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# Masterwork Characters: Secrets of the Squirrel

There probably doesn't need to be a product full of rules for people who want to make interesting characters or NPC's with squirrel traits, but why should simple things like common sense get in the way of a good time. Squirrels are cute and fast; they climb well, and the greedy little buggers hide stuff better than any other animal you can name. For players and GMs looking for an interesting trait or two to attach to their next character or NPC, the squirrel can be an attractive symbol. Or not.

We couldn't find any reference in fantasy fiction about heroes who exhibited squirrel traits, but we tried not to let that stop us. If you want a character that exhibits all the heroic traits of the squirrel, we're going to give you the tools to do that. If people look at you funny, just mention the various squirrels that appear in mythology. Like Ratatosk, the Norse squirrel who sits in the branches of Yggdrasil the World tree. He's cool. Or the squirrels that appear in children's books, who get to do cool stuff like having tea parties and being best friends with rabbits and moles.

*Secrets of the Squirrel* gives you new feats, magic and monsters, all designed to give a character some of the mischievous charm that we associate with squirrels. Just don't blame us if the rest of your group pummels you. We take no responsibility for any damage this product causes to you or the delicate balance of your campaign.



Written by Peter M. Ball



Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc.

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## Design Assumptions

The material presented here reflects the following assumptions about squirrel-related characters:

- Throughout mythology and history, squirrels have been associated with many concepts: mischief, stealth, foraging, hiding, and luck. New material should reflect all the traditional associations the squirrel has had in mythology and culture.
- Any feat or ability designed for squirrel-related characters should emphasize the distinctive and unusual physical traits squirrels possess. Where possible, they should also include references to acorns and bushy tails.
- This product is written with a strong sense of whimsy, but some people may actually find useful rules or ideas within. More power to you. Although this started as a bit of fun and a dare from one of my friends, it should contain everything you need to irritate people who hate squirrels if you include it in your game. Give them hell for me.

## Races of the Squirrel: The Toski

The toski are a race of peaceful, squirrel-like humanoids that make their homes in the heart of ancient forests. Few claim to know where the toski came from or which god created, but toski legends suggest that they are among the oldest of all races that exist on the earth – possibly even older than the elves and the dragons.

According to the toski their race was begat by Ratatosk, the squirrel of the world tree, just after the dawn of time. They were created to help him hide the secrets of the worlds in the Yggdrasil roots and boughs, tending them until such time that the races that followed them were worthy of learning them. Unfortunately they hid the secrets too well, so well that the toski lost the very secrets they hid. Ratatosk bid his children search for what they had lost, and refused to let them climb the world tree until every last secret had been found.

The truth of this legend is doubtful, even if one disregards the toski's reputation for being compulsive liars, but there is enough evidence that scholars have been unable to dismiss the claim outright.

Today the toski exist in secluded forest glades, hiding among the boughs of high trees. They a minor race, struggling to survive, searching for as many secrets as they can while their numbers slowly dwindle.

**Personality:** The toski are an eager, excitable and possess an insatiable curiosity about the world around them. Their attention spans often appear to be short to other races. A toski darts from one idea to the next and their focus flits from the study of an ancient scroll to a fascination with the shadows cast by some nearby trees.

While humanity has a reputation for wanting to experience everything in the space of their short lifespan, their ambition pales next to the desires of the average toski. While humanity searches out secrets and skill to further their knowledge, toski seek secrets for their own sake.

They rarely have any intention of using what they learn, they must simple know it and hide it away for safekeeping. While others may see them as greedy or flighty, the toski see this as a divine mission from their creator.

**Physical Description:** The typical toski stands a little over four feet in height, and they resemble bipedal red squirrels. They possess prehensile fingers, thick coats of red fur and fluffy tails that are often over three feet in length. They are generally light, agile and have dark eyes and whiskers.

Toski favor bright, loose-fitting clothes and are rarely seen without two or three pouches that can store the interesting objects they find. Toski clothing is often liberally scattered with hidden pockets that can be used to hide their valuables.

**Relations:** Although the toski often keep their villages hidden from other races, individuals are often found wandering the world in search of new secrets and hiding places. Their flighty nature often alienates more serious races, such as dwarves or elves, but they get along surprisingly well with gnomes and halfling clans.

**Alignment:** The average toski cares little for morality, and their short attention spans means they often fail to pay attention to local law or any form of personal code. The majority of toski tend towards chaos and neutrality, although there remain rumors of cannibalistic gray-furred toski that revel in their own cruelty and evil.

**Toski Lands:** The toski don't understand the concept of owning land or property, so they rarely build kingdoms or large settlements. The majority of toski inhabit isolated villages and thorps, hidden in the hearts of forested areas.



Some toski find their way into human or gnomish villages, but they rarely settle there in large numbers. Those that do maintain permanent residences are usually travelers, spending long periods of time away from home.

**Religion:** The toski see themselves as the children Ratatosk, the squirrel of the world tree, but rarely pray to him. They are acutely aware of their failure in the early days of the world, and many do not believe that it is right to call upon Ratatosk for aid. The stigma of their failure weighs heavily on the toski, and few are willing to discuss religions of any kind.

The few clerics of Ratatosk that exist are seen as receptacles for the races guilt, and are often chosen to keep the greatest secrets a toski clan has found. Clerics of Ratatosk choose from the Luck, Trickery and Travel domains.

**Languages:** Toski speak Common, but often pick up a wide array of languages in their travels.

**Names:** Toski go through dozens of names over the course of their life, flitting from one identity to another with a speed that most other races find disturbing. These names often steal from a variety of languages, adopting words from the dialects of those around him when he makes the decision to change.

Each toski also possesses a single name that they keep hidden from others, sharing it only with their closest allies and friends.

Toski names rarely distinguish between genders.

**Toski Names:** Akatta, Cykryk, Kukakki, Nukktyn, Rickchik, Rökkiki

**Adventurers:** Their thirst for secrets often sends young toski out into the world, and often into places of danger and darkness where the best secrets are hidden. Many toski find themselves joining adventuring bands for protection, reveling in the change to discover places no other toski has been and travel to distant lands.

### Toski Racial Traits

- +2 Intelligence and Dexterity, -2 Strength and Constitution. Toski are agile, bright and curious, but aren't particularly strong or tough.
- Small: As a Small creature, a toski gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Toski base land speed is 30 feet.
- +2 racial bonus on Search checks. Toski are used to looking for hidden objects, and notice things that others may miss.
- +2 racial bonus to Balance and Climb checks. Toski spend most of their young life in trees, and they are natural climbers.
- Treeborn. Toski do not lose their Dexterity bonus to Armor Class or give opponents a +2 bonus to attack rolls when they are climbing.
- Automatic Languages: Common. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Giant, Goblin, and Orc.
- Favored Class: Bard.

Race	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard
Toski	12 years	+1d6	+1d8	+2d8

Race	Middle Age	Old	Venerable	Maximum Age
Scalzian	30 years	50 years	75 years	+2d20 years

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	3' 6"	+2d6	45 lb.	× 1 lb.
Female	3'	+2d6	30 lb.	× 1 lb.

## Squirrel Feats

Squirrels are intriguing creatures. Many warriors and adventurers have studied their traits and abilities, adapting them for their own use. The techniques they have developed are described below.

### Scamper

You have studied the movements of the squirrel, and learned to imitate its swift and stealthy gait.

**Prerequisites:** Move Silently 5 ranks, Hide 5 ranks, size Small or smaller

**Benefit:** You may Hide and Move Silently normally when moving up to three quarters of your normal speed (rounded down to the nearest multiple of 5 feet). When moving at a speed greater than three-quarters but less than you normal movement, you take a -5 penalty as normal.

### Squirreling Paws

You excel at hiding small objects about your person, subtly shifting them back and forth to avoid detection.

**Prerequisites:** Slight of Hand 5 ranks, Dex 13

**Benefit:** When attempting to hide a small object on your person, you gain a +4 bonus to your Slight of Hands check.

### Squirrel's Retreat

Your erratic stride and sudden shifts in direction make you difficult to hit while moving.

**Pre-requisites:** Dexterity 13+, Dodge, Mobility

**Effects:** If you move at least half your base movement during your action, you gain a +1 dodge bonus to armor class. This bonus lasts until the end of your next action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

**Special:** A fighter may select Sinuous Dodge as one of his bonus feats.

### Squirrel Totem

You have an innate affinity with squirrels, or come from a tribe that worships the squirrel as their totem.

**Benefit:** You gain a +2 racial bonus to Climb checks, and you possess an innate ability to speak with squirrels and squirrel-like creatures (See the *speak with animals* spell description). No squirrel or squirrel-like creature will ever willingly attack you.

**Special:** This feat may only be selected at 1<sup>st</sup> level.

### Stowe

You have studied the studios manner in which a squirrel stores its winter food, and learned to imitate its careful packing techniques.

**Benefit:** When carrying items in a backpack or pouch, mundane or magical, you can increase the maximum allowed capacity for the container by 20% and reduce the total weight of the load carried by 10%.

**Special:** When opening a container filled to maximum capacity by using this feat, you must make a Dexterity check (DC 10) or spill the tightly packed contents. It takes 1d4 rounds to collect spilled items.

### Treeborn

You have studied the climbing techniques used by squirrels in their arboreal homes, and adapted them to your own use.

**Prerequisites:** Climb 5 ranks. Squirrel Totem, size Small or smaller

**Benefit:** You do not lose your Dexterity bonus to Armor Class or give your attacker a +2 bonus when you are attacked while climbing.

## Squirrel Spells

While their association with magic isn't large, their stealth, habits and reputation for luck have gradually lead to several spellcasters developing spells that draw upon the traits and power of the squirrel.

### Acorn Avalanche

Conjuration (Creation)

**Level:** Dru 2, Sor/Wiz 2

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./level)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

You create an avalanche of acorns that drop out of the sky and land on the targets. On a failed Reflex save the target creature takes 3d4 points of damage and is knocked prone by the torrent of nuts.

Creatures that make a successful save take half damage.

*Arcane Material Component:* An acorn taken from a squirrel's hiding place.

### Cesil's Squirrel Swarm

Conjuration (Summoning)

**Level:** Brd 2, Drd 2, Sor/Wiz 2

**Components:** V, S, M/DF

**Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./level)

**Effect:** One swarm of squirrels

**Duration:** Concentration + 2 rounds

**Saving Throw:** None

**Spell Resistance:** No

Depending on the version of *squirrel swarm* you choose, you create a swarm of squirrels that does your bidding. You can choose to summon a horde of ravenous squirrels that attacks your

foes, or a swarm of servitors that gathers small objects.

*Ravenous Swarm:* You summon a swarm of ravenous squirrels, which attacks all other creatures in its area. (You may summon the swarm so that it shares the area of other creatures). If no living creature is within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over the swarms target or direction of travel.

*Gathering Swarm:* The swarm collects all tiny, unsecured objects (such as acorns, keys, gold coins, etc) it encounters over the course of the duration of the spell and deposits them at your feet at the end of the spell's duration. The swarm follows a single direction, selected by you, for the duration of the spell and collects all loose objects in its path.

This spell was originally developed by the gnomish druid Cesil Treeborn, who used it to gather acorns for his evening meals. It was only later that spellcasters developed its more martial aspects.

*Arcane Material Component:* Two acorns that are tapped together to make a series of small clicks.

### Fafnar's Secret Chitter

Illusion

**Level:** Brd 0, Sor/Wiz 0

**Casting Time:** 1 round

**Range:** Touch

**Target:** You and one touched creature per three levels

**Duration:** 1 minute/level

**Saving Throw:** Will (harmless)

**Spell Resistance:** Yes (harmless)

This spell transforms every word you speak into a series of cheerful chattering noises that sound like a squirrel. You can be understood by one creature designated by you when the spell is

cast, plus on additional creature for every three caster levels you possess beyond the first.

You can also be understood by any character that knows how to understand the language of squirrels, such as gnomes, those with the squirrel totem feat, or those under the effects of a speak with animals spell.

This spell is often used to communicate in secret, or to coordinate attacks with allies without warning the opponents that opponents are nearby.

### **Gargan's Gnawing Teeth**

Evocation

**Level:** Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./level)

**Target:** 1 wooden object

**Duration:** 1 round/level

**Saving Throw:** Reflex negates (object)

**Spell Resistance:** Yes (object)

You create a small swarm of tiny teeth that set upon a single wooden object in range, rapidly gnawing at it and devouring it. The teeth inflict 1d4 points of damage to the object every round, regardless of hardness, until the object is destroyed or the spells duration expires. Small teeth marks appear on the object, as though it at had been gnawed upon by a small horde of squirrels

*Material Component:* A pair of squirrel teeth.

### **Take on Squirrel Aspect**

Transmutation

**Level:** Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

You take on several of the squirrels most prominent features, including long whiskers, a bushy tail, and sharp nails that can be used for climbing trees. You get a +2 enhancement bonus to your Dexterity, a +4 bonus to all Balance and Move Silently checks, a +2 bonus to Spot checks and a +8 racial bonus to all Climb checks.

For the duration of the spell you can choose to take 10 on any Climb check, even if rushed or threatened. You can use either your Strength modifier or Dexterity modifier when making Climb checks, whichever is higher.

*Material Component:* A whisker from a red squirrel.

### **Wings of the Gray Squirrel**

Transmutation

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

You grow a pair of thin, furry glider wings reminiscent of a flying squirrel. For the duration of the spell you have the limited ability to fly with a speed of 30 ft.

You can descend at half your speed but the wings convey no ability to ascend under your own power, requiring you to launch yourself from a position of great height and glide. While you can turn and maintain your current altitude once airborne, your maneuverability is clumsy. This spell has no effect if you are wearing armor, or if you are carrying more than a light load.

Should the spell's duration expire while you are still aloft, the magic fails instantly. You fall from your current height, taking 1d6 points of damage per 10 feet of the fall.

*Material Component:* The pelt of a gray squirrel.

## Equipment of the Squirrel

Squirrels haven't been the theme of many magic items, but those that have used them are included below.

### New Magic Items

#### Cloak of the Flying Squirrel

Fashioned from simple red cloth with a long tassel that resembles a squirrel tail, this cloak bestows a +5 competence bonus to Balance and Hide checks.

Twice per day, the wearer of the cloak can cast *wings of the gray squirrel*. He also gains a +2 luck bonus on all Reflex saves.

Moderate transmutation; CL 10<sup>th</sup>; Craft wondrous item, *take on squirrel aspect, wings of the gray squirrel*; Cost 27,400 gp

#### Clockwork Squirrel

This small, mechanical squirrel is forged from mithral and shows the distinctly gnomish talent for weaving magic and mechanisms together.

The owner of the clockwork squirrel can set it on the ground and activate it as a standard action, causing the squirrel to dance and caper in place. All animals within a 30-foot-radius of the clockwork squirrel must make a Will save (DC 13) or become fascinated by the capering automaton. Affected animals stop and stare at the clockwork squirrel, happily watching it dance and ignoring all other creatures in the area.

The clockwork squirrel can be activated once per day, and capers for a period of 10 rounds before coming to a halt with a loud click. If the clockwork squirrel is used in combat, each animal gains a +2 bonus on its saving throw.

Faint enchantment; CL 5<sup>th</sup>; Craft Wondrous Item, *charm animal, hypnotism*; Price 4,000 gp

#### Figurine of Wondrous Power, *Oaken Squirrel*

This small item appears to be a statue of a red squirrel carved from oak. When the figure is

tossed to the ground and the command word is spoken, it becomes a living squirrel of giant size.

The squirrel obeys and serves its owner, and has the normal statistics as a dire squirrel, with the addition of a Slight of Hand skill of +10. The oaken squirrel excels at picking pocket and liberating small items from their owners.

An oaken squirrel can maintain its nonfigurine status for only 12 hours per week, but the duration need not be continuous. If an oaken squirrel is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Faint transmutation; CL 10<sup>th</sup>; Craft Wondrous Item, *animate objects, cats grace*; Price 6,500 gp

#### Squirrel Claws

These +1 daggers have hilts of polished oak and pommels in the shape of a squirrel's head. They are almost always found in pairs.

A pair of squirrel claw daggers give the wielder a +5 competence bonus to Climb checks when held, biting into the surface of the object climbed to give him purchase. Both daggers are required to receive this bonus.

Faint transmutation; CL 8<sup>th</sup>; Craft Arms and Armor, *take on squirrel aspect*; Price 6,604 gp for a pair of daggers.

#### Staff of the Squirrel

This staff is made from stout oak, tipped with a carved acorn the size of a man's fist. It allows the use of the following spells:

- Acorn Avalanche (1 charge)
- Cesil's Squirrel Swarm (1 charge)
- Cat's Grace (1 charge)
- Take on Squirrel Aspect (2 charges)

Moderate Transmutation; CL 8<sup>th</sup>; Craft Staff, *acorn avalanche, Cesil's squirrel swarm, cats grace, take on squirrel aspect*; Price 30,000 gp

## Squirrel Monsters

### Squirrel

	Tiny Animal
<b>Hit Dice:</b>	¼ d8 (1 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	15 ft. (3 squares), climb 15 ft.
<b>Armor Class:</b>	14 (+2 size, +2 Dex), touch 14, flat-footed 12
<b>Base Attack/Grapple:</b>	+0/-12
<b>Attack:</b>	Bite +4 melee (1d3-4)
<b>Full Attack:</b>	Bite +4 melee (1d3-4)
<b>Space/Reach:</b>	2-1/2 ft./0 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +2, Ref +4, Will +1
<b>Abilities:</b>	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
<b>Skills:</b>	Balance +10, Climb +12, Hide +14, Move Silently +10
<b>Feats:</b>	Weapon Finesse
<b>Environment:</b>	Any
<b>Organization:</b>	Solitary, Dray (2-8), Skurry (8-32)
<b>Challenge Rating:</b>	1/8
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

*This small rodent has a long, bushy tail and a coat of shiny red fur.*

These omnivorous rodents thrive almost anywhere.

#### Combat

Squirrels usually run away from danger. They bite only as a last resort.

**Skills:** Squirrels have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance and Climb checks. A squirrel can always choose to take 10 on Climb checks, even if rushed or threatened. A squirrel uses its Dexterity modifier instead of its Strength modifier for Climb checks.

#### Gliding Squirrels

Gliding squirrels possess the following special ability. This does not change their CR.

**Glide (Ex):** When launching itself from a position of height, the gliding squirrel gains the base flying speed of 15 feet. They are treated as though they have a maneuverability of clumsy, and they cannot gain altitude unless they have access to a strong updraft.

#### Squirrel Familiars

A sorcerer, wizard or adept may choose to take a squirrel as their familiar. The squirrel's master gains a +3 bonus on all climb checks.





## Dire Squirrel

	Small Animal
<b>Hit Dice:</b>	1d8+1 (5 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft. (8 squares), climb 20 ft.
<b>Armor Class:</b>	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
<b>Base Attack/Grapple:</b>	+0/-4
<b>Attack:</b>	Bite +4 melee (1d4)
<b>Full Attack:</b>	Bite +4 melee (1d4)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	None
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +3, Ref +5, Will +3
<b>Abilities:</b>	Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
<b>Skills:</b>	Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4
<b>Feats:</b>	Alertness, Weapon Finesse <sup>B</sup>
<b>Environment:</b>	Any
<b>Organization:</b>	Solitary or pack (11–20)
<b>Challenge Rating:</b>	1/3
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	2–3 HD (Small); 4–6 HD (Medium)
<b>Level Adjustment:</b>	—

*This enormous squirrel looks big and mean, with an overbite that puts most dogs to shame. It has dark, coarse fur, gleaming red eyes, and a long plume-like tail.*

Dire squirrels are omnivorous and are usually peaceful, but they are more than willing to fight to defend their nests and territories.

A typical dire squirrel can grow up to four feet long and weights in excess of 40 pounds.

### Combat

Dire squirrels attack fearlessly, biting and chewing with sharp incisors.

**Skills:** Dire squirrels have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire squirrels use their Dexterity modifier for Climb checks.

### Rapid Dire Squirrel

Rabid dire squirrels carry disease, and are slightly more dangerous than their brethren.

**Disease (Ex):** Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.



## Squirrel Swarm

	Tiny Animal (Swarm)
<b>Hit Dice:</b>	4d8 (13 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	15 ft. (3 squares), climb 15 ft.
<b>Armor Class:</b>	14 (+2 size, +2 Dex), touch 14, flat-footed 12
<b>Base Attack/Grapple:</b>	+3/—
<b>Attack:</b>	Swarm (1d6)
<b>Full Attack:</b>	Swarm (1d6)
<b>Space/Reach:</b>	10 ft./0 ft.
<b>Special Attacks:</b>	Distraction
<b>Special Qualities:</b>	Half damage from slashing and piercing, low-light vision, scent, swarm traits
<b>Saves:</b>	Fort +4, Ref +6, Will +2
<b>Abilities:</b>	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
<b>Skills:</b>	Balance +10, Climb +10, Hide +14, Listen +6, Spot +7
<b>Feats:</b>	Alertness, Weapon Finesse
<b>Environment:</b>	Any
<b>Organization:</b>	Solitary, pack (2–4 swarms), or infestation (7–12 swarms)
<b>Challenge Rating:</b>	1
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	None
<b>Level Adjustment:</b>	—

*A chittering, squeaking horde of feral squirrels surges closer in a writhing mass of red fur and puffy tails.*

Squirrel swarms are a mass of teeming, aggravated squirrels. While individual squirrels aren't dangerous, they are often to take down grown humans or animals with hundreds of bites.

Squirrel swarms only rarely occur naturally. Often they form as the result of fell squirrel magic or experiments to transform the simple squirrel into a ravening carnivore.

### Combat

A squirrel swarm seeks to surround and gnaw on any prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

**Distraction (Ex):** Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Skills:** A rat swarm has a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance and Climb checks. A squirrel swarm can always choose to take 10 on all Climb checks, even if rushed or threatened. A squirrel swarm uses its Dexterity modifier instead of its Strength modifier for Climb checks.



# Masterwork Characters: Secrets of the Squirrel

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