

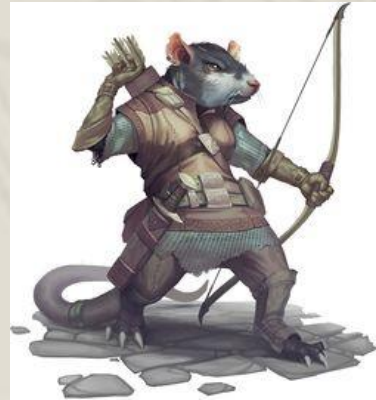
Ratling



New Playable BECMI Race for the Mystara Campaign Setting.

By Havard

- **Prime Requisite:** Dex and Con
- **Ability Score Mods:** N/A
- **Ability Score Max:** N/A.
- **Weapons allowed:** Ratlings can only use small weapons like daggers, short swords and short bows.
- **Armor allowed:** Ratlings can use leather weapon and shields
- **HD type:** D4
- **Save as:** Dwarf



Ratlings first appeared in the Thunder Rift module *Quest for the Silver Sword*.

Ratlings can be found anywhere on Mystara, but are most widespread in the underground realms below the Savage Coast. Some communities have also found their way to the valley of Thunder Rift. They appear as ratlike humanoids standing around four feet tall. They are often encountered as servants of Wererats. Many Ratlings worship Mrikitat the Rat Lord, but since he is a patron of wererats, other Ratlings tired of being pushed around by that race have begun following Zirchev instead.

Ratfolk prefer to live in underground caves or in sewers or catacombs below towns and cities. They often live in large family units. They can befriend normal and giant rats and these creatures are often found living with the Ratfolk. They sometimes use Giant rats as mounts.

Ratlings are most comfortable underground and in low light conditions. When exposed to sunlight or an area lit by a Light or Continual light spell, Ratlings suffer a -2 penalty to attack rolls and ability score checks and a -10% to Thief Abilities (see below). They have enhanced smell and hearing which allows them to function in near complete darkness as if they had Infravision 60'.

Because of their enhanced smell and hearing they also gain the Alertness General Skill if General Skills are used.

They can advance monstrous spellcasters to Shaman 8 or Wokan 8.

LEVEL	XP	ABILITIES	
NM	0	1d4	
1	2000	2 d4	Climb Walls, Move Silently and Hide In Shadows as Thief of same level.
2	4000	3d4	
3	8000	- (3d4)	Immunity to disease and poison, including the cause disease spell.
4	16000	4 d4	
5	32000	5 d4	Detect Magic: The Ratling can use its keen sense of smell to sense magic items in the area similar to the Detect Magic Spell 3/day
6	64000	6 d4	Poisoned weapon: At 6 th level, Ratlings can apply a natural poison to their weapons giving an additional 1d6 of damage.
7	128000	7 d4	
8	256000	8 d4	Cause Disease: at 8 th level, the Ratling can cast the spell cause disease 1/day.
9	512000	9d4	Rat Rider: At 9 th level, Ratlings can command a Giant Rat which it can use as a mount.
	+200.000/per level	+1 HP per level	

Image source: <https://pathfinderwiki.com/wiki/Ysoki>

Mystara logo by Thorf.

XP chart created with the aid of tools by Agathokles: <http://agathokles.pythonanywhere.com/>