

# SQUIRREL

While mundane squirrels are not a threat to most humanoid creatures, there are some types of squirrels that are more dangerous. Dire squirrels, swarms of enraged squirrels and even megalosquirrels exist and can potentially trouble civilized areas. Scavenging for food or causing mischief, squirrels are rarely malignant but often mischievous.

Even normal squirrels can present a challenge to adventurers when they are inflamed by the fey or by druids or others that serve that primal powers. Though an individual squirrel is not much of a threat, in large numbers they can be very dangerous.

## Dire Squirrel Nuthucker

## Level 1 Artillery

Small natural beast

XP 100

**HP 25; Bloodied 12**

**Initiative +4**

**AC 13; Fortitude 13; Reflex 15; Will 14**

**Perception +2**

**Speed 6, climb 4**

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +6 vs. AC.

*Hit:* 1d4+4 damage.

#### (ranged basic) Huck Nut \* At Will

*Attack:* Range 10 (one creature); +8 vs. AC.

*Damage:* 2d4+3 damage.

#### (ranged) Nut Barrage \* Recharge 5 6

*Attack:* Range 5 (one creature); +6 vs. Reflex.

*Hit:* 2d6+3 damage, and each creature adjacent to the target takes 1d6 damage.

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**Skills** Athletics +4

**Str 9    Dex 18    Wis 15**

**Con 13    Int 2    Cha 6**

**Alignment** unaligned

**Languages** -

## Dire Squirrel Prankster

## Level 1 Skirmisher

Small natural beast

XP 100

**HP 29; Bloodied 14**

**Initiative +6**

**AC 15; Fortitude 12; Reflex 18; Will 12**

**Perception +2**

**Speed 6, climb 4**

### STANDARD ACTIONS

#### (mbasic) Bite \* At Will

*Attack:* Melee 1 (one creature); +6 vs. AC.

*Hit:* 1d4+4 damage, or 2d4+4 with combat advantage.

*Effect:* The dire squirrel prankster shifts up to 2 squares.

### MINOR ACTIONS

#### (melee) Scampering Trick \* Encounter

*Effect:* The dire squirrel prankster shifts up to 6 squares. It must move into a square adjacent to an enemy and end this shift not adjacent to that enemy.

*Attack:* Melee 1 (the creature it shifted adjacent to and ended its shift not adjacent to); +4 vs. Will.

*Hit:* The dire squirrel knocks the target prone.

### TRIGGERED ACTIONS

#### Squirrel's Cowardice \* Encounter

*Trigger:* The dire squirrel prankster becomes bloodied.

*Effect (Immediate Reaction):* The dire squirrel prankster shifts up to 2 squares to a space not adjacent to an enemy.

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**Skills** Athletics +6

**Str** 13    **Dex** 18    **Wis** 15

**Con** 13    **Int** 2    **Cha** 6

**Alignment** unaligned

**Languages** -

## Chittering Squirrel

## Level 3 Minion Artillery

Tiny natural beast

XP 38

**HP** 1; a missed attack never damages a minion

**Initiative** +6

**AC** 15; **Fortitude** 14; **Reflex** 16; **Will** 15

**Perception** +3

**Speed** 7, climb 6

### STANDARD ACTIONS

**(mbasic) Bite \* At Will**

*Attack:* Melee 1 (one creature); +8 vs. AC.

*Hit:* 5 damage.

**(ranged) Huck Nut \* At Will**

*Attack:* Range 10 (one creature); +10 vs. AC.

*Hit:* 5 damage, and the target grants combat advantage until the end of its next turn.

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**Skills** Acrobatics +11, Stealth +11, Thievery +11

**Str** 3    **Dex** 21    **Wis** 14

**Con** 11    **Int** 2    **Cha** 14

**Alignment** unaligned

**Languages** -

## Squirrel Swarm

## Level 3 Skirmisher

Medium natural beast (swarm)

XP 150

**HP** 45; **Bloodied** 22

**Initiative** +6

**AC** 17; **Fortitude** 14; **Reflex** 18; **Will** 12

**Perception** +2

**Speed** 6, climb 4

**Resist** half damage from melee and ranged attacks; **Vulnerable** 10 area and ranged attacks

### TRAITS

**Swarm Attack \* Aura 1**

Any creature that ends its turn in the aura takes 2 damage and grants combat advantage until the end of its next turn.

**Swarm**

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is small enough for a single Tiny creature.

### STANDARD ACTIONS

**(close) Chittering Bites \* At Will**

*Attack:* Close burst 1 (each enemy in burst); +6 vs. AC.

*Hit:* 1d6+3 damage.

### MOVE ACTIONS

**Scamper \* At Will**

*Effect:* The squirrel swarm shifts up to 6 squares.

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**Str** 6    **Dex** 18    **Wis** 13

**Con** 13    **Int** 2    **Cha** 10

**Alignment** unaligned

**Languages** -

Megalosquirrel	Level 20 Skirmisher
Gargantuan natural beast	XP 11,200
HP 185; <b>Bloodied</b> 92	<b>Initiative</b> +19
AC 33; <b>Fortitude</b> 33; <b>Reflex</b> 36; <b>Will</b> 32	<b>Perception</b> +19
<b>Speed</b> 10, climb 7	
STANDARD ACTIONS	
<b>(mbasic) Bite * At Will</b>	
<i>Attack:</i> Melee 2 (one creature); +25 vs. AC.	
<i>Hit:</i> 4d6+14 damage and the megalosquirrel grabs the target (escape DC 28).	
<b>(melee) Scampering Ramapage * At Will</b>	
<i>Effect:</i> The megalosquirrel shifts up to its speed. It can pass through enemy spaces during this move, but must end the move in an unoccupied space. It makes the following attack against each creature whose square it enters during this shift.	
<i>Attack:</i> Melee 0 (the creature whose square the megalosquirrel enters); +21 vs. Fortitude.	
<i>Hit:</i> 3d6+11 damage, and the megalosquirrel knocks the target prone.	
<b>(ranged) Huck a Rock * Recharge 6</b>	
<i>Attack:</i> Range 10 (one creature); +25 vs. AC.	
<i>Hit:</i> 3d6+14 damage and the megalosquirrel makes a secondary attack:	
<i>Secondary Attack:</i> +23 vs. Reflex.	
<i>Hit:</i> The target is knocked prone.	
MINOR ACTIONS	
<b>(melee) Save You for Later * At Will</b>	
<i>Requirement:</i> The megalosquirrel must have a medium or smaller creature grabbed.	
<i>Attack:</i> Melee 2 (one medium or smaller grabbed creature); +23 vs. Reflex.	
<i>Hit:</i> The target is stuffed into the squirrel's cheek. While stuff in the squirrel's cheek, no creature has line of sight or line of effect to the target, and the target only has line of sight and line of effect to the squirrel's cheek. The target is also dazed and restrained. It can free itself with an escape check (DC 30) or by inflicting damage to the megalosquirrel (see <i>Ptooie!</i> ).	
TRIGGERED ACTIONS	
<b>Ptooie! * At Will</b>	
<i>Trigger:</i> A creature stuffed into the megalosquirrel's cheek inflicts 20 points of damage on the megalosquirrel.	
<i>Effect (Immediate Reaction):</i> The megalosquirrel spits the target up, pushing it up to 6 squares. It is no longer stuffed into the megalosquirrel's cheek, but it falls prone and is dazed (save ends).	
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<b>Skills</b> Acrobatics +24, Athletics +21	
<b>Str</b> 23 <b>Dex</b> 28 <b>Wis</b> 23	
<b>Con</b> 17 <b>Int</b> 2 <b>Cha</b> 15	
<b>Alignment</b> unaligned	<b>Languages</b> -

NAME	Level Role
Size origin type (keywords), race	XP Value
HP x; <b>Bloodied</b> x	<b>Initiative</b> +x
AC x; <b>Fortitude</b> x; <b>Reflex</b> x; <b>Will</b> x	<b>Perception</b> +x
<b>Speed</b> x	Special senses
<b>Immune</b> x; <b>Resist</b> x; <b>Vulnerable</b> x	
<b>Saving Throws</b> x; <b>Action Points</b> x	

## TRAITS

**Aura Name** (keywords) \* **Aura** x  
Effect.

**Trait Name** (keywords)  
Effect.

## STANDARD ACTIONS

(Type) **Power Name** (keywords) \* **Usage**

*Requirement:*

*Attack:* Type range (target); bonus vs. defense.

*Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:*

## TRIGGERED ACTIONS

(Type) **Power Name** (keywords) \* **Usage**

*Requirement:*

*Trigger:*

*Attack (Action):* Type range (target); bonus vs. defense.

*Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:*

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**Skills** skill modifier

**Str** x      **Dex** x      **Wis** x

**Con** x      **Int** x      **Cha** x

**Alignment**      **Languages**

**Equipment** armor, shield, weapon, other gear

## NAME

## Level Role

Size origin type (keywords), race

XP Value

**HP** x; **Bloodied** x

**Initiative** +x

**AC** x; **Fortitude** x; **Reflex** x; **Will** x

**Perception** +x

**Speed** x

Special senses

**Immune** x; **Resist** x; **Vulnerable** x

**Saving Throws** x; **Action Points** x

## TRAITS

**Aura Name** (keywords) \* **Aura** x  
Effect.

**Trait Name** (keywords)  
Effect.

## STANDARD ACTIONS

(Type) **Power Name** (keywords) \* **Usage**

*Requirement:*

*Attack:* Type range (target); bonus vs. defense.

*Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:*

## TRIGGERED ACTIONS

(Type) **Power Name** (keywords) \* **Usage**

*Requirement:*

*Trigger:*

*Attack (Action):* Type range (target); bonus vs. defense.

*Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:*

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**Skills** skill modifier

NAME		Level	Role
Size origin type (keywords), race		XP Value	
HP x; Bloodied x		Initiative +x	
AC x; Fortitude x; Reflex x; Will x		Perception +x	
Speed x		Special senses	
Immune x; Resist x; Vulnerable x			
Saving Throws x; Action Points x			
TRAITS			
Aura Name (keywords) * Aura x Effect.			
Trait Name (keywords) Effect.			
STANDARD ACTIONS			
(Type) Power Name (keywords) * Usage Requirement: Attack: Type range (target); bonus vs. defense. Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special			
TRIGGERED ACTIONS			
(Type) Power Name (keywords) * Usage Requirement: Trigger: Attack (Action): Type range (target); bonus vs. defense. Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special			
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Skills skill modifier			
Str x	Dex x	Wis x	
Con x	Int x	Cha x	
Alignment		Languages	
Equipment armor, shield, weapon, other gear			