



RATFOLK NINJA MINIONS

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.

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 of 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.

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 13 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 14 (4d6) 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.

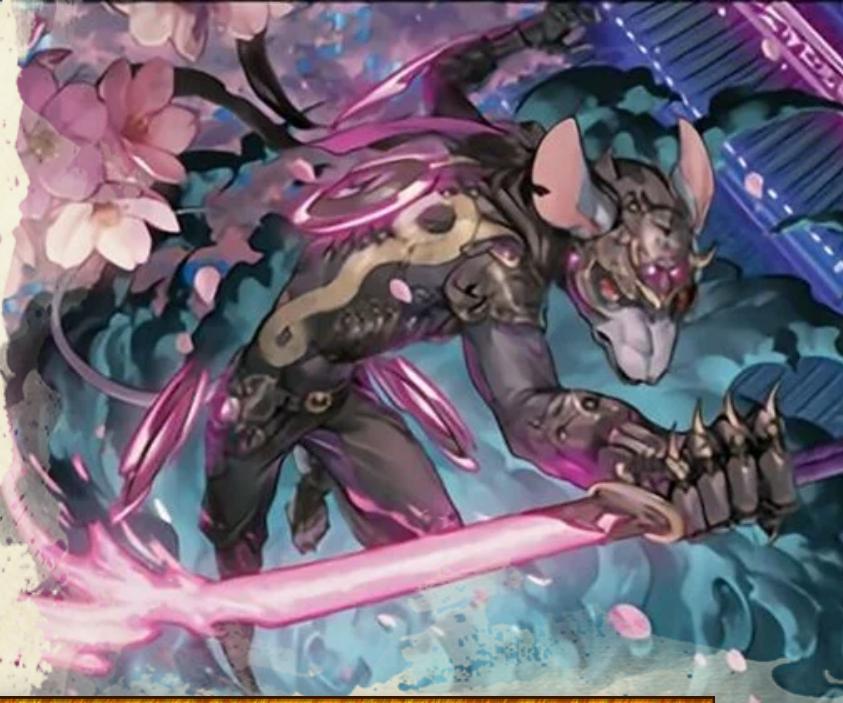
Reactions

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 RUNNER 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.

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 (4d6) 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 17 (5d6) 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.

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.



NIGHT RUNNERS

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.

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 15
Hit Points 36 (8d8+0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	14 (+2)	10 (0)

Skills Acrobatics +5, Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages Common, Undercommon
Challenge 2 (450 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.

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

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.

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 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.

RATFOLK 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 17

Hit Points 55 (10d8+10)

Speed 30 ft.

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

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

Senses darkvision 60 ft., passive Perception 15

Languages Common, Undercommon

Challenge 4 (1,100 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:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) 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 17) 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.

NINJA RATFOLK ADVENTURES

d12

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 10 minions 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.

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- Wererat 4e, Howl at the Moon - Dragon Magazine #410, Wizards of the Coast

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