

# RADENWIGHTS

The ratfolk known as radenwights are blessed with coordination and acrobatics so impressive and effective that they might be a highly trained and practiced circus act. They enjoy building their warrens, known as “meddles,” under cities where the chaos of daily life makes raiding the people above fun and easy.

When the radenwights’ enemies expect them to scurry away like rats, they are painfully surprised to see the combined arrows, bodies, and blades of a meddle thrown against them all at once. Whatever the ratfolk do, they do it fearlessly, with deeply cherished values of bravery and fair play shining through for even the most rakish and roguish of them. Radenwights aren’t above banditry if it would support the meddle, but they greatly prefer to overwhelm, knock down, and knock out their targets rather than engage in deadly violence. They prefer weapons of precision and look for opportunities to strike as they and their comrades create openings for one another.

## Bonds and Bravado

It’s a big world out there for a bunch of small ratfolk, and radenwights learned long ago that trying to survive by running away or climbing to safety gets you only so far. Radenwights learn boldness from birth, and are taught to hurl themselves fearlessly against any challenge that stands in their way. The key to this bravery is the intense bond of trust that exists between every radenwight, their comrades, and their community—as well as the knowledge that every other radenwight will act just as decisively as they do. In a scrap, it’s not one radenwight’s blade or arrow that brings down the foe, but the instant and instinctual follow-up from their fellows.

## The Magic of Music

The pursuit of arcane studies is unusual among radenwights, though the community throws their support behind any child who happens to show that talent. Somewhat more common is the spontaneous discovery of magical aptitude through music, as the culture of radenwight meddles strongly emphasizes both music and dance. Radenwights are particularly drawn to flutes and panpipes, inspired by the legend of a flutist whose playing enraptured an evil dragon—even as others in her meddle lined up a suitably sized boulder to be dropped on the creature from the cliff above.

## The Great Maclette

The name Maclette is never uttered by radenwights without “The Great” before it. That maestro leads his band in complex city-wide robberies while always staying one step ahead of any would-be ratcatchers. Some say Maclette leads his life of crime to provide for his meddle, while others claim he strives to be king of the criminal world.

In truth, the Great Maclette finds beauty in the thrill of the heist. Robbery is as euphonious as music to his ears, and the maestro treats every operation like a new composition. As long as his band remains at large, he’ll always be looking to outdo himself with his next great overture.

## Radenwight Languages

Most radenwights speak Caelian and Szetch.

### Radenwight Malice

#### Malice Features

At the start of any radenwight’s turn, you can spend Malice to activate one of the following features.

#### 🗡️ **Trouser Cut** 2d10 + 2

Melee, Strike, Weapon

🗡️ Melee 1

≤11 7 damage; push 3

12–16 10 damage; push 3, taunted (EoT)

17+ 13 damage; push 5, taunted (EoT)

**Effect:** If the target is wearing clothing covering the lower half of their body, they must use a maneuver once to pull that clothing up before they can move.

**Special:** This ability can’t be used by a minion.

#### 3 Malice

Main action

🕒 One creature

#### ★ **Rat Race**

#### 5 Malice

Each radenwight in the encounter shifts up to their speed. If a radenwight ends this shift adjacent to one or more radenwights, they can make a melee free strike against each enemy adjacent to them.

#### 🎵 **Rally the Rodents**

#### 7 Malice

A radenwight uses music to coordinate living rats, forming a 10 wall of rats scurrying atop one another into unoccupied spaces anywhere on the encounter map. The wall doesn’t block line of effect for radenwights and their allies, but it does for other creatures as the rats coordinate their movements with the radenwights. Each square of the wall has 10 Stamina.

If the last radenwight in the encounter dies and the wall is still standing, the rats let out a hideous screech as they disperse. Each enemy on the encounter map makes an **Intuition test**.

≤11 7 sonic damage; the target can’t take a respite activity during their next respite

12–16 5 sonic damage

17+ No effect.

## Radenwight Mischiever

Humanoid, Radenwight

Level 1 Minion Ambusher  
EV 3 for four minions

1S  
Size

7  
Speed

4  
Stamina

0  
Stability

2  
Free Strike

Immunity: —

Movement: Climb

With Captain: +1 damage bonus to strikes

Weakness: —

Might -1

Agility +2

Reason 0

Intuition +1

Presence 0

### ✂ Dagger Dance 2d10 + 2

Melee, Ranged, Strike, Weapon

Melee 1 or ranged 5

≤11 2 damage

12-16 4 damage

17+ 5 damage

**Effect:** If the mischiever is hidden when they use this ability, they can target two creatures.

### Signature Ability

Main action

One creature per minion

### ! Ready Rodent

Melee, Weapon

Melee 1

Triggered action

One creature

**Trigger:** An ally deals damage to the target.

**Effect:** The mischiever makes a free strike against the target.

## Radenwight Redeye

Humanoid, Radenwight

Level 1 Minion Artillery  
EV 3 for four minions

1S  
Size

5  
Speed

3  
Stamina

0  
Stability

2  
Free Strike

Immunity: —

Movement: Climb

With Captain: Gain an edge on strikes

Weakness: —

Might +1

Agility +2

Reason -1

Intuition 0

Presence 0

### ✂ Eyes-On-Me-Shot 2d10 + 2

Ranged, Strike, Weapon

Ranged 10

≤11 2 damage

12-16 4 damage

17+ 5 damage

**Effect:** One ally of the redeye within 2 squares of the target shifts up to 2 squares.

### Signature Ability

Main action

One creature or object per minion

### ! Ready Rodent

Melee, Weapon

Melee 1

Triggered action

One creature

**Trigger:** An ally deals damage to the target.

**Effect:** The redeye makes a free strike against the target.

## Radenwight Scrapper

Humanoid, Radenwight

Level 1 Minion Defender  
EV 3 for four minions

1S  
Size

5  
Speed

5  
Stamina

1  
Stability

1  
Free Strike

Immunity: —

Movement: Climb

With Captain: +2 bonus to melee distance

Weakness: —

Might -1

Agility +1

Reason 0

Intuition 0

Presence +2

### ✂ Buckler Bash 2d10 + 2

Charge, Melee, Strike, Weapon

Melee 1

≤11 1 damage

12-16 2 damage; taunted (EoT)

17+ 3 damage; taunted (EoT)

One creature or object per minion

### Signature Ability

Main action

### ! Ready Rodent

Melee, Weapon

Melee 1

Triggered action

One creature

**Trigger:** An ally deals damage to the target.

**Effect:** The scrapper makes a free strike against the target.



**Radenwight Swiftpaw**

Humanoid, Radenwight

**Level 1 Minion Harrier**

EV 3 for four minions

1S Size 7 Speed 4 Stamina 0 Stability 1 Free Strike

Immunity: —

Movement: Climb

Weakness: —

With Captain: Gain an edge on strikes

Might 0 Agility +2 Reason +1 Intuition 0 Presence -1

**Rapier Flunge** 2d10 + 2

Melee, Strike, Weapon

Melee 1

**Signature Ability**

Main action

One creature or object per minion

- ≤11 1 damage; slide 1, the swiftpaw can shift 1 square
- 12-16 2 damage; slide 2, the swiftpaw shifts up to 2 squares
- 17+ 3 damage; slide 3, the swiftpaw shifts up to 3 squares

**Ready Rodent**

Melee, Weapon

Melee 1

Triggered action

One creature

Trigger: An ally deals damage to the target.

Effect: The swiftpaw makes a free strike against the target.

**Radenwight Bruxer**

Humanoid, Radenwight

**Level 1 Platoon Brute**

EV 6

1L Size 5 Speed 40 Stamina 2 Stability 4 Free Strike

Immunity: —

Movement: Climb

Weakness: —

Might +2 Agility +1 Reason -1 Intuition 0 Presence +1

**Lockjaw** 2d10 + 2

Melee, Strike, Weapon

Melee 1

**Signature Ability**

Main action

One creature or object

- ≤11 6 damage
- 12-16 9 damage
- 17+ 12 damage; grabbed

Effect: A target grabbed this way takes 2 damage at the start of each of the bruxer's turns.

**Flurry of Bites** 2d10 + 2

Area, Weapon

1 burst

**3 Malice**

Main action

Each enemy in the area

- ≤11 3 damage; A<0 bleeding (save ends)
- 12-16 5 damage; A<1 bleeding (save ends)
- 17+ 8 damage; A<2 bleeding (save ends)

**Ready Rodent**

Melee, Weapon

Melee 1

Triggered action

One creature

Trigger: An ally deals damage to the target.

Effect: The bruxer makes a free strike against the target.

**★ Lockdown**

Any enemy who shifts adjacent to the bruxer has that shift end. Additionally, any enemy adjacent to the bruxer can't shift.

**Radenwight Piper**

Humanoid, Radenwight

**Level 1 Platoon Support**

EV 6

1S Size 5 Speed 30 Stamina 0 Stability 3 Free Strike

Immunity: —

Movement: Climb

Weakness: —

Might 0 Agility 0 Reason 0 Intuition +2 Presence +1

**Piercing Trill** 2d10 + 2

Magic, Melee, Ranged, Strike

Melee 1 or ranged 10

**Signature Ability**

Main action

One creature or object

- ≤11 5 sonic damage; push 1
- 12-16 7 sonic damage; push 3
- 17+ 9 sonic damage; push 4

Effect: The piper or one ally within distance regains Stamina equal to the damage dealt.

**Vivace Vivace!**

Area, Magic

3 burst

Maneuver

Each ally in the area

Effect: Each target who has used their Ready Rodent ability this round regains the use of their triggered action.

2 Malice: The area increases to a 6 burst.

**Ready Rodent**

Melee, Weapon

Melee 1

Triggered action

One creature

Trigger: An ally deals damage to the target.

Effect: The piper makes a free strike against the target.

**★ Musical Suggestion**

At the end of the piper's turn, they can slide one adjacent creature up to 2 squares, ignoring stability.



## Radenwight Ratcrobat

Humanoid, Radenwight

Level 1 Platoon Harrier

EV 6

1S  
Size

7  
Speed

30  
Stamina

0  
Stability

3  
Free Strike

Immunity: —  
Movement: Climb

Weakness: —

**M**ight -1

**A**gility +2

**R**eason 0

**I**ntuition 0

**P**resence +1

**En Garde** 2d10 + 2  
Melee, Strike, Weapon  
Melee 1  
≤11 4 damage  
12-16 6 damage  
17+ 8 damage

**Signature Ability**

Main action

Two creatures or objects

**Effect:** The ratcrobat shifts up to 2 squares after striking the first target, then can shift 1 square after striking the second target.

**Over Here, Thanks**

Melee  
Melee 1

Maneuver

One enemy

**Effect:** The ratcrobat slides the target up to 3 squares, then can shift into any square the target left.

**Ready Rodent**

Melee, Weapon  
Melee 1

Triggered action

One creature

**Trigger:** An ally deals damage to the target.

**Effect:** The ratcrobat makes a free strike against the target.

**Gymratstics**

The ratcrobat gains an edge on strikes against larger creatures.



## Radenwight Maestro

Humanoid, Radenwight

Level 1 Leader

EV 12

1S  
Size

5  
Speed

80  
Stamina

1  
Stability

4  
Free Strike

Immunity: —  
Movement: Climb

Weakness: —

**M**ight -2

**A**gility +2

**R**eason 0

**I**ntuition 0

**P**resence +3

**Cacophony** 2d10 + 3  
Area, Magic  
5 burst

**Signature Ability**

Main action

Each enemy in the area

≤11 3 sonic damage; slide 1, the maestro can shift 1 square  
12-16 6 sonic damage; slide 3, the maestro shifts up to 3 squares  
17+ 8 sonic damage; slide 5, the maestro shifts up to 5 squares

**Effect:** Each ally within distance can use Ready Rodent as a free triggered action once before the end of the round.

**Tempo Change** 2d10 + 3

Magic, Ranged, Strike  
Ranged 10

Maneuver

Two enemies

≤11 P<1 slowed (save ends)  
12-16 P<2 slowed (save ends)  
17+ P<3 slowed (save ends)

**3 Malice:** Each ally within 3 squares of any target has a +2 bonus to speed until the end of their next turn.

**Ever-Ready Rodent**

Magic, Ranged  
Ranged 5

**2 Malice**

Free triggered action

The triggering creature

**Trigger:** A creature within distance deals damage to an ally or takes damage from an ally.

**Effect:** The maestro makes a free strike against the target.

**End Effect**

At the end of each of their turns, the maestro can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.

**Overture**

Area  
10 burst

**Villain Action 1**

Each ally in the area

**Effect:** Each target can shift up to their speed or take the Defend action.

**Solo Act**

Ranged  
Ranged 15

**Villain Action 2**

One creature

**Effect:** Until the end of their next turn, the target halves any damage they take, gains a +4 damage bonus to strikes, and has their speed doubled.

**Rondo of Rat**

Area  
10 burst

**Villain Action 3**

Each dead ally in the area

**Effect:** Each target stands, makes a free strike, then falls dead again. Any ally of the targets can use Ready Rodent as a free triggered action once in conjunction with these free strikes.