

LORE OF VERMIN

There is a wide variety of ratfolk across various fantasy settings, all with their own unique abilities and interpretations of the rat trope. However, there are many common themes across these varied ratfolk, especially when it comes to the form their magic typically takes. Many ratfolk utilize magic that plays into their reliance on stealth and cunning. When this fails, and they are backed into a corner, ratfolk may use magic to drive their allies into a desperate self-destructive frenzy. They also favor magic that emphasizes their kinship with rats and other verminous creatures. And in settings where ratfolk are more sinister in nature, they often wield dark magic that helps them bring disease and ruin upon other civilizations.

If you wish to introduce more of this type of magic into your adventures, the following spells can be given to NPCs or provided as options for players.

DEATH FRENZY

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a sharp tooth)

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Warlock

You send a creature into a frenzy that pushes its body beyond its limits. Choose a willing creature you can see within range. Until the spell ends, it takes 1d10 necrotic damage at the start of each of its turns and has advantage on weapon and unarmed strike attack rolls until that turn ends. This damage can't be reduced or prevented in any way.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd. All the creatures must be within 30 feet of each other when you target them.

FISSURE

6th-level evocation

Casting Time: 1 action

Range: Self (60-foot line)

Components: V, S,

Duration: Instantaneous

Classes: Druid

You strike a non-magical surface, causing a fissure to erupt out from you and split it down a line up to 60 feet long. The fissure opens up to 20 feet wide and 40 feet deep. If the ground is not deep enough to accommodate the fissure, the ground opens up to whatever lies beneath.



A creature standing in the area of the fissure must succeed on a Dexterity saving throw or fall prone and into the fissure. Creatures that succeed on the save move to the edge of the fissure and may choose which side it moves to.

The fissure deals 50 bludgeoning damage to any structure it comes in contact with when it appears. The fissure lasts indefinitely, and the ground within it is difficult terrain.

At Higher Levels: When you cast this spell using a spell slot of 7th level or higher, you can increase the length by 20 feet and its depth by 10 feet for each slot level above 6th.

SMOKE SHROUD

3rd-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 60 feet without provoking opportunity attacks. 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.

SUMMON SWARM

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a gilded cage worth at least 300 gp)

Duration: Concentration, up to 1 hour

Classes: Bard, Druid, Ranger

You call forth a swarm of tiny creatures that manifest in an unoccupied space you can see within range. This swarm uses the Swarm Spirit stat block*. When you cast the spell, choose a type of creature: Bats, Insects, Rats, or Snakes. The creatures of the swarm resemble the chosen creature, which determines some of its traits in its stat block. The swarm disappears when it drops to 0 hit points or when the spell ends.

The swarm is an ally to you and your companions. In combat, the swarm shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, use the higher level wherever the spell's level appears in the stat block. Additionally, increase the swarm's size by one category for every two slot levels above 3rd level.

*Stat blocks found later in document

WORLD SORE

1st-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

Classes: Warlock

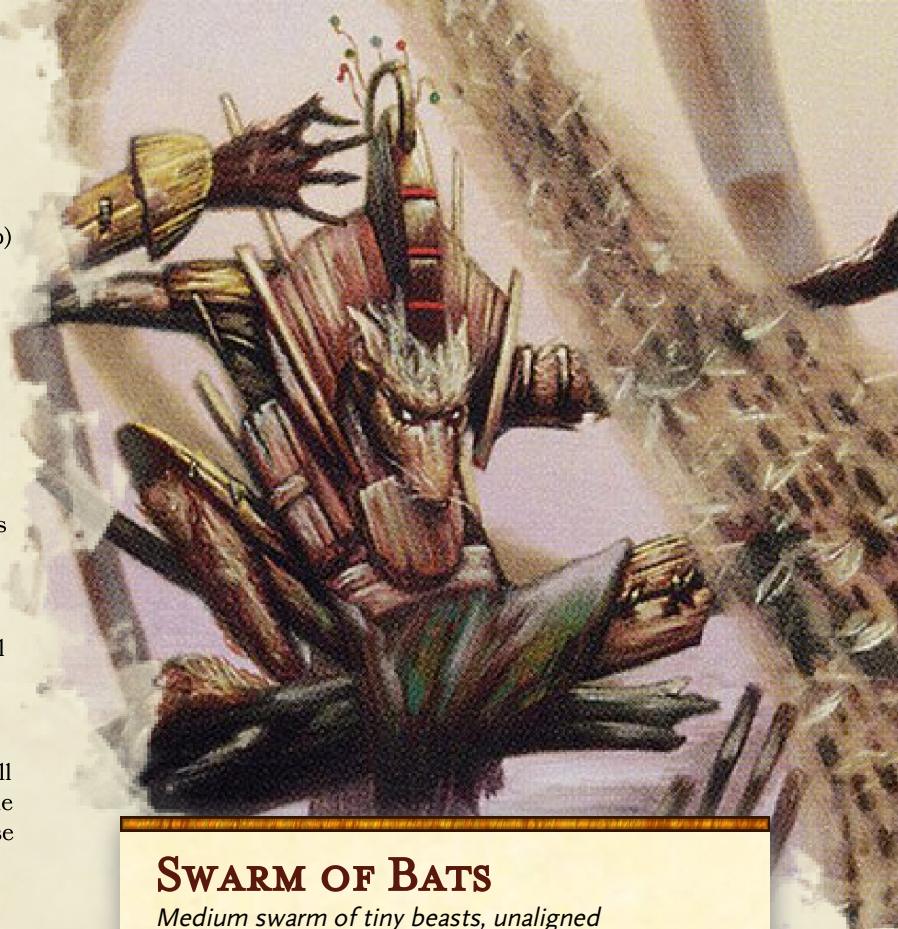
You cause a boil to grow from a surface in an unoccupied space you can see. The boil occupies a 5-foot sphere centered on the chosen space. The surface where a boil appears must be wide enough to accommodate its size.

The boil has AC 10, 20 hit points, immunity to psychic damage, and vulnerability to piercing damage. When reduced to 0 hit points, it explodes into puss, and each creature within 5 feet of it must make a Dexterity save. Creatures take 1d8 necrotic damage on a failed save, or half as much damage on a successful one.

On each of your turns, while you are within 100 feet of the boil and can see it, you can use your bonus action to either cause the boil to explode, as described above, or grow it. Growing it increases its radius by 5 feet, increases the damage it deals when it blows up by 1d8, and extends the range of its explosion by 5 feet. If there is no room for the boil to expand when you attempt to grow it, it explodes instead.

The boil immediately explodes when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage when the boil explodes increases by 1d8 for each slot level above 1st.



SWARM OF BATS

Medium swarm of tiny beasts, unaligned

Armor Class: 10 + the level of the spell (natural armor)

Hit Points: 20 + 10 for each spell level above 3rd

Speed: 5 ft., flying 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (+0)	4 (-3)	16 (+3)	8 (-1)

Damage Resistance: bludgeoning, piercing, slashing
Condition Immunities: charmed, frightened, grappled,

paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 60ft., passive Perception 13

Challenge — Proficiency Bonus: equals your bonus

Echolocation. The swarm can't use its blindsight while deafened.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiaattack The swarm makes a number of attacks equal to half this spell's level (rounded down).

Bite. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. **Hit:** 4d6 or 2d6 piercing damage if the swarm has half of its hit points or fewer.

SWARM OF INSECTS

Medium swarm of tiny beasts, unaligned

Armor Class 10 + the level of the spell (natural armor)

Hit Points 20 + 10 for each spell level above 3rd

Speed 30 ft., burrow 10 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (+0)	4 (-3)	16 (+3)	8 (-1)

Damage Resistance bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 13

Challenge — Proficiency Bonus equals your bonus

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack The swarm makes a number of attacks equal to half this spell's level (rounded down).

Bite. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 4d6 or 2d6 piercing damage if the swarm has half of its hit points or fewer. If the target is a creature, it can't regain hit point until the start of the swarm's next turn.



SWARM OF RATS

Medium swarm of tiny beasts, unaligned

Armor Class 10 + the level of the spell (natural armor)

Hit Points 20 + 10 for each spell level above 3rd

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (+0)	4 (-3)	16 (+3)	8 (-1)

Damage Resistance bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 13

Challenge — Proficiency Bonus equals your bonus

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

Overwhelming Mass. The first time each turn that the swarm hits a creature with a weapon attack, it deals extra damage equal to the spell's level if an ally is within 5 feet of the target that isn't incapacitated.

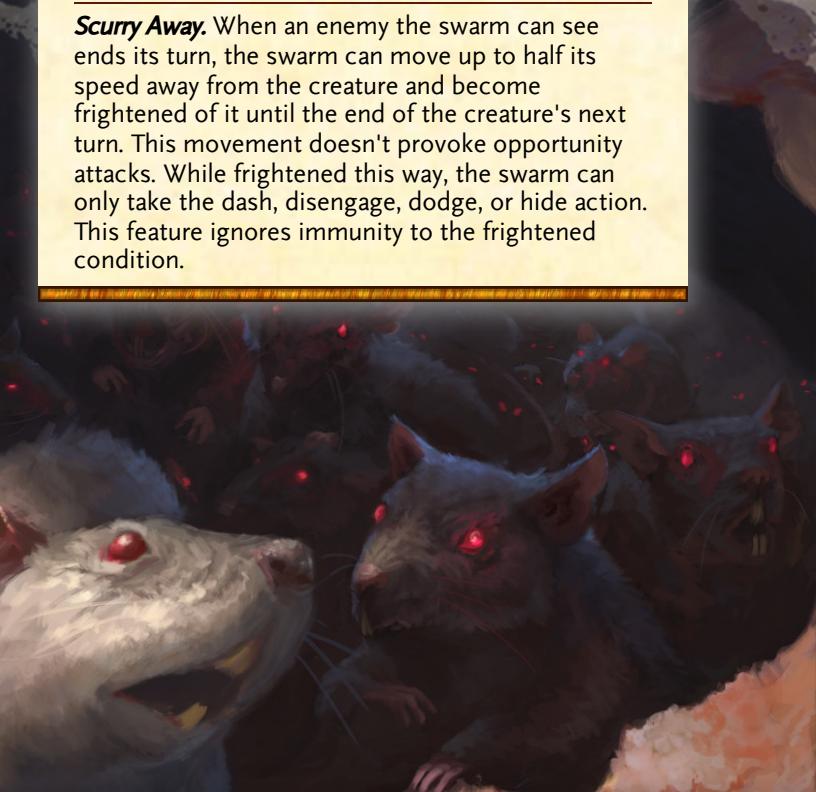
Actions

Multiattack The swarm makes a number of attacks equal to half this spell's level (rounded down).

Bite. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 4d6 or 2d6 piercing damage if the swarm has half of its hit points or fewer.

Reactions

Scurry Away. When an enemy the swarm can see ends its turn, the swarm 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 swarm can only take the dash, disengage, dodge, or hide action. This feature ignores immunity to the frightened condition.





SWARM OF SNAKES

Medium swarm of tiny beasts, unaligned

Armor Class 10 + the level of the spell (natural armor)

Hit Points 20 + 10 for each spell level above 3rd

Speed 30 ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	10 (+0)	4 (-3)	16 (+3)	8 (-1)

Damage Resistance bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10ft., passive Perception 13

Challenge — Proficiency Bonus equals your bonus

Poison Fangs. The first time each turn that the swarm hits a creature with a weapon attack, that creature must make a Constitution saving throw against your spell save DC or take additional poison damage equal to the spell's level and be poisoned until the start of its next turn.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a tiny creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack The swarm makes a number of attacks equal to half this spell's level (rounded down).

Bite. Melee Weapon Attack: your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 4d6 or 2d6 piercing damage if the swarm has half of its hit points or fewer.

ALTERNATIVE SWARMS

The names of the swarm stat blocks represent suggested descriptions for the type of animal likely to have the abilities of that stat block. However, you're free to describe the swarms as being composed of different creatures that might have similar abilities. For example, the swarm of bats could alternately be described as a swarm of biting locusts.

ART CREDITS

- Deathmask Nezumi - Daren Bader, Wizards of the Coast
- Locust Miser - Alan Pollack, Wizards of the Coast
- Rat Colony - Suzanne Helmigh, Wizards of the Coast
- Cobra Trap - Scott Chou, Wizards of the Coast

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- Document creation