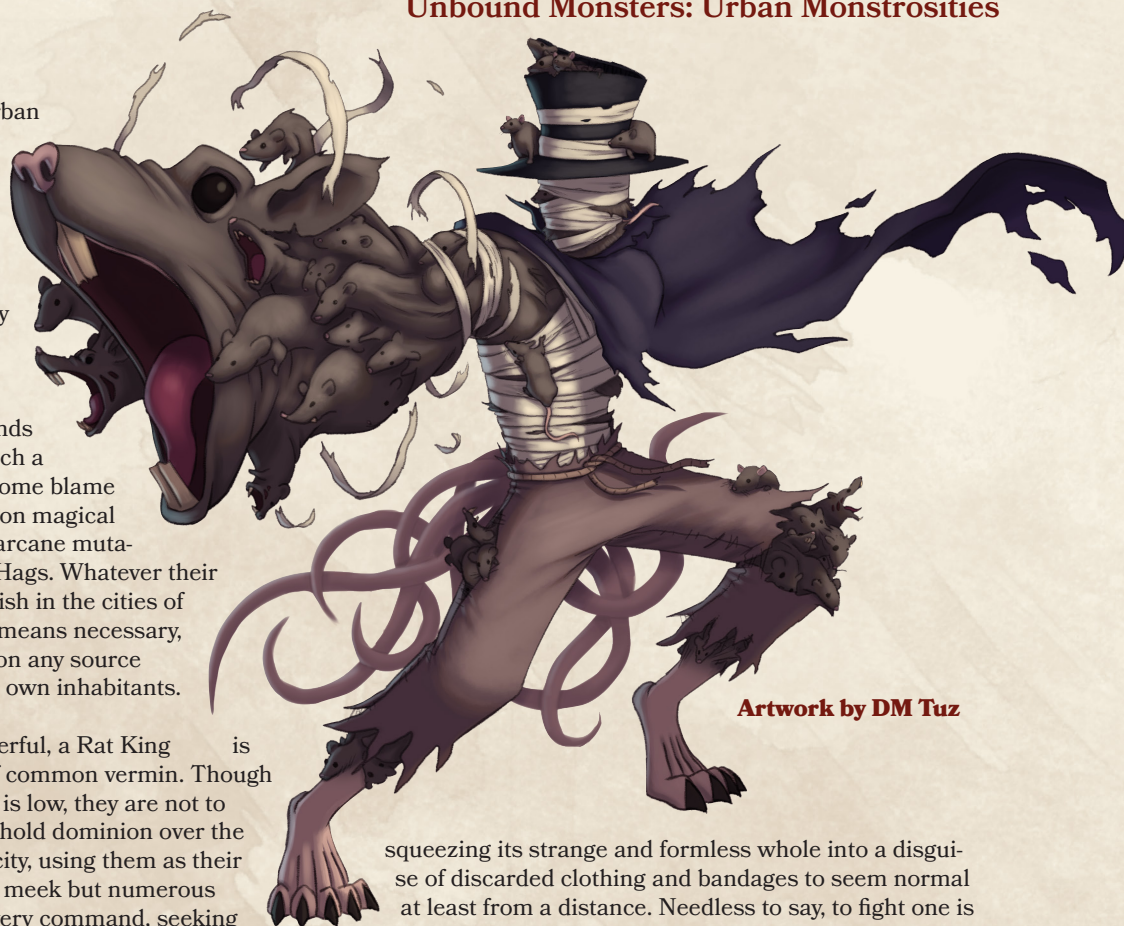


RAT KING

There is a legend that all urban dwellers know well; if exactly one-hundred and sixty-nine rats become entangled with one another, whether by tail or by fur, they form a terrible creature of intertwined body and consciousness known as a Rat King. Though this stalker of the sewers is a well-known entity in the minds of city folk, the origins of such a being are hotly contested; some blame the existence of a Rat King on magical experiments gone awry, or arcane mutagens, even the presence of Hags. Whatever their beginnings, Rat Kings flourish in the cities of the world, surviving by any means necessary, and sustaining themselves on any source they can including the city's own inhabitants.

Vermin Lord. Though powerful, a Rat King is still just that- a collection of common vermin. Though their individual intelligence is low, they are not to be underestimated, as they hold dominion over the vermin of the surrounding city, using them as their eyes and ears. This army of meek but numerous 'subjects' obey the King's every command, seeking out this 'leader' instinctually, almost as though they know it is a means to become more than themselves.

Rat Cluster. Able to split and reform at will, a Rat King can direct smaller portions of its 'whole' to specific tasks and locations, using this ability to control the section of a city it deems to be its 'home'. In addition, due to the mutagenic nature of its creation, the Rat King can manifest larger versions of its vermin anatomy as needed, forming more powerful 'legs' for running and climbing or a massive rat's head for defending itself. On top of this, to keep its form unassuming, a Rat King hides itself in human garb,



Artwork by DM Tuz

squeezing its strange and formless whole into a disguise of discarded clothing and bandages to seem normal at least from a distance. Needless to say, to fight one is confusing at best.

Rat King Masterminds. Rat Kings that establish themselves well grow both in size and intellect. Now a full-on shapeshifter, able to take on fully humanoid form, or even that of a single rat, a Rat King of such power may see even greater ways to spread their influence, including through the city's own criminal underground. With unique powers and an unrivaled knowledge of the dark places around them, these masterminds can quickly ascend in rank, adding the petty criminals to their 'empire' of other, less intelligent vermin.

RAT KING

Medium monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 68 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	17 (+3)	6 (-2)	13 (+1)	8 (-1)

Proficiency +2

Skills Stealth +5

Damage Resistances bludgeoning, piercing, and slashing

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

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 4 (1,100 XP)

Death Throes. When the rat king dies, it explodes into a swarm of rats that immediately scatter. The fleeing swarm of rats makes one bite attack against each creature in a 10 ft. radius centered on the rat king.

Keen Smell. The rat king has advantage on Wisdom (Perception) checks that rely on smell.

Swarm Squeeze. The rat king can move through any opening large enough for a tiny beast.

Vermin Mastery. The rat king can communicate telepathically with any rodents within 60 ft. of itself.

ACTIONS

Multiattack. The rat king makes three bite attacks. If the rat king hits a creature with a bite the second time in a turn, its attack deals an extra 7 (2d6) damage.

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

Split. The rat king splits off part of its body, either creating a rat, a giant rat, or a swarm of rats within 5 ft. of itself. It loses hit points equal to the hit points of the created creature and its maximum hit points is reduced by the same amount. The created rat creature dies after 1 hour. The rat king cannot split when its hitpoints maximum has been reduced by more than half.

As an action, the rat king can absorb a rat creature it created or the body of a rat creature it created and reduction regains its hit point maximum lost in the split and regains hit points equal to the creatures' hit points.

RAT KING MASTERMIND

Medium monstrosity (shapechanger), chaotic evil

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	17 (+3)	16 (+3)	13 (+1)	14 (+2)

Proficiency +3

Saving Throws Dex +7, Int +6, Wis +4

Skills Deception +5, Insight +4, Perception +4, Stealth +7

Damage Resistances poison, bludgeoning, piercing, and slashing

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

Senses darkvision 60 ft., passive Perception 14

Languages Common, Thieves' Cant, and 2 additional languages

Challenge 8 (3,900 XP)

Shape Change. The rat king can use its action to transform into a tiny rat, medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form, except for its resistances and immunities, which it only retains in its true form. Any equipment it is wearing or carrying isn't transformed. It reverts into its true form if it dies.

Cunning Action. On each of its turns, the rat king can use a bonus action to take the dash, disengage, or hide action.

Death Throes. When the rat king dies, it explodes into a swarm of rats that immediately scatter. The fleeing swarm of rats makes one bite attack against each creature in a 10 ft. radius centered on the rat king.

Keen Smell. The rat king has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (1/Day). If the rat king fails a saving throw, it can choose to succeed instead.

Sneak Attack. Once per turn, the rat king deals an extra 14 (4d6) damage when it hits a target with a weapon Attack and has advantage on the Attack roll, or when the target is within 5 ft. of an ally of the rat king that isn't Incapacitated and the rat king doesn't have disadvantage on the Attack roll.

Swarm Squeeze (True form only). When in its true form, can move through any opening large enough for a tiny beast.

Vermin Mastery. The rat king can communicate telepathically with any rodents within 60 ft. of itself.

Unbound Monsters: Urban Monstrosities

ACTIONS

Multiattack (Humanoid or True form only). The rat king makes three bite attacks, or two weapon attacks.

Bite (Tiny Rat form, or True form only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 +4) piercing damage.

Children of the Night (1/day). The rat king conjures up to 8 swarms of rats within 60 ft. of itself under its control. The swarms can be conjured in spaces occupied by other creatures. The swarms remain for 1 hour or until the rat king dies.

Split (True form only). The rat king splits off part of its body, either creating a rat, a giant rat, or a swarm of rats within 5 ft. of itself. It loses hit points equal to the hit points of the created creature and its maximum hit points is reduced by the same amount. The created rat creature dies after 1 hour. The rat king cannot split when its hitpoints maximum has been reduced by more than half.

As an action, the rat king can absorb a rat creature it created or the body of a rat creature it created and reduction regains its hit point maximum lost in the split and regains hit points equal to the creatures' hit points.

LEGENDARY ACTIONS

The rat king can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The rat king regains spent legendary actions at the start of its turn.

Move. The rat king moves up to half of its speed without provoking opportunity attacks.

Command Rats (1/round). A rat, rat swarm, or other ratlike creature created by the rat king within 60 ft. moves up to its movement speed to a creature the rat king can see and makes a melee weapon attack.

Nibble. The rat king makes a bite attack without using sneak attack.

VARIANT TRAIT: ALTERNATIVE CHILDREN OF THE NIGHT

Instead of summoning 8 swarms of rats, the rat king can summon other rat-like creatures (Dungeon Master's discretion). It summons one of the following:

- One rat-like creature of challenge rating 2 or lower
- Two rat-like creature of challenge rating 1 or lower
- Four rat-like creature of challenge rating 1/2 or lower
- Eight rat-like creature of challenge rating 1/4 or lower

CAT MIMIC

Tiny monstrosity, chaotic evil

Armor Class 14 (natural armor)

Hit Points 23 (5d4 + 10)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	15 (+2)	14 (+2)	5 (-3)	12 (+1)	13 (+1)

Proficiency +2

Skills Deception +5, Perception +3, Stealth +6

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 13

Languages Understands Common, but doesn't speak.

Challenge 1 (200 XP)

Ambusher. In the first round of a combat, the cat mimic has advantage on attack rolls against any creature it surprised.

Claws Quarters Combat. The cat mimic has advantage on attack rolls against any creature grappled by it, that grapples the cat mimic, or the cat mimic is attached to.

False Appearance. While the cat mimic does not attack with its bite, it is indistinguishable from an ordinary cat.

Keen Smell. The cat mimic has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 13 (2d10 +2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 +2) slashing damage. If the target is surprised and size small or smaller, it is grappled, escape DC 10. If the target is surprised and size medium or bigger, the cat mimic attaches itself on the target. The attached cat mimic moves with the target whenever the target moves, without using the cat mimic's movement. The cat mimic can detach itself by spending 5 feet of its movement on its turn. A creature can use its action to make a DC 10 Strength check to detach the cat mimic. Until the grapple ends, or as long as the cat mimic is attached, it can't use its claws attack against another creature.



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CAT MIMIC

Though a common sight in any urban setting, it is unwise to pet any old stray cat you might see scampering about. There are many an urban legend about stray felines that seem unassuming, even friendly, only to manifest rows of sharp, jagged teeth from their bodies, tearing off the limbs of foolish citizens who try to give them a stroke. These 'cats' are, in actuality, living traps waiting to be sprung, mimics that assume the shape of creatures that most sentient races find too cute to ever assume ill intent from. Do not be fooled by their cute appearance and sweetheart chirrups, for the cat is a predator, and the common man its prey!

Hag's Familiars. Cat mimics, given their almost needlessly cruel methods of hunting, are seen as a sure sign of a Hag's presence in a city by experienced inquisitors and monster hunters. For a Hag, spreading misery and suffering in the most terrible ways possible is an art form, and a mimic that pretends to be one of man's most treasured companions certainly fits that bill. It is believed that the first cat mimics were created by Hags, and it is almost always within their vile company that these creatures are seen.

Cruel Predators. Just like the ones that created them, cat mimics are cruel and sadistic beings. Even when a victim falls prey to their monstrous ambush, losing limbs or being horrifically maimed, it is rare that a mimic will do little more than scurry off. Far from a means of survival, it seems that these beings really do seek only to spread rumor and terrible tales of their encounters with unwitting souls, spreading feline fear far and wide.

CUSTOMIZING AN ALCHEMICAL OOZE

Alchemical Oozes are creatures created by pure chance, therefore none two are alike. Reflect it by changing the ooze's list of random effects with actual spells. An alchemical ooze casting a spell that needs concentration does not need to concentrate on it, but the spell effect will end as soon as it casts another spell. Here is a template for the distribution of random spells an alchemical ooze could contain:

- 1-2: 1st level spells
- 3-4: 2nd level spells
- 5-6: 3rd level spells
- 7-8: 4th level spells

Alternatively, an Alchemical Ooze can consist of one specific spell ingredient, in which case it will always cast the correlating spell as an alchemical reaction. For example, an Alchemical Ooze entirely created out of bat guano, would cast *Fireball*. This may take away from the Ooze's random nature, but makes for a unique encounter nonetheless.

ALCHEMICAL OOZE

Large ooze, unaligned

Armor Class 9 (natural armor)**Hit Points** 114 (12d10 + 48)**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	18 (+4)	1 (-5)	6 (-2)	2 (-4)

Proficiency +3**Damage Resistances** cold, fire, lightning**Damage Immunities** acid, poison**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8**Challenge** 5 (1,800 XP)

Alchemical Reaction (Recharge 3-6). When the Ooze rolled initiative and is agitated (meaning that it is in active combat), at the beginning of the Alchemical Oozes turn, roll a 1d8 to determine what alchemical reaction the Ooze causes:

- 1: The alchemical ooze releases a healing gas within 10 ft. of itself. It and any creature in the area regain 14 (4d4+4) hit points.
- 2: The alchemical ooze releases grease in a 20 ft. radius centered on itself that remains for 1 minute. The area becomes difficult terrain for the duration and each creature in the area must succeed a DC 15 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed the saving throw or fall prone.
- 3: The alchemical ooze becomes electrically charged until it uses another alchemical reaction. Any creature that touches it or attacks the charged ooze with a melee attack while being within 5 ft. of it takes 7 (2d6) lightning damage.
- 4: The alchemical ooze becomes invisible until it uses another alchemical reaction.
- 5: The alchemical ooze releases stinking gas in a 20 ft. radius sphere centered on itself. The cloud spreads around corners, heavily obscures the area and remains until the end of the oozes' next turn. Any creature except for the ooze must succeed a DC 15 Constitution saving throw or be poisoned until the end of its next turn. A poisoned creature is incapacitated.
- 6: The alchemical ooze causes a 20 ft. radius explosion, centered on itself. Each creature in the blast must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save and half as much on a successful one.
- 7: The alchemical ooze flash freezes the ground within 10 ft. of itself, freezing water and similar liquids. Any creature in that area must make a DC 15 Constitution saving throw. On a failed save a creature takes 27 (6d8) cold damage and is restrained until the end of the alchemical oozes next turn. On a successful save the creature takes half as much damage and is not restrained.
- 8: The alchemical ooze explosively expands into a 20 ft. sphere and contracts back into its regular size. Each creature and object in the sphere except for the ooze must make a DC 15 Dexterity saving throw. On a failed save a creature takes 25 (10d4) acid damage and another 10 (4d4) acid damage at the end of its next turn. On a successful save a creature takes half of the initial damage and no damage at the end of its next turn.

[Constitution Based]

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage plus 14 (4d6) acid, cold, fire, or lightning damage determined at random by a 1d4 roll.



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ALCHEMICAL OOZE

Though a city of great renown may attract a great deal of attention and patronage from the likes of mage's guilds, alchemists, and universities, the presence of such institutions presents its own problems. Waste, common enough as it is already, takes on a dangerous new angle when alchemical components are simply dumped into a city's sewer system. Forming into dangerous, volatile creatures of limited intelligence but a great deal of danger, these components can interact in unexpected ways, creating a living ooze capable of unleashing spells seemingly at random, one which can pose a terrible danger if freed from its sewer home.

Wild Reactions. At any given moment, the spell components within an ooze can mix and erupt, its agitation setting them off. Explosive blasts, random levitation of surrounding objects, there's no way to tell what sort of magical mayhem can be unleashed, and though more savvy spellcasters may be able to discern what components make up a given ooze, they may still unleash magic totally unknown, as components never combined before intermingle. This can make them enticing test subjects - but dangerous ones indeed.

Alchemical Bounty. One may ask, then, who would ever hunt such a strange and dangerous creature- and as ever, the truly desperate are the most likely answer. Foolhardy hedge mages and pursuers of alchemical knowledge without scruples pine after such a bounty of ingredients, which are often expensive and hard to come by otherwise, or which may need to be acquired through more legal means such people tend to shun...



Artwork by DM Tuz

SEWER HORROR

A modern metropolis produces many things; works of science and arcana, stories, arts, craftworks- it also produces a truly untold quantity of waste. In the deepest recesses of a city's labyrinthian sewer system, the dregs of civilization collect and pool, forming a perfect home for all manner of unsavory beast, chief among them the aptly-named Sewer Horror. Making its home in the darkest reaches of the sewers, places forgotten even by their architects, this disgusting monstrosity survives, even thrives, sustained by the wanton wastefulness of those above.

Foul Mutant. To describe the physical characteristics of such a creature is the very definition of a fool's errand, but there are some traits common to all such monstrosities. They generally possess a large maw, capable of swallowing up just about anything that can fit within it, and its body is elastic and rubbery, slick skin covering flexible appendages. With these, the Horror bloats itself up with a 'feast' of untold quantities of waste, clinging to the walls and even the ceilings of its home with sticky limbs. As such, the Horror is a master of its environment, utterly foul as it may be.

Revoltin' Diet. Given the vast quantities of waste provided by a city, the Sewer Horror is rarely short on food. Relentless gluttons capable of growing to preposterous size, they feast on waste, trash, and anything- or anyone- foolish enough to wander into their domain. Worse yet, the Horror can easily regurgitate whatever it had last 'feasted' upon- along with no shortage of bile and stomach acid- as a defense mechanism, or to 'lighten the load' in case of ambush.

Domain of Filth. Despite the puzzling, mazelike characteristics of a modern sewer system, the Horror knows its home like no other. Due to their elastic bodies, they can easily hide in unlikely spaces, waiting in ambush for whatever prey stumbles upon them. With the rampant disease and filth of their home, a single bite is enough to strike a foe ill with grave infection- if the Horror's revolting breath and sickening odor isn't enough to incapacitate them first!

SEWER HORROR

Huge aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (0)	18 (+4)	6 (-2)	14 (+2)	4 (-3)

Proficiency +4

Saving Throws Str +9, Con +8

Damage Resistances acid

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Challenge 10 (5,900 XP)

Disease Carrier. The sewer horror is a filthy and disease ridden creature and carries the sewer plague. A humanoid bitten by the sewer horror must succeed on a DC 16 Constitution saving throw or become infected. [Constitution Based]

Digest. While the sewer horror has a creature swallowed, it regains 14 (4d6) hit points at the beginning of its turn.

Elasticity. The sewer horror can squeeze through openings large enough for medium size creatures, and can move through any opening large enough for a large creature without squeezing.

Spider Climb. The sewer horror can climb difficult surfaces, including upside down ceilings, without needing to make an ability check.

Stench. A creature that starts its turn within 10 ft. of the sewer horror must succeed a DC 16 Constitution saving throw or be poisoned for one minute. At the end of a poisoned creature's turn, it repeats the saving throw, ending the poison on a success. If the creature fails the repeated saving throw by 5 or more it cannot use reactions and must spend the action of its next turn retching. If the creature's saving throw is successful, or if the poison ends on it, the target is immune to the stench of the sewer horror for 1 hour. [Constitution Based]

Unbound Monsters: Urban Monstrosities

ACTIONS

Multiattack. The sewer horror makes three attacks; one with its arms, one with its bite and one with its tail.

Arms. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 12 (2d6 +5) bludgeoning damage. Instead of dealing damage, the sewer horror can choose to grapple the target, escape DC 17. [Strength Based]

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 21 (3d10 +5) piercing damage plus 9 (2d8) poison damage. If the target is a medium or smaller size creature grappled by the sewer horror, the target is swallowed. While swallowed the target is blinded and restrained, it has total cover against attacks and other effects outside of the sewer horror. At the beginning of the target's turn, it takes 21 (6d6) acid damage. If the sewer horror takes 40 or more damage from the creature inside it, it will regurgitate all swallowed creatures at the beginning of the sewer horror's next turn. When it regurgitates creatures from damage, the sewer horror is poisoned until the end of its turn. Regurgitated creatures are placed within 10 feet of the sewer horror knocked prone.

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. **Hit:** 18 (3d8 +5) bludgeoning damage and the target must succeed a DC 17 Strength saving throw or be knocked prone. [Strength Based]

Regurgitate (Recharge 5-6). The sewer horror regurgitates the content of its stomach in a 10 ft. radius at a point within 30 feet of the sewer horror. Each creature in the area must make a DC 16 Dexterity saving throw. On a failed save a creature takes 45 (10d8) acid damage and half as much on a successful one. Any creature swallowed by the sewer horror is regurgitated and placed in the center of the area knocked prone. The acidic content remains in the area until the end of the sewer horror's next turn. A creature that enters the area for the first time in a turn, or ends its turn in the area takes 21 (6d8) acid damage. [Constitution Based]

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dear patrons!**



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