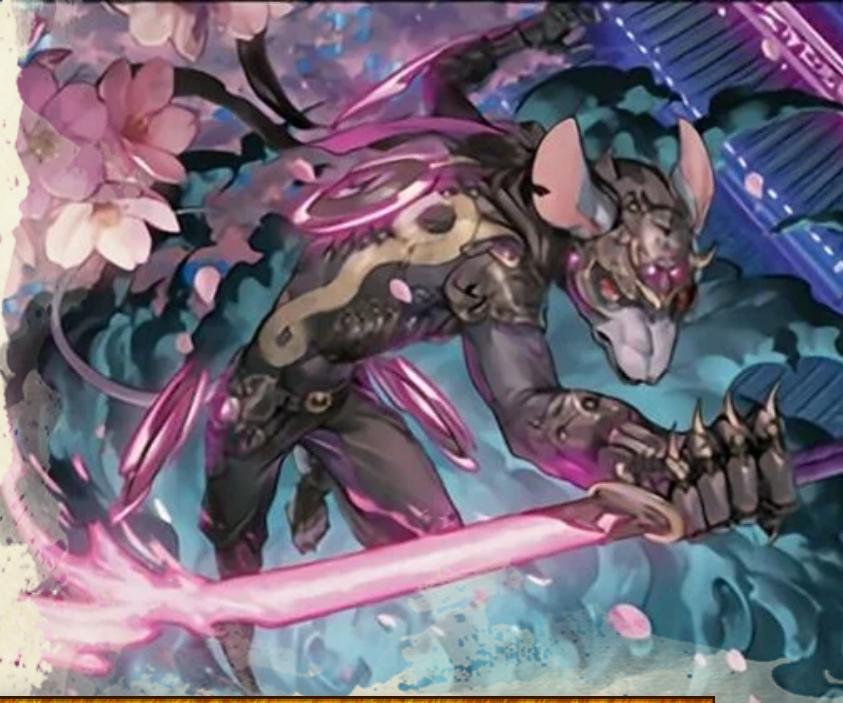
Reactions

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.

DEATH RUNNERS OF RENOWN

These ratfolk are members of some of the most notorious death runner units, often referred to as death squads. These renowned death runners often wear uniforms with distinctive colors and patterns to signify their elite membership. These uniforms also usually pay homage to a particularly well-known master from their clan's history who may have even been the original founder of the death squad.

Renowned death runners possess combat skill that surpasses that of "ordinary" death runners, making them the elite amongst an already elite class. Besides having greater skill and dexterity, these death runners have mastered advanced techniques allowing them to mitigate deadly blows from enemies as they retreat from range and prepare counterstrikes. These evasive techniques make them even more difficult foes to pin down and slay, and most who attempt to do so are quickly dispatched by the poison blades of these renowned death runners.



RATFOLK DEATH RUNNER OF RENOWN

Medium humanoid (ratfolk), chaotic evil

Armor Class 17

Hit Points 78 (12d8+24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Dex +7, Wis +6

Skills Perception +6, Sleight of Hand +7, Stealth +11

Senses darkvision 60 ft., passive Perception 15

Languages Common, Undercommon

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

Crevise 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.

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 feet 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 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:* 6 (1d4 + 4) 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.

Bonus Actions

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 GUTTER RUNNER

Ratfolk who survive their dangerous apprenticeships as night runners can rise through the ranks of their clan to become deadly gutter runners. These ratfolk serve as special operations forces, carrying out covert missions that require their level of subtlety and skill. Gutter runner missions may include sabotage, espionage, or guerilla warfare. A gutter runner strike is often a prelude to a larger ratfolk attack, as they remove key enemy assets, destroy equipment, and weaken defenses to pave the way for a larger strike force.

When engaged in combat, gutter runners excel in hit-and-run attacks. Their near-supernatural agility allows them to dodge most attacks with ease, negating the need for armor. This lack of armor allows them to move quickly and operate as effective skirmishers. Gutter runners excel at hit-and-run style attacks, utilizing throwing stars to harry their foes before closing in for deadly strikes the moment they see an opening. Enemies find that trying to engage gutter runners directly is like grabbing at smoke, and they never strike the same way twice, constantly leaving opponents disoriented.



RATFOLK GUTTER RUNNER

Medium humanoid (ratfolk), chaotic evil

Armor Class 15
Hit Points 31 (7d8)
Speed 30 ft.

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

Saving Throws Dex +5, Wis +4
Skills Perception +4, Sleight of Hand +5, Stealth +8
Senses darkvision 60 ft., passive Perception 14
Languages Common, Undercommon
Challenge 2 (450 XP) **Proficiency Bonus** +2

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 x2. The first time each turn that the ratfolk hits a creature with an attack, it deals an extra **2** 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.

Sneak Attack (1/turn). The ratfolk deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet 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

Multiaction. The ratfolk makes two attacks.

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

Throwing Star. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) 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.

Bonus Actions

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

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.



RATFOLK NIGHT RUNNER

While most ratfolk are known for employing sneaky, underhanded tactics, night runners make a career of it. These skirmishing soldiers fight in mobile packs that utilize stealth and guerilla tactics to harry their foes. Once foes look sufficiently weakened and vulnerable, night runners move in for the kill, using a flurry of throwing stars and flashing blades to quickly dispatch their victims.

When working with other ratfolk, night runners serve as light skirmisher infantry who utilize their mobility to harass and disrupt enemies ahead of attacks from other ratfolk. This is a dangerous task with a low survival rate, ensuring that only the most skilled night runners advance far in their careers.

RATFOLK NIGHT RUNNER

Medium humanoid (ratfolk), chaotic evil

Armor Class 13 (Unarmored Defense)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	12 (+1)	13 (+1)	10 (+0)

Skills Perception +3, Sleight of Hand +4, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Undercommon

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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.

Overwhelming Mass x1. The first time each turn that the ratfolk hits a creature with an attack, it deals an extra 1 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.

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

Bonus Actions

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

Actions

Multiaction. The ratfolk makes two attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Throwing Star. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 3 (1 + 2) 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.

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.

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.

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.

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.

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

Multiaction. 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

Crevise 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

Multiaattack 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

RATFOLK TRIAD

The ninja clans of the ratfolk focus on training skirmishers and covert operatives for special operations and make less use of the traditional soldiers of other clans. Still, there are times when it becomes necessary for these clans to field ratfolk who can operate as battlefield soldiers and engage foes more directly. The largest and most physically imposing of the ninja clans are trained as triads to fulfill this role. They combine the martial tactics of their clan with traditional battlefield training to become deadly and evasive light infantry.

Though triads don't wear the heavy armor of other soldiers, they possess the natural evasiveness of their clan which helps them avoid harm as they utilize their deadly polearms. These polearms are tipped with insidious weeping blades which earn their name from the caustic acid that continually drips from their edge. This acid burns through the flesh and armor of their enemies, allowing triads to dispatch even the most formidable and heavily armored of foes.



RATFOLK TRIAD

Medium humanoid (ratfolk), unaligned

Armor Class 13
Hit Points 27 (5d8+5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	10 (0)

Skills Acrobatics +4, Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Undercommon
Challenge 1 (200 XP) **Proficiency Bonus** +2

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.

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

Overwhelming Mass x1. The first time each turn that the ratfolk hits a creature with an attack, it deals an extra 1 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

Weeping Blade. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) slashing 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 5 (2d4) 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.

Bonus Actions

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

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.

TRIAD OF DUPLEXITY

These triads have studied the shadowy magics of their clans to gain supernatural powers of illusion. At a moment's notice, they can summon illusory doppelgangers of themselves, making them appear to be in two locations at once. Triads of duplicity use these abilities to bewilder foes on the battlefield, appearing to charge from one direction only to pop out and attack from another.

An entire squad of triads may be made of illusionary decoys, meant to draw enemies into vulnerable positions or trick them into squandering valuable resources attempting to destroy their fake foes. Once their prey has fallen for the ruse, the real triads leap from hiding and make them pay dearly for their mistake.



RATFOLK TRIAD OF DUPLEXITY

Medium humanoid (ratfolk), unaligned

Armor Class 16

Hit Points 55 (10d8+10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	16 (+3)	10 (0)

Skills Acrobatics +5, Perception +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Undercommon

Challenge 3 (700 XP) **Proficiency Bonus** +2

Crevise 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.

Overwhelming Mass x2. The first time each turn that the ratfolk hits a creature with an attack, it deals an extra **2** 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.

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

Actions

Weeping Blade. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) slashing 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.

Bonus Actions

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

Invoke Duplexity. The ratfolk magically creates a perfect illusory copy of itself in an unoccupied space it can see within 30 feet of it. The illusion lasts for 1 minute or until the ratfolk dismisses it as a bonus action or the ratfolk is incapacitated.

Once on the ratfolk's turn or when it uses its Scurry Away feature, it can move the illusion up to 60 feet as long it can see the illusion (no action required).

A creature can use an action to examine the illusion, making a DC 13 Intelligence (Investigation) check. If the check succeeds, the target ignores all effects of the illusion. Hitting the illusion with an attack (AC 16) or targeting it with an effect that only targets it will also reveal it is an illusion.

When both the ratfolk and an illusion created by any ratfolk triad of duplicity are within 10 feet of a creature that can see the illusion and is unaware it is an illusion, the ratfolk has advantage on attack rolls against that creature, given how distracting the illusion is to the target.

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.

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.



LORE OF STEALTH

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.

CREEPING STRIKE

Evocation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V S

Duration: Sorcerer, Warlock, Wizard

You lash out at an enemy with chilling shadows. Make a melee spell attack against the target. You have advantage on the attack roll if the target is in darkness. On a hit, the target takes 1d8 cold damage.

At Higher Levels. This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

RAY OF SICKNESS

1st-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

A ray of sickening greenish energy lashes out toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d12 poison damage and must make a Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d12 for each slot level above 1st.

FRIGHTEN

Enchantment cantrip

Casting Time: 1 action

Range: 15 feet

Components: V

Duration: 1 round

Classes: Bard, Druid, Sorcerer, Warlock, Wizard

You startle a creature you can see within range with a screech that rips into its mind. The target must succeed on a Wisdom saving throw or take 1d8 psychic damage. If it is surprised, it has disadvantage on the saving throw, and if it can't see you, it instead takes 1d12 psychic damage.

Creatures immune to fear automatically succeed on this save.

At Higher Levels. The spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

CONJURING WARP STARS

For the purposes of the Lore of Stealth, *ray of sickness* can be flavored as conjuring and hurling a throwing star made up of pure venom.

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. The area within the smoke is heavily obscured. 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.



NINJA-THEMED MAGIC ITEMS

ARMOR OF TREPIDATION

Armor (light, medium, and heavy), rare

This armor holds the natural trepidation of the ratfolk that forged it.

You have a +3 bonus to AC while wearing this armor and are frightened. While wearing this armor and frightened, you may willingly move closer to the source of your fear as well.

CLOAK OF DARKNESS

Wonderous item, very rare

This cloak was woven from the hair of murder victims and spider silk and allows its wearer to become undetectable in darkness.

While in darkness while wearing this cloak, you are invisible to any creature that relies on darkvision to see you in that darkness, are hidden from divination magic, and can't be targeted by such magic or perceived through magical scrying sensors.

TENEBOUS PENDANT

Wonderous item, rare (requires attunement)

This pendant was crafted from the skull of a ratfolk shadow master and emits dark, smokey incense that can be used to cloak its wearer in inky darkness.

The pendant has 10 charges. While wearing it, you can use a bonus action to speak its command word and expend 1 or more of its charges. When you do so, shadows begin pouring out from it for a number of minutes equal to the charges you expended or until you use another bonus action to command it to stop. While the shadows are pouring out, dim light within 10 feet of you turns into darkness, and bright light in the same area is turned into dim light.

If an area being dimed by the pendant overlaps with an area being illuminated by a spell of 1st level or higher, the pendant shuts off early.

The pendant regains 1d6 + 4 expended charges daily at dusk.

TRIAD STARS

Weapon (throwing star), rare (requires attunement)

These three magical throwing stars were carved from the bones of a master assassin. You must possess all three to attune to them. While attuned to them, you can use an action to cause all three to teleport into your hand.

Each star adds a +1 to attack rolls made with it. When you strike a target with a star, it takes an additional 1d4 piercing damage. If it has been hit by one of the other stars within the last minute, it instead takes an additional 2d4 piercing damage. If it has been hit by both of the other stars within the last minute, it instead takes an additional 3d4 piercing damage.

WEEPING BLADE

Weapon (any sword), very rare (requires attunement)

This blade constantly drips with a black acid that can eat through armor.

Once per turn, when you hit a creature with this weapon, you can choose to deal an additional 2d6 acid damage and cover it in acid. The creature remains covered in acid until it or another 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 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.



NEW WEAPON: THROWING STAR

These small, sharpened metal stars can be thrown or used as a stabbing weapon to deal small amounts of damage and potentially deliver poisoned attacks. Their small size and unassuming nature make them ideal concealed weapons.

THROWING STAR

ranged weapon (*simple*)

Damage: 1

Damage Type: Piercing

Properties: Finesse, light, thrown(20/60), special

Cost: 5 sp

Weight: 1/10 lb

Throwing Star. You can use two-weapon fighting to make off-hand attacks with throwing stars as though they are melee weapons, and you can use throwing stars to make melee weapon attacks as though they are light melee weapons. However, you still have disadvantage on these attack rolls if you are within 5 feet of a hostile creature that can see you and isn't incapacitated.

NEW FEAT: THROWING STAR MASTER

You mastered the art of using the normally unassuming throwing star to disrupt your foes and set up brutal follow-on attacks, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20, or gain proficiency with throwing stars.
- You can draw a throwing star as part of the attack you make with it.
- Once per turn, when you hit a creature with an attack using a throwing star that did not suffer from disadvantage, you can gain advantage on the next melee weapon attack or unarmed strike you make against that creature this turn.



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