

THE WORLD SQUIRREL

There are many powerful beings who travel through the planes, some whose origins are well-known and some who have existed since the very start of time.

Your patron is a force of nature who fears neither gods nor monsters. A strange fey beast, Ratatoskr lives within the branches of the

World Tree and usually takes the form of an ordinary squirrel. Able to travel to any plane the World Tree touches, this ancient being gnaws upon its roots and has learned many secrets hidden away from prying eyes.

Although not a true god, Ratatoskr is often revered by those who follow old traditions and symbolized by the image of a squirrel holding the world within its paw. Perhaps you were born in one of these isolated villages or saved one of the World Squirrel's children in your youth.

Whatever the reason, Ratatoskr has taken an interest in your fate, offering you great power in exchange for... something in return.

EXPANDED SPELL LIST

The World Squirrel lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you. Additionally, when you use a higher level spell slot to cast *jump*, *blink*, or *freedom of movement*, you can affect an additional target for each spell level above the default. *Blink* has a range of touch when cast in this way.

WORLD SQUIRREL EXPANDED SPELLS

Spell Level Spells

1st	<i>animal friendship, jump</i>
2nd	<i>animal messenger, summon beast</i>
3rd	<i>blink, plant growth</i>
4th	<i>dominate beast, freedom of movement</i>
5th	<i>awaken, tree stride</i>

ACORN POCKET

Beginning at first level, your patron grants you a personal pocket dimension that can hold up to 10 lbs of items. Only you can access this extradimensional space and you can stow or retrieve an item as an action.

SPEECH OF YGGDRASIL

Starting at first level, you can cast *Speak with Animals* at will, but are only able to communicate with tiny mammals.

SQUIRREL AGILITY

When you choose this pact at first level, your patron grants you the speed and agility of a squirrel. Your speed increases by 5 ft now and another 5 ft at level 10. You also gain a climb speed equal to your walking speed.

PACT OF THE WORLD SQUIRREL

When you choose your Pact at level 3, your patron grants you additional bonuses based on this choice:

A HARD NUT TO CRACK (PACT OF THE TALISMAN)

As an action, the wearer of your talisman can give themselves temporary hit points equal to 3 times your proficiency bonus. They have a +1 bonus to AC while any of these temp hp remain. This ability can be used a number of times equal to your proficiency bonus divided by two (rounded down) per long rest.

KNOWLEDGE OF THE WORLD TREE (PACT OF THE TOME)

Your patron adds two additional spells to your Books of Shadows. You can cast *Commune with Nature* (5th lvl) and *Speak with Plants* (3rd lvl) as rituals once each per long rest. To cast them again before resting, you must spend a spell slot of the appropriate level (or higher).

SCRATCH OF THE WERE-SQUIRREL (PACT OF THE BLADE)

Your hands grow claws that can be used as simple finesse weapons when your hands are free. When used, these claws count as additional pact weapons for you and are eligible for two-weapon fighting. On a hit, the target takes 1d4 + Dex mod slashing damage *or* makes a Constitution save against being poisoned (your spell DC) until the end of your next turn.

THE SCURRY CALLS FOR AID (PACT OF THE CHAIN)

When you select the Pact of the Chain, your patron grants you the option of summoning a fey ground squirrel as your familiar in addition to the normal options. This creature is often distracted by acorns and other nuts, but is a valuable ally in a fight.



FEY GROUND SQUIRREL

Tiny fey, unaligned

Armor Class 13

Hit Points 13(2d8 + 2)

Speed 30 ft, burrow 15 ft, climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	6 (+1)	12 (+1)	5 (-3)

Damage Resistances lightning

Senses Darkvision 30 ft; Tremorsense 60 ft;
passive Perception 11

Languages All languages spoken by its summoner
Challenge 1/4 (50 XP)

Keen Smell: The fey ground squirrel has advantage on Wisdom (Perception) checks that rely on smell.

Acorn Pocket: Possesses a personal pocket dimension capable of holding up to 10 lbs of items. Only the squirrel can open this pocket dimension to retrieve and store items.

Actions

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

Claws: *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 8 (2d4 + 3)



ADDITIONAL OTHERWORLDLY PATRON FEATURES

SQUIRREL LEAP

Starting at 6th level, you are able to jump up to 10 feet past your normal movement speed and your jump distance increases by 10 feet both horizontally and vertically (5 feet without a running start).

SUMMON THE SCURRY

Upon reaching 6th level, your patron grants you the ability to cast *Conjure Animals* without using a spell slot. This spell only summons *Swarms of Squirrels* (up to 8 swarms total). Once you have cast the spell in this manner, you cannot cast it this way again until you have completed a long rest. However, you can cast the spell again before then by using a spell slot of 3rd level or higher. If you use a 5th level spell slot, some or all of the swarms may use the *Swarm of Fey Squirrels* statblock instead.

SWARM OF SQUIRRELS

Medium fey, unaligned

Armor Class 10

Hit Points 24 (7d8 -7)

Speed 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

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

Senses darkvision 30 ft; passive Perception 10

Languages Understands the languages spoken by its summoner

Challenge 1/4 (50 XP)

Keen Smell: The swarm has advantage on Wisdom (Perception) checks that rely on smell.

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 rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite: *Melee Weapon Attack:* +2 to hit, reach 0ft, one target in its space. *Hit* 7 (2d6) piercing damage or 3 (1d6) piercing if the swarm has half its hit points or fewer.

SWARM OF FEY SQUIRRELS

Medium fey, unaligned

Armor Class 13

Hit Points 24 (7d8 -7)

Speed 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	9 (-1)	6 (-2)	12 (+1)	5 (-3)

Damage Resistances bludgeoning, piercing, slashing, lightning

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

Senses darkvision 30 ft; tremorsense 60 ft; passive Perception 11

Languages Understands the languages spoken by its summoner

Challenge 1/2

Keen Smell: The swarm has advantage on Wisdom (Perception) checks that rely on smell.

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 rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite: *Melee Weapon Attack:* +5 to hit, reach 0ft, one target in its space. *Hit* 10 (4d4) piercing damage or 5 (2d4) piercing if the swarm has half its hit points or fewer.

IMPROVED SQUIRREL AGILITY

Beginning at 10th level, you gain the ability to move up, down, and across vertical surfaces, and upside down along ceilings, while leaving your hands free.

FLYING SQUIRREL GLIDE

Beginning at 10th level, you are able to call upon the aspect of a flying squirrel to save yourself from falling. As a reaction, you can reduce fall damage by 10 times your warlock level as you glide safely to the ground.



WRATH OF THE WORLD SQUIRREL

Starting at 14th level, you can call upon the World Squirrel to aid you in your endeavors. As an action, you can summon a Giant Flying Squirrel to an unoccupied space within 30 feet of you, which remains for an hour or until it drops to zero hit points. This squirrel appears wearing an exotic saddle and may be used as an intelligent mount.

The Giant Flying Squirrel acts directly after your turn and follows your commands (no action required). If you are incapacitated or otherwise unable to direct the creature, it flies into a rage and tries to destroy your enemies with no thought to its own safety. Once you have summoned a Giant Flying Squirrel in this manner, you cannot do so again until you have taken a long rest.

GIANT FLYING SQUIRREL

Huge fey, unaligned

Armor Class 13

Hit Points 136 (13d12 + 52)

Speed 50 ft, climb 40 ft, fly 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	19 (+4)	6 (-2)	12 (+1)	9 (-1)

Skills Perception: +4

Damage Resistances lightning

Senses darkvision 30 ft; passive Perception 14

Languages Understands the languages spoken by its summoner

Challenge 6

Limited Flight: The giant flying squirrel cannot remain aloft. If it is airborne at the end of its turn, it glides safely to the ground below. This movement provokes opportunity attacks unless it chooses to fall instead.

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 10 ft, one target. *Hit* 29 (4d12+3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the squirrel can't bite another target.

Tail: *Melee Weapon Attack:* +6 to hit, reach 10 ft, one target. *Hit* 17 (3d8+3) bludgeoning damage.

CREDITS

Many thanks to Homebrewery, with which this was made. Ground squirrel photo credit to Peter Chadwick/Science Photo Library

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