

EXPANDED CRYPTIDS



HOME BREW

by Soniverse Labs

CRYPTIDS

By its very nature, the Material Plane is a realm full of mysterious creatures and legends. Despite centuries or even millenia of research and study, there are still many unknowns associated with the Material Plane and its inhabitants, some that defy all explanation.

One of these mysteries are cryptids whose very existence is often debated. The only information of these creatures are from various accounts and legends of varying degrees of credibility. Attempts to search out the true, scientific and magical, have failed to fully understand these creatures.

However, such stories and accounts are often the motivation more many adventurers seeking a true challenge to attempt to uncover the truth behind such creatures.

WOODWALKER

The most notorious of all cryptids is the elusive woodwalker. Most civilizations to some degree have recorded mysterious encounters with a enormous humanoid creature. Although many accounts vary from one another, such accounts seem to suggest the woodwalker is a large humanoid that is covered in a thick coat of fur, or even feathers. Some suggest these creatures are merely a hoax or magical illusion while others seem to believe it is a subspecies of giant or yeti.

TERRITORIAL AMBUSER

Although most accounts just describe a potential sighting, a select few accounts that describes actual encounters with this creature. Such accounts seems to suggest it its an ambush predator relying on the element of surprise. Despite its large size, these creature is surprisingly fast and elusive seemingly vanishing into the shadows in the blink of an eye. However, this elusiveness seems to make it an extremely dangerous entity. This creature has been reported to be quite hostile, stealthily stalking individuals that wander into its territory. Although most accounts seem to suggest woodwalkers are solitary creature, some select few accounts seem to suggest that some may exist in small communities.

SUPERNATURAL ABILITIES

It seems to prefer to take out its prey one at a time leaping out of the shadows and ripping its foes limb from limb before fleeing back to the shadows. This creature seems to have a supernatural resilience easily recovering from the harshest of wounds and debilitating effects. Its thick fur seems to dampen the blows of most conventional forms of weaponry and its sharp claws are powerful enough to shred all by the hardest of armors. However, it most terrifying ability seems to be the gaze of such of creature that seems to fill its opponent with an overwhelming sense of dread that locks one's very muscles.

FEAR OF FIRE

Thankfully, some of these accounts seems to suggest it has an aversion of fire. It seems that exposure to fire poisons or debilitates this creature causing it to temporarily negate some up the woodwalker's defenses. Utilizing such magic or weaponry should prove advantageous when attacked by a woodwalker; however, this would also cause the woodwalker to flee. Once it flees, its nigh impossible to track where it flees off to thanks to its cryptic nature.

NIGHT WALKER TACTICS

The woodwalker is an extremely elusive but territorial creature. It tends to patrol a large swathe of territory typically around 100 miles across covering a lot of ground and avoiding civilization. Thanks to its keen senses and vision, the woodwalker is able to detect and pinpoint the presence of a humanoid within 6 miles of it.

VIGILANT STALKER

Upon detecting their presence, the woodwalker begins to stalk and track these individuals for hours and even days watching and learning of their habits and behavior. Most of the time, the woodwalker will not become aggressive and is content to leave them be. However, it will become hostile if the individuals do not leave its territory in a timely manner, if they further encroach on its realm, possibly in search of it, or if its feeling particularly hungry.

SCARE TACTICS

When dealing with humanoid prey, it prefers an elusive chase rather than a direct attack that it tends to do with its standard prey. Since most humanoids tend to rarely travel alone, the woodwalker will resort to spooking them in an attempt to cause them to flee. It will resort to making unearthly screeches or causing noise in the underbrush to unnerve the intruders. Such tactics will cause its target to either flee or follow the source of the sound.

THE CHASE

If it flees, it continues to skulk and spook its target leading it out of its territory. If its prey chooses to pursue it, it leads them deeper into its territory where it has the advantage. As an intelligent creature, the woodwalker has learned to craft primitive traps to catch prey as well as defend itself. Using a series of unnatural shrieks and false trails, it attempts to deceive its prey into believing there are multiple entities causing them to split up. Using its supernatural agility and climbing ability, it is able to cover much ground to stalk its intruder with incredible speed.

AMBUSH COMBATANT

Using the cover of shadow and plant life, it is able to sneak up and surprising its prey. Upon appearance, it locks its gaze on that creature causing it to tense up in fear preventing its escape or the ability to call for help. Once its prey is incapacitated, the woodwalker makes quick work of its prey using its sheer strength to bludgeon its foe with its powerful fists in a matter of seconds. If the creature survives its initial onslaught (typically after 1d4 rounds or if its prey acquires assistance), the woodwalker will rarely engage a creature for too long before skulking back into the shadows. Although its bulk and endurance allows it to endure a lot of punishment, it prefers to fight on its own terms and can patiently wait for its foe to let its guard down to deal the finishing blow.

Upon killing a creature, it will rarely feast on its prey until all of its opponents are slain but will use their corpses to taunt and spur the survivors to make foolish and rash actions to engage the beast on its own terms.

WOODWALKER

Large Monstrosity, varies

Armor Class 16 (Natural Armor)

Hit Points 114 (12d10+48)

Speed 40ft., 40ft. climb

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	18 (+4)	12 (+1)	17 (+3)	17 (+3)

Saving Throws Strength +10, Dexterity +6, Constitution +8, Wisdom +7

Skills Athletics +10, Acrobatics +6, Stealth +10, Perception +11

Damage Resistances non-magical bludgeoning, piercing, and slashing damage

Condition Immunities Charmed

Senses darkvision 300ft., passive Perception 21

Languages can understand Common but cannot speak it.

Challenge 10 (5900 xp)

Cryptic Nature The walker is immune to the effects of divination spells

Cryptic Mind When the walker fails a Wisdom saving throw that deals damage, it takes half damage. Upon a successful saving throw, it takes no damage.

Humanoid Sense The woodwalker can pinpoint the presence of a humanoid within 1 mile of it.

Trackless The woodwalker leaves no tracks or scent for creatures to follow unless it chooses to.

Endurance When the walker fails a Constitution saving throw that deals damage, it takes half damage. Upon a successful saving throw, it takes no damage.

Magical Attacks The walker's attackers count as magical for the purpose of overcoming resistance.

Standing Leap The walker can spend any amount of its movement speed to leap vertically by the amount of movement spent.

Skulker While in dim light, darkness, or obscured by ample plant life, the walker can use its bonus action to Hide. While these conditions are met, it takes half damage from failing a Dexterity saving throw. Upon a successful saving throw, it takes no damage.

Magical Resistance The walker has advantage on saving throws against spells and magical effects.

Shadow Stealth While in darkness, the walker is invisible to creatures that rely on vision to see it.

Regeneration At the start of each of its turns, the walker regains 20 hitpoints and can end one of the following effects on it: blinded, exhausted, paralyzed, poisoned, and stunned. It can only benefit from these features if it has at least 1 hitpoint or if it has not taken fire damage on this fire damage on the previous round.

Fire Susceptibility When the walker takes fire damage, it loses the benefits of its regeneration, damage resistances, and magic resistance until the end of its next turn.

Ambush Strike The walker has advantage on initiative checks. Whenever it makes an attack against a surprised creature, a creature that hasn't acted yet in combat, or if the walker has advantage on attack rolls, it can make an additional claw attack as part of its action.

Last Stand (1/short rest) When the walker is below half its hitpoint maximum, it gains advantage on attacks rolls and gains resistance to all damage for one minute.

Actions

Multiattack. The walker can make a paralyzing gaze and two claw attacks. It can substitute its two claw attacks for a stone attack.

Paralyzing Gaze A creature that the walker can see must succeed a DC 15 Wisdom saving throw. On a failed saving throw, creature are frightened for one minute. While frightened in this manner, creatures are considered paralyzed. At the end of each of its turns, creatures can repeat its saving throw to end the effect. Upon a success, that creature is immune to being frightened in this manner. Creatures immune to being frightened are unaffected by this feature.

Claw Melee Weapon Attack: +10, 10ft., one target. *Hit* 15 (2d8+6) slashing damage. Creatures must succeed a DC 18 Strength saving throw or be knocked prone.

Stone Melee Weapon Attack: +10, 60/120ft., one target. *Hit* 24 (4d8+6) bludgeoning damage. Creatures must succeed a DC 18 Strength saving throw or be knocked prone.

Frostwalker Variant

- **Damage Immunities** Cold
- **Challenge Rating** Increases by 1

Snow Stalker While in dim light, darkness, or in snowy or icy terrain, the walker can use its bonus action to Hide. While these conditions are met, it takes half damage from failing a Dexterity saving throw. Upon a successful saving throw, it takes no damage.

Ice Walk The walker can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Snow Sight The walker's sight is not obscured by fog or snowfall.

Snow Fur While in icy or snow terrain, or obscured by ample snowfall, the walker is invisible to creatures that rely on vision to see it.

Actions

Petrifying Gaze A creature that the walker can see must succeed a DC 15 Wisdom saving throw. On a failed saving throw, creatures become restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the Greater Restoration spell or other a similar or greater effect..

Bonewalker

- **Armor Class** 19 (Bone Armor)
- **Challenge Rating** Increases by 1

Actions

Bone Claws Melee Weapon Attack: +10, 10ft., one target. Hit 15 (3d10+6) slashing damage. If the target is a Medium or smaller creature, that creature becomes grappled (escape DC 18). For the duration of this grapple, the walker cannot make an bone claw attack against another creature nor can it make a stone attack. Until this grapple ends, the walker can use its bonus action to make an additional claw attack.

Spine Taker Melee Weapon Attack: +10, 10ft., one grappled creature. Hit 52 (8d10+6) piercing damage. If this damage reduces the target to 0 hitpoints, the bonewalker kills the target by severing its spine from its body. If the creature is still alive, it must succeed a DC 17 Constitution saving or become paralyzed as its spine is shattered. Creatures remain paralyzed in this manner unless healed by lesser restoration or greater effect.

FROST WALKER

Although the majority of woodwalker accounts seem to be in regions with dense forests; some accounts rumor of another species that resides in arctic regions. This creatures seems to be much more elusive, but more dangerous than its forest-dwelling kin.

ICY GAZE.

It is rumored frostwalkers only appear in blizzards and large snowstorms where they seems to appear out the storm as wraiths towards their prey. A single gaze from such a creature has been known to transform a creature into a statue of ice. It is believed such a gaze is used primarily as a defense mechanism and not a means of incapacitating prey as they seem to prefer fresh blood rather than ice. **You can replace its paralyzing gaze with its petrifying gaze.**

BLIZZARD MARAUDERS

They have been rumored to attack settlements under the cover of a blizzard taking kidnapping individuals from their very homesteads dragging them back to their lair to eat them. The only sign of their presence after a blizzard are the missing individuals and the shattered and melting shards of ice of anyone that attempted to stand in its way. Unfortunately, because of their appearance and abilities, they are often confused to be yetis who often are the subject of retaliation for such attacks. **You can substitute its skulker ability with snow stalker**

BONEWALKER

The bonewalker is the deadliest relative of the woodwalker. It shares a similar appearance to the woodwalker but seems to be slightly larger and is adorned with an array of skulls, spines, and ribs that are fashioned into primitive armor and weapons.

SAVAGE HUNTER

Whereas the woodwalker is largely territorial unless hungry, the bonewalker actively searches for humanoids in its territory. Most of the time it hunts for sustenance, but will hunt for sport, especially when it comes to humanoids.

BONE COLLECTOR

It prizes itself on its collection of bones from each successful hunt and fashions it into primitive and brutal weapons. Its territory is often decorated with totems and traps forged with the bones of its enemies. However, it employs a brutal tactic to retrieve its bones, by ripping the spine from the very body of its living prey.

The bone walker can substitute its claw attacks for a bone claw attack in its multiattack. It can substitute two bone claw attacks for a spine taker attacker if the conditions are met

Spike Trap

Creatures within a 10ft. radius of its designated spot, creatures must succeed a DC 15 Dexterity saving throw or fall 30ft. into the trap. Upon a failed saving throw, creatures takes 7d6 piercing damage and is restrained. It must take an action to remove itself from from the spikes with a DC 15 saving throw. Upon a failed check, it take 7(2d6) piercing damage. On a successful saving throw, it takes half damage and is not restrained.

This trap is indistinguishable from a pile of leaves unless a creature succeeds with a DC 15 Wisdom (Perception) check to notice something is amiss. If they are searching fro traps, they must succeed a DC 15 Intelligence (Investigation) check to discover the trap/

Snare Trap

Creatures within a 10ft. radius of its designated spot, creatures must succeed a DC 15 Strength saving throw. On a failed saving throw, creatures are restrained and pulled 30ft. into the air ensnared within a net. While trapped, creatures take 10(4d4) piercing damage at the start of each of its turns.

Alternatively, this trap can be destroyed. The trap has 20 hitpoints and an AC of 10. It is immune to all conditions, immune to poison and psychic damage.

This trap can be discovered with a DC 15 Wisdom (Perception) check to notice something is amiss. If they are searching fro traps, they must succeed a DC 15 Intelligence (Investigation) check to discover the trap. This trap can be successful disarmed with a DC 15 Dexterity (Sleight of Hand) check using thieves tools.

Log Trap

A creature must succeed a DC 15 Dexterity saving throw or take 20 (3d12) bludgeoning damage. Upon a failed saving throw, creatures are knocked prone and stunned until the end of its next turn. For every 10ft. above 30ft. it is suspended, it deals an additional 7 (1d12) damage. This trap is normally situated at most 60ft. in the air.

This trap can be discovered with a DC 15 Wisdom (Perception) check to notice something is amiss. If they are searching fro traps, they must succeed a DC 15 Intelligence (Investigation) check to discover the trap

TRAPS

The walker employs a number of traps in its territory that it uses to hunt for prey as well as defend against intruders. It takes the walker about 1 day to craft and place 3 (1d4) traps. The walker knows the locations of each of these traps.

For the regional variants of the woodwalker, you can substitute the traps to include the appropriate materials. For example a log trap may be an ice trap for a frostwalker.

SPIKE TRAP

The walker tend to lure unsuspecting prey or intruders into its spike trap by luring them to its location via chasing or spooking them. By its design, the spike trap appears to be a pile of dead leaf or underbrush that seems to cover a 30ft. pit lined with barbed wooden or bone spikes. These barbs are designed to cause more blood loss whenever a creature attempts to pull itself free from the trap.

(The additional damage from the 30ft. fall is already calculated into the trap's initial damage)

SNARE TRAP

The snare trap is another trap utilized by the walker. It often appearance as a mass of barbed vines lying dormant on the ground that encases the target into a barbed net and suspends its 30ft. in the air. The nature of this trap causes the netting to constrict onto the target forcing the barbs into into a creatures body.

However, up detection, this trap can be disarmed by severing the snare line causing the trap to activate prematurely.

LOG TRAP

The log trap is probably the walkers most potent trap as it is the hardest to perceive. It often resembles a normal tree branch. However, if a creature triggers a tripwire normal fashions by thick vines, this limb becomes dislodged landing on unsuspecting prey below.



CRUORHOUND

small beast, unaligned

Armor Class 16 (Natural Armor)

Hit Points 39 (6d6+18)

Speed 50ft., 50ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	7 (-1)	18 (+4)	14 (+2)

Skills Athletics +5, Acrobatics +5, Stealth +7, Perception +8

Damage Resistances non-magical bludgeoning, piercing, and slashing damage

Damage Immunities Necrotic, Poisoned

Condition Immunities Diseased, Poisoned

Senses darkvision 300ft., passive Perception 18

Languages none

Challenge 4 (1100 xp)

Cryptic Nature The cruorhound is immune to the effects of divination spells

Cryptic Mind When the cruorhound fails a Wisdom saving throw that deals damage, it takes half damage. Upon a successful saving throw, it takes no damage.

Magic Resistance The cruorhound has advantage on saving throws against spells and magical effects.

Pack Tactics The rat has advantage on attack rolls against a creature that it within 5ft. of one of the rat's allies that are not incapacitated.

Night Skulker While in dim light or darkness, the walker can use its bonus action to Hide. While these conditions are met, it takes half damage from failing a Dexterity saving throw. Upon a successful saving throw, it takes no damage.

Nimble The cruorhound can move outside a creature's reach without provoking opportunity attack. It can also Hide behind a Medium or larger creature

Sunlight Sensitivity If it first enters or starts its turn in sunlight, it suffers disadvantage on attack rolls, Wisdom (Perception checks), and cannot benefit from its resistances, immunities, pack actions, and regeneration until the end of its next turn.

Radiant Aversion If it takes radiant damage, it cannot benefit from its resistances, immunities, pack actions, and regeneration until the end of its next turn.

Keen Senses The cruorhound has advantage on Wisdom (Perception) checks relying on sight, smell, or sound

Spider Climb The cruorhound can climb difficult surfaces, including ceilings without needing to make an ability check.

Blood Sense The cruorhound can pinpoint the location of a creature with blood within 1 mile of it and on the same plane of existence

Blood Frenzy When it makes a weapon attack against a creature below half its hitpoint maximum, it can make an additional bite attack as a part of its action.

Magical Attacks The cruorhound's attackers counts as magical for the purpose of overcoming resistance.

Blood Frenzy Upon reducing a creature to 0 hitpoints, it gains advantage on attack rolls and its movement speed is doubled until the start of end next turn.

Regeneration At the start of each of its turns, the cruorhound regains 10 hitpoints and can end one of the following effects on it: blinded, exhausted, paralyzed, poisoned, and stunned. It can only benefit from these features if it has at least 1 hitpoint, did not start its turn in sunlight, or if it has not taken radiant damage on its previous turn..

Actions

Vampiric Bite Melee Weapon Attack:* +5 ft hit, 5ft., one target. *Hit* 8 (2d4+3) piercing damage. Upon a hit, creature must succeed a DC 13 Constitution saving throw or take an additional 9 (2d8) necrotic damage. Upon a failed saving throw, creatures cannot regain hitpoints, has its movement speed halved, and Strength or Dexterity based attacks deal half damage upon the start of that cruorhound's next turn. The cruorhound regains hitpoints equal to the necrotic damage dealt. Upon a successful saving throw, creatures take half damage and are unaffected. If a creature is reduced to 0 hitpoints by this attack, it is killed.

Pack Actions (3/turn)

These traits can only be uses if a cruorhound is within 30ft. of another cruorhound that has at least 1 hitpoint and is not incapacitated. It can take these actions at the end of of any creature's turn

Shadow Blink (1 action) The cruorhound can teleport 5ft. towards another cruorhound it can see within 30ft. of it.

Blood Bond (1 action) Until the start end of the next creature's turn, the cruorhound can form a blood link with another cruourhound. Whenever it takes damage, it can split it amongst both targets. If the attack inflicts additional effects, both cruorhounds suffer from its effects.

Linked Regeneration One cruorhound can regain 10 hitpoints or end one status condition on itself.

CRUORHOUND

The cruorhound is a decrepit beast that is rumored to resemble the abominable cross of a lizard, hound, and a bat. Despite its small size, this creature has been rumored to be extremely dangerous hunting in small packs and draining its victims of their blood.

VILE CREATIONS

Although the origins of many cryptids are a mystery, many have various theories of its origin. Most scholars seem to agree that the cruorhound is not a natural creature by any means thanks to its supernatural abilities.

Some scholars believe that they are a failed creation of powerful undead or necromancers that attempt to merge the qualities of undead and the living to create a creature that was resistant to many of the shortcomings of conventional undead. Some suggest that these creatures suffer from a more primitive form of vampirism that takes its form only in beasts. Others seem to believe that these creatures are the result of a fallout from a magical disaster or experiment gone wrong that warped nearby wildlife.

Regardless of its origin, these cryptids can prove to be quite dangerous by themselves and are nearly always lethal as a pack.

SHADOW STALKER

Based on all accounts, cruorhounds seem to appear only at night seeming appearing out of the shadow like a specter. Its ability to blend into the darkness makes it extremely hard to perceive and target with attacks. However, it does have a disdain for sunlight causing it to immediately flee and radiant magic does seem to temporarily hinder some of its natural resiliency.

BLOOD SCENT

The cruorhound's diet consists primarily of blood. It seems to possess a keen sense of smell and is able to pinpoint the presence of even the most hidden of all hidden creatures.

All encounters with such creatures seem to suggest that it drains its victims dry of its life force leaving it as a withered husk. These accounts also seem to suggest that devouring blood grants makes these beasts much more powerful. By itself, the cruorhound displays extraordinary resilience as it seems to be largely unharmed by conventional weapons and has superior regenerative abilities that quickly heal any wounds it may possess.

However as it drains the life force from its prey, its regenerative nature seems to be heightened granting it supernatural speed and attacks for a short period of time.

CRUORHOUND TACTICS

Just like other cryptids, the cruorhound is quite elusive coming out only at night. Any encounters with such a creature often end up as its prey as the only accounts seem to be of lucky survivors or the lucky observer. However, the cruorhound activity is often hinted by the presence of a withered corpse of livestock or even humanoids found in the wilderness outside settlements.

PACK HUNTERS

Despite the variation of accounts, it seems to be a consistent assumption that cruorhounds hunt in large packs typically consisting of 11(2d10) members. Despite the large size of such packs, they tend to hunt in small subgroups typically of 3 (1d4) members at a time only coming together when attacking numerous prey.

Cruorhound packs seem to be much more sophisticated than their beastly equivalents as they seem to be able to empower one another especially in the presence of blood. Such abilities seem to suggest that they are able to teleport through the shadow towards one another, or even heal one of their fellow allies.

FEAR OF DAWN

Although the cruorhound is quite lethal in its own right, it does seem to possess a strong sense of self preservation. When overwhelmed by its prey, it is not afraid to slip unseen into the shadows to flee and recover from its wounds. Once fully recovered, the cruorhound regroups with allies usually returns to finish off its foe now in greater numbers.

Only in the presence of sunlight or radiant energy will the cruorhound immediately flee never to return to face that creature as it is deathly afraid of sunlight. However, it seems to only show this fear towards sunlight and radiant magic as other sources of bright light do not seem to bother it to any degree.



RAT KING

Of all the rumored urban myths, the rat king is probably the most horrifying. Rats in general quite common in most cities; however, rumors of the rat king are seem to only exist in the sewers of the largest of cities.

ABOMINABLE VERMIN

The simplest definition of the rat king is that it is a monstrous amalgamation of hundreds of rats merged together into a large hulking form. Some of the more tame accounts, seem to describe a colossal rat with a writhing body hide of rats. More grotesque accounts describe a bulbous mass of flesh with various rat and tails protruding from its form.

Its body its made with wrinkled folds of merged flesh that seems to writhe and move as if rats are swimming beneath its skin. Upon being heavily wounded, its body seems to spill out giant rats and it has a strange ability to absorb nearby rats to rebuild its form. Its limbs for arm made from dozens of gnawing rats teeth and writhing tails. To make things worse, the rat king seems to have the strange ability to temporarily transform into a swarm of rats, slipping through the smallest of cracks.

VILE ORIGINS

It is not entirely understood how these rats fused into this form. Some believe that the continual intake of refuse and waste resulted in horrific mutations they merged these creatures together. Other scholars believe that rat kings are made when they consume the corpses of dead forged by necromantic magics. Upon consuming such vile magics, these rats underwent horrible transformations as its absorbed more rats into its bulbous form.

The final theory seems to suggest the rat king is not actually a singular creature but the creation of singular hive-mind complex. This theory derives much of its proof from the fact that the rat king seems to disperse into multiple swarms upon the apparent destruction of its fused form.

SEWER LURKER

The first sign to suggest a rat king's presence is the uncanny presence of rats in the vicinity. These rats act with an unusual and seemingly unified intelligence acting under the accord of the rat king. It is believed that this monstrosity is able to control the minds of these rats and is able to perceive through its thralls sense's. This makes finding the location of the rat king is nigh impossible as it resides in the deepest often forgotten corridors of the sewer system which is constantly surveyed by its minions.

RAT KING TACTICS

The rat king is at its most powerful while it resides in the sewer and never leaves its home for any reason. The rat king is a gluttonous creature sending its vermin swarms to kill and bring food to it. Intrepid adventurers searching for it must traverse labyrinthine sewer tunnels or catacombs while harassed by waves of rats under the control of this creature.

LIVING VERMINTIDE

Battling a rat king is a grueling task, for if one manages to endure its horrid stench and incessant rat swarms, one must attempt to account for hide of writhing rat teeth. One of its most dangerous features is its ability to engulf its prey into its form subjecting to an infinite barrage as the rats inside its form eats the creature alive. As one continues to wear down its form, the rat king seemingly begins to bleed rats as more vermin drops from its form to harass its attackers.

However, upon killing a rat king, the threat does not end, instead, the rat king seems to dissolve into multiple rat swarms which completely disperse upon being destroyed. Such a strange demise leads to the question of the true nature of a rat king and whether it can truly be killed.

RAT KING

Huge Monstrosity, unaligned

Armor Class 17 (Natural Armor)

Hit Points 115 (10d12+50)

Speed 40ft., 40ft. climb, 40ft. swim

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	12 (+1)	15 (+2)	14 (+2)

Saving Throws Athletics +9, Constitution +8

Skills Athletics +9, Stealth +8, Perception +8

Damage Resistances acid, bludgeoning, piercing, slashing,

Damage Immunities Poison

Condition Immunities Blinded, Charmed, Exhausted, Frightened, Petrified, Poisoned, Stunned, Paralyzed

Senses darkvision 120ft., passive Perception +18

Languages none

Challenge 9 (3900 xp)

Spider Climb The rat king can climb difficult surfaces, including ceilings without needing to make an ability check.

False Appearance While motionless, the rat king is indistinguishable from sewage

Amorphous Form The rat king can move through the space that a Tiny creature can.

Cryptic Nature The rat king is immune to the effects of divination spells

Cryptic Mind When the rat king fails a Wisdom saving throw that deals damage, it takes half damage. Upon a successful saving throw, it takes no damage.

Endurance When the rat king fails a Constitution saving throw that deals damage, it takes half damage. Upon a successful saving throw, it takes no damage.

Vermin Blood At the start of each of its turns, if the rat king has taken more than 20 damage on a single turn, a dire rat appears in a space 5ft. from the rat king as it is carved from the rat's body. Rats summoned in this manner act on initiative count 20 losing any ties.

Immutable Form The rat king is immune to effects that change its shape

Rat King Rats within 120ft. of the rat king has advantage on attack rolls and cannot be charmed or frightened. It can also see through the sense of any rat within 1 mile of its location.

Siege Monster The rat king deals double damage to buildings and objects

Disintegrating Form Upon dropping to half its hitpoint maximum, creatures that first enters or start its turn within 10ft. of the rat king takes 10(4d4) piercing damage. Creatures other than rats or the rat king must treat this area as difficult terrain.

Stench Creatures other than a rat or rat king that first enters or starts its turn within 30ft. of the rat king must succeed a DC 17 Constitution saving throw or become poisoned until the end of its next turn. While poisoned in this manner, creatures cannot take actions or reactions as its spends its turns coughing and wrenching. Upon a successful saving throw, creatures are immune to being poisoned in this manner for the next 24 hours.

Infinite Gnawing Whenever the creature makes a melee attack or grapples the rat king while within 5ft. of it, it takes 10(4d4) piercing damage.

Swarming Demise Upon dropping to 0 hitpoints, the rat king transforms into 4 rat swarms.

Shifting Form The rat king can escape a grapple or restrain by expending 5ft. of movement as a free action.

Actions

Multiaction. The Rat king can make two gnawing slams and one Swarming Embrace

Gnawing Slam *Melee Weapon Attack:* +10 to hit, 10ft., one target. *Hit* 16 (4d4+6) piercing damage. Creatures must succeed a DC 16 Constitution saving throw or become poisoned until the end of its next turn.

Swarming Embrace A Large or smaller creature within 10ft. of the rat king must succeed a DC 18 Strength saving throw or be pulled into the the Rat King. A creature captured in this manner is considered blinded, restrained, cannot breathe, and has total cover from effects outside of the rat king. At the start of each of its turns, that creature takes 10(4d4) piercing damage.

Whenever the rat king takes damage from an engulfed creature, it must succeed a Constitution saving throw equal to half the damage dealt (minimum 10). Upon a failed saving throw, it ejects that creature prone to in a space within 5ft. of the rat king. If the rat king dies, that creature falls prone in the space of the rat king.

If a creature is reduced to 0 hitpoints while engulfed, it is killed.

Vermin Surge (5-6) The rat king can summon 2 swarms within 60ft. of it. These swarms can appear in a space occupied by another creature. These swarms act on initiative count 20 losing any ties and obey the commands of the rat king

Legendary Actions (3/ turn)

Absorb Vermin (1 action) The rat king can compel a dire rat within 60ft. of its to merged with its form. This action allows the rat king regains a number of hitpoints equal to that of the rat.

Swarm Shift (1 action) The rat king move up to its movement speed without provoking opportunity attacks. It can move through another creatures space without expending extra movement.

Swarming Embrace (2 actions) The rat king can use its swarming embrace against one creature in range.

RAT SWARM

Medium swarm of tiny beasts, unaligned

Armor Class 12 (Natural Armor)
Hit Points 27 (6d8)
Speed 30ft., 30ft. climb, 30ft. swim

STR	DEX	CON	INT	WIS	CHA
16(+3)	15 (+2)	10(+0)	7 (-2)	15 (+2)	14 (+2)

Skills Stealth+6, Perception +6
Damage Resistances Acid, Bludgeoning, Piercing, and Slashing damage
Damage Immunities Poisoned
Conditional Immunities Charmed, frightened, grappled, paralyzed, poisoned, petrified, prone, restrained, stunned
Senses darkvision 120ft., passive Perception 12
Challenge 2 (450 XP)

Swarm The Rat Swarm can occupy another's creatures space and vice versa, and the swarm can move through any opening large enough for a tiny insect. The swarm cannot regain hitpoints or gain temporary hitpoints.

Swarm Tactics Creatures that first enter or start its turn within the rat swarm's space take 10 (4d4) piercing damage and must treat the swarm's space as difficult terrain

Siege Monster The rat swarm deals double damage to buildings and objects

Consuming Swarm Creatures reduced to 0 hitpoints by the swarm are killed. If the swarm occupies the space of a Medium or smaller corpse, it is destroyed only leaving equipment and bones.

Spider Climb The rat swarm can climb difficult surfaces without needing to make an ability check

Immutable Form The rat swarm is immune to effects that change its shape

Swarm Frenzy When the rat swarm takes the attack action, it can also make an attack with advantage against creatures within its space.

Actions

Multiattack The rat swarm can make two bite attacks. If it is below half its hitpoint maximum, it can make one bite attack

Bite. +5 to hit; 5ft., , all creatures in range, Hit 8(2d4+3) piercing damage. Creatures must succeed a DC 11 Constitution saving throw or become poisoned until the end of its next turn

DIRE RAT

Medium Beast, Unaligned

Armor Class 12 (Natural Armor)
Hit Points 14(3d8)
Speed 40ft., 40ft. climb, swim 40ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	6(-2)	15 (+2)	14 (+2)

Skills Acrobatics +4, Stealth +6, Perception +6
Damage Resistances Poison
Senses darkvision 60ft., passive Perception 16
Challenge 1/2 (100 xp)

Keen Smell The rat has advantage on Wisdom (Perception) checks

Siege Monster The rat deals double damage to buildings and objects

Pack Tactics The rat has advantage on attack rolls against a creature that it within 5ft. of one of the rat's allies that are not incapacitated.

Poison Resilience The rat has advantage on saving throws against being poisoned

Nimble The rat can move outside a creatures space without provoking opportunity attack. It can Hide behind a Large or smaller creature and can move through the space of a Large creature without expending any extra movement.

Actions

Bite. Melee Weapon Attack, +4 to hit, 5ft., one target. Hit: 7 (2d4+2) piercing damage. Creatures must succeed a DC 10 Constitution saving throw or be poisoned until the end of its next turn

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