

# The Vermin King



BY MICAH MULDOWNEY

AN OTHERWORLDLY WARLOCK PATRON FOR PLAYERS  
WHO WISH TO SOLVE THEIR PROBLEMS WITH A BAG OF RATS



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## ON THE COVER

The humble and versatile bag of rats: solving all of your Dungeons & Dragons problems since 3.5.

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# THE VERMIN KING

You've made a pact with Raxivort, Lord of Vermin and renegade demigod of the Xvarts. Cruel, greedy and cowardly, but a master of survival, the Vermin King grants to those that follow him such powers that a canny warlock can use to escape any tight scrape, take without fear of retribution, and strike unknown and unexpected from the shadows before making good their escape.



## EXPANDED SPELLS LIST

At 1st level, Raxivort 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.

### Sorcerer Level Spells

1 <sup>st</sup>	<i>Alarm, Find Familiar</i>
2 <sup>nd</sup>	<i>Animal Messenger, Magic Mouth</i>
3 <sup>rd</sup>	<i>Glyph of Warding, Feign Death</i>
4 <sup>th</sup>	<i>Polymorph, Freedom of Movement</i>
5 <sup>th</sup>	<i>Insect Plague, Passwall</i>
7 <sup>th</sup>	<i>Symbol</i>

## BLESSING OF THE VERMIN KING

Starting at level 1, you can speak to any species of rat or bat, magic or mundane, and as they feel a natural affinity towards you, you have advantage on any skills checks used on or against them.

## BAG OF RATS

Starting at level 1, you receive a magical bag of rats from your patron. It contains five black rats, and any of the rats that have perished or

otherwise been used regenerate at the end of a long rest. The rats need neither air, food, nor water to survive, and are immune to all damage except bludgeoning, piercing, and slashing. This bag cannot be removed from your person against your will. These cursed rats have a multitude of uses:

- Any spell or ability triggered by reducing a creature to 0 HP can be triggered by killing one of the rats. You can kill a rat from your bag as a bonus action.
- Any spell or ability triggered by taking damage (i.e. Hellish Rebuke, Rebuke of the Talisman, etc.) can be triggered using your bonus action to stick your hand in the bag to be bitten by a rat. If you do so, you can choose another target within range in place of the rat for the triggered effect.
  - If you cast find familiar, one of the rats becomes your familiar. If it dies, you may use an action to replace it with

another rat from the bag without having to cast the spell again.

- For spells and abilities that can be switched to another target on their death (i.e. hex, hunter's mark), you may transfer it to a rat to keep it active.
- You may use your rats for the spell animal messenger or release one and give it a simple command. It obeys the command. This can include any action that the rat could reasonably take, including possibly springing a trap, fetching a tiny item, etc. Once it fulfills its charge, it escapes into the wild.
- If you still have all five rats, you may use an action to release your rats all at once, creating a swarm of rats that you control similar to a conjured creature. At the 14<sup>th</sup> level, it has the stats and abilities of a swarm of cranium rats.

## SACRIFICE (OTHERS)

Starting at 6<sup>th</sup> level, when you reduce a creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

You may let a rat out of the bag as a bonus action. It stays within 30 feet of you for 1 minute unless killed. For the duration, if you are hit by an attack, you may use your reaction to swap locations with the rat, making it the target of the attack instead.

## PATSY

At 10<sup>th</sup> level, you gain the ability to harness the life force of a creature to heal or harm. When a creature dies within 30 feet, you cause its spirit to linger in that location for one minute, invisible to all but yourself and creatures you choose. When a creature you can see enters that space, you can use your reaction to release the

life force there and either heal the creature, deal necrotic damage to it, or cause the creature to make a Charisma save against your spell DC or be blinded until the end of your next turn. The healing or damage equals 2d10 + your Charisma modifier.

You may also release a rat, which leaves the area in a random direction. Any other creature trying to spy on you by magical means or track you by magical or mundane means will target the rat instead until the end of your next long rest.

## PROXY

Starting at 14<sup>th</sup> level, when you reduce a creature to 0 hit points, you capture some of the life force of that creature. On your next turn, you may choose either to add an extra attack to your attack action *or* take make the dash, dodge, disengage, or hide actions as a bonus action. You may only use this ability no more than once per turn.

You may let a rat out of the bag and transfer to it one disease that you suffer from or one condition from the following list: poisoned, blinded, deafened, charmed (if you are aware you are charmed), frightened. If this rat is killed within one minute, any condition you came by magically and was transferred in this way returns to you for the rest of its duration.

