



BAD BOY

Medium humanoid (close, forceful, solitary, devious, intelligent, terrifying), neutral evil

Level 5 Defender
Elite (900 XP)

ARMOR CLASS	17 (fur)
HIT POINTS	180
SPEED	30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	10 (+0)

SAVING THROWS Str +10, Dex/Con +7, Int/Wis/Cha +4

SKILLS Perception +7, Intimidation +6

DAMAGE psychic

VULNERABILITIES

DAMAGE RESISTANCES slashing

SENSES darkvision 60 ft., passive Perception 17

LANGUAGES Common, Sylvan

CHALLENGE 3

ATTACKS +7 to hit. Hit: 11 damage

ATTACK DCs Primary DC 15, Secondary DC 12

TRAITS

(Striker) Savage Assault. Once per turn, add your level in extra damage to an attack.

Relentless. The first time you fall to 0 hit points after a long rest, you are instead reduced to 1 hit point.

ACTIONS

Rock Throw. Ranged Attack: +6 vs AC. Hit: 11 (3d6 + 1) bludgeoning damage.

Unarmed. Melee Weapon Attack: +7 vs AC. Hit: 13 (3d6 + 3) bludgeoning damage.

LEGENDARY ACTIONS

You can take 1 legendary action(s), choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. You regain spent legendary actions at the start of your turn.

Tear The Arm Off. One PC that is in melee with the Bad Boy needs to do a STR save vs DC 15. On a failed save, the PC is grappled and can repeat the save on his next turn. If the PC fails the STR save again, they take 18 (5d6 + 1) damage and become restrained. On a third failed save, the PC's appropriate limb is torn out of its socket and they are left to bleed out in the dirt.

NOTES

It is told that the Bad Boy abandoned his blind father, so the fairies tied their hands together with fairy hair. They will walk together like that for 7 summers until his father dies and he can bury him.

More brutal Legendary Action damage can be 20 (3d10 + 4) if you feel your PCs can handle it.



BRANCHIGERS

Level 3 Lurker

Large plant (horde, devious), chaotic neutral

Standard (175 XP)

ARMOR CLASS 12 (Bark)

HIT POINTS 17

SPEED 25 ft.

STR
16 (+3)

DEX
12 (+1)

CON
14 (+2)

INT
10 (+0)

WIS
12 (+1)

CHA
8 (-1)

SAVING THROWS Str +3, Dex/Con +1, Int/Wis/Cha -2

SKILLS Stealth +3, Survival +3

DAMAGE fire, lightning, thunder

VULNERABILITIES

DAMAGE RESISTANCES necrotic, piercing

CONDITION IMMUNITIES poisoned

SENSES passive Perception 11

LANGUAGES Common, Druidic

CHALLENGE 1

ATTACKS +5 to hit. *Hit*: 8 damage

ATTACK DCs Primary DC 13, Secondary DC 10

TRAITS

Treetopped. Branchigers can trap a man in their branches and throw him in the air until his eyes turn inside out and his skin splits. Then they sew him back together and send him home, amnesiac but mostly like he was before.

False Appearance. When you remain motionless, you are indistinguishable from a piece of the local landscape.

Sure-footed. You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

ACTIONS

Slash. *Melee Weapon Attack*: +5 vs AC. *Hit*: 8 (3d4 + 1) slashing damage.

Knockback. *Melee Weapon Attack*: DC 13 vs Strength. *Hit*: the target is pushed up to 10 ft away.

NOTES

Former humans that got infected by the Branchiger plague and couldn't get better. The only thing you can do when you notice the first signs of infection is give that person birch water to drink and wash with and return home after 17 days. If the infection returns even after that, you need to send him back into the forest because now he belongs to the Branchigers.



CATACHE

Medium humanoid (solitary, devious), chaotic evil

Level 3 Lurker
Standard (175 XP)

ARMOR CLASS	15 (Dexterity)
HIT POINTS	20
SPEED	45 ft., climb 45 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	14 (+2)	8 (-1)

SAVING THROWS	Dex +3, Wis/Int +1, Con/Str/Cha -2
SKILLS	Acrobatics +5, Athletics +2, Investigation +3, Stealth +5
DAMAGE VULNERABILITIES	Only horn-beam grapple rakes can finish it off.
DAMAGE RESISTANCES	slashing, piercing
CONDITION IMMUNITIES	prone
SENSES	darkvision 60 ft., passive Perception 12
LANGUAGES	Common
CHALLENGE	1
ATTACKS	+5 to hit. Hit: 8 damage
ATTACK DCs	Primary DC 13, Secondary DC 10

TRAITS

Shifty. You can *Disengage* as a bonus action.

Escape. When you would be reduced to 0 hit points outside of your lair, you instead escape and flee to your lair. You remain there, paralysed and resting, until you recover at least 50% of your hit points.

Freedom of Movement. You ignore difficult terrain, and magical effects can't reduce your speed or cause it to be restrained. You can spend 5 ft of movement to escape from nonmagical restraints or being grappled.

ACTIONS

Slash. *Black Iron Claw Attack:* +5 vs AC. Hit: 8 (2d6 + 1) slashing damage.

Poisonous Wound. If the Catache spits in its claw and slashes you with it, the wound will be poisoned. A poisoned creature has disadvantage on Attack rolls and Ability Checks.

NOTES

When the winter is so cold that the water in the wells freezes over, the Catache leaves the deep forest where he abides and comes for his take. It breaks into chicken coops, sometimes even houses, and carries away the birds, sometimes even human babies.

Instinct: Steal live animals to survive.

Made with Giffyglyph's Monster Maker



HAIRINATOR

Large monstrosity (solitary, stealthy, magical, intelligent, cautious), lawful neutral

Level 5 Lurker
Elite (900 XP)

ARMOR CLASS 17 (Amorphous Body)

HIT POINTS 80

SPEED 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	12 (+1)	12 (+1)	10 (+0)

SAVING THROWS Str +7, Dex/Con +4, Int/Wis/Cha +1

SKILLS Sleight of hand +7, Stealth +7

DAMAGE acid, fire

VULNERABILITIES

DAMAGE RESISTANCES cold, bludgeoning

DAMAGE IMMUNITIES force

CONDITION IMMUNITIES grappled, prone

SENSES darkvision 60 ft., tremorsense 120 ft., passive Perception 11

LANGUAGES Common, Deep speech

CHALLENGE 3

ATTACKS +9 to hit. Hit: 17 damage

ATTACK DCs Primary DC 17, Secondary DC 14

TRAITS

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

Aura: Entangle. The ground in a 10 ft radius around you is difficult terrain. Each creature that starts its turn in that area must succeed on a Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Grappler. You have advantage on attack rolls against any target you have grappled. In addition, when grappling a target, any damage you take from an attack is split 50/50

with your victim.

ACTIONS

Smother. Grapple and entangle the target in your hair. Attack +9 vs AC for 17 (3d8 + 4) damage. When the target goes unconscious or falls asleep, drag them away to your lair.

PARAGON ACTIONS

You can take 1 paragon action(s), choosing to either move or perform one action. Only one paragon action can be used at a time and only at the end of another creature's turn. You regain spent paragon actions at the start of your turn.

LAIR ACTIONS

On initiative count 3 (losing initiative ties), you may take a lair action to trigger one of the following effects. You can't use the same effect two rounds in a row.

Thick Breathing. If you are grappled by the Hairinator, roll a Constitution saving through. On a failed save, you are now suffocating.

NOTES

Hairinator dreams when the summers are hot, but enjoys the heavy winters when his hair-twined fingers and feet move soundlessly across the rocks and through the trees. He doesn't make a sound, many will swear he doesn't even breathe. He just envelops you with his hands and drags you still asleep into the night.

Instinct: If necessary, break into barns and houses, fight a wolf or a bear even, to get to his food.

Treasure: Hairinator's hair is said to protect from cold better than any other material in the world. It also changes colour so that only those that see very well during night-time have a chance to fight him.

Made with Giffyglyph's Monster Maker



HORNBEAMER

Level 1 Supporter
Standard (50 XP)

Medium plant (divine, planar, terrifying), neutral

Armor Class 15 (Bark)

Hit Points 22

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Con +4, Cha/Wis +2, Int/Str/Dex -1

Skills Religion +3, Survival +4

Damage Vulnerabilities fire, slashing

Damage Resistances piercing, force

Senses tremorsense 60 ft., passive Perception 12

Languages Common, Celestial

Challenge 1/4

Attacks +3 to hit. *Hit*: 5 damage

Attack DCs Primary DC 11, Secondary DC 8

Barbed Hide. At the start of your turn, deal piercing damage equal to your level to any creature that is grappling you.

Force Absorption. Whenever you would take force damage, you instead regain that many hit points.

ACTIONS

Roots. *Volley Weapon Attack*: +3 vs AC. *Hit*: 5 piercing damage.

Tangled Roots. *Melee Weapon Attack*: DC 11 vs Dexterity. *Hit*: the target is rooted in place (grappled).

LAIR ACTIONS

Tree Escape. If there is a tree within 10 ft of a Hornbeamer, it lowers its branches to hide and provide the means of escape.

NOTES

A crossbar in their right hand, Hornbeamers appear when the last of young hornbeams are cut down or otherwise destroyed above Kalay. They aim to take over the body of the person that destroyed the last hornbeam and turn their bones into tree-trunks, eyes to leaves, and skin into bark.

Instinct: Grow trees everywhere, even if it means that roots spring up through people's houses and tangle their feet.

Even though a lot of it is tree, the expression and other remnants of whatever creature it used to be are still visible and poking through the foliage.



JULYAK

Medium humanoid (solitary, magical, terrifying), unaligned

Level 1 Scout
Standard (50 XP)

Armor Class 17 (Flaming Torrent)

Hit Points 27

Speed 45 ft., swim 0

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	10 (+0)

Saving Throws Dex +4, Con/Wis +2, Str/Int/Cha -1

Skills Athletics +1

Damage Immunities cold

Condition Immunities restrained, blinded

Senses passive Perception 11

Languages Common

Challenge 1/4

Attacks +3 to hit. *Hit:* 5 damage

Attack DCs Primary DC 11, Secondary DC 8

Charger. If you moved more than 20ft in a straight line towards your target, make your melee attack roll with advantage. On a hit, you knock your target prone in addition to any other effect.

ACTIONS

Spark of Flame. *Melee or Volley Elemental Attack:* +3 vs AC with disadvantage. *Hit:* 5 (1d6 + 2) fire damage.

REACTIONS

Seek Help. One time per round, Julyak may scream louder for help. Anyone within 15 ft of him, roll a Constitution save vs DC 11. On a failed save, they take a Deafened condition.

NOTES

Julyak runs out of the forest with a burning log on his back and feet that can't stop running. This was done to him by the Round-Dancers as punishment for seducing their sister.

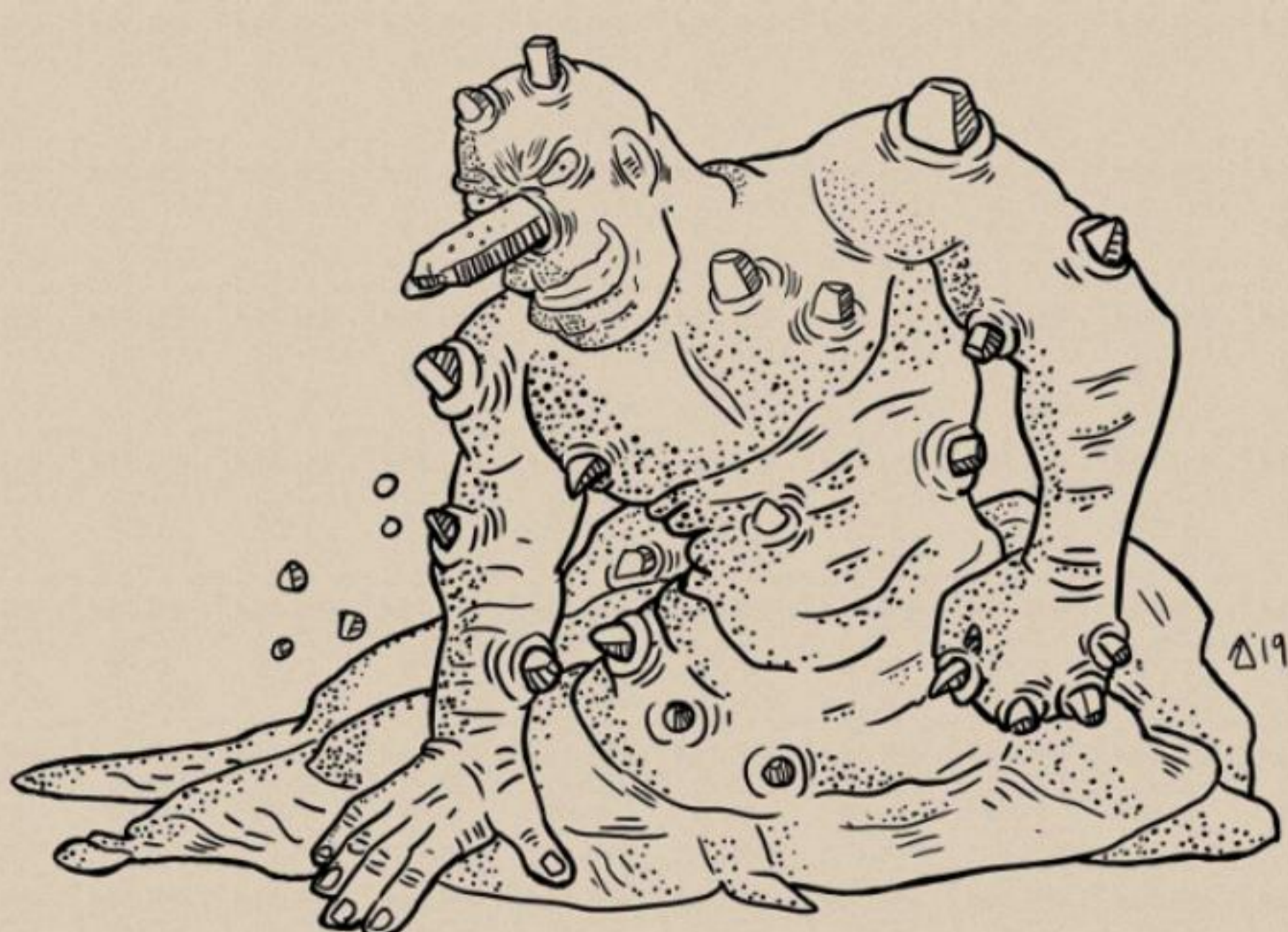
Instinct: Seek out help, seek out water.

His fire can't be put out, not even by a river of water.

Since he can't stop himself, the Julyak will scream through the night scaring the locals, and often start forest fires.

The fire and horrible things it does to his head and body make it hard to look at Julyak.

Made with Giffyglyph's Monster Maker



KRDALY

Large elemental (stealthy, devious), lawful good

Level 1 Scout
Standard (50 XP)

Armor Class 12 (Sandstone Skin)

Hit Points 28

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	12 (+1)	10 (+0)	8 (-1)

Saving Throws Str +4, Dex/Int +2, Con/Wis/Cha -1

Skills Stealth +4, Sleight of hand +4, Intimidation +1

Damage Vulnerabilities force, lightning, thunder

Damage Resistances acid, fire, necrotic

Damage Immunities poison

Condition Immunities poisoned, prone

Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 10

Languages Common, Undercommon, Deep speech

Challenge 1/4

Attacks +3 to hit. *Hit*: 7 damage

Attack DCs Primary DC 11, Secondary DC 8

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

Disintegration. When you die, your body disintegrates into dust. You leave behind your weapons and anything else you are carrying.

Earth Glide. You can burrow through nonmagical, unworked earth and stone. While doing so, you don't disturb the material you move through.

ACTIONS

Grab. *Melee Weapon Attack*: +3 vs AC. *Hit*: 7 (1d8 + 3) bludgeoning damage.

Knockback. *Melee Weapon Attack*: DC 11 vs Strength. *Hit*: the target is pushed up to 10 ft away.

REACTIONS

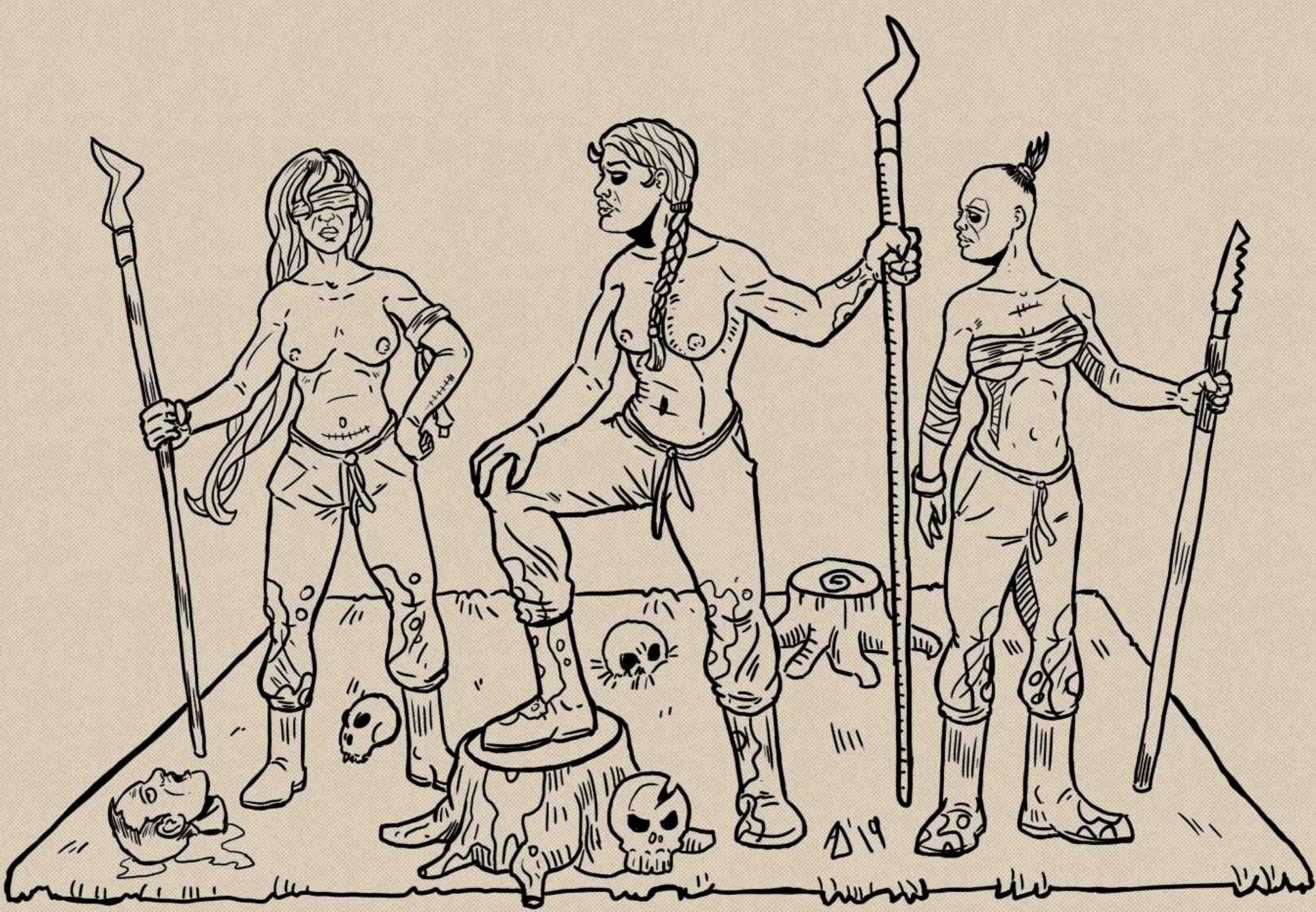
Gone To The Ground. Once per turn, the Krdaly may disappear and reappear from the ground without provoking an attack of opportunity. There is no indication where a Krdaly might sprout from the ground.

NOTES

On Wednesdays, you might want to look out for Krdalys that come out of the ground to look for naughty children. It is the reason why mothers usually plant wild garlic at the bottom of the garden, to turn it away from their children. Even when it manages to grab one of the children by the creek or on a forest path, it might be persuaded by a mother's tear and return the child sooner rather than later.

Instinct: To reeducate children.

Krdaly emerges from the ground by a creek or a path leading out of the backyard of a naughty child's house, and envelops them in his massive body. Krdaly usually keeps the child it snatches for a whole year, or until it is satisfied that the child has had its mind completely muddled.



MEDARIES

Medium humanoid (group, organized, intelligent, cautious), lawful good

Level 7 Defender
Standard (725 XP)

Armor Class 18 (Dexterity)

Hit Points 74

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	12 (+1)	14 (+2)	10 (+0)	12 (+1)

Saving Throws Dex +8, Str/Cha +5, Int/Wis/Con +2

Skills Acrobatics +7, Athletics +6, History +5, Survival +3

Damage Vulnerabilities cold

Damage Resistances necrotic

Damage Immunities poison, radiant

Condition Immunities frightened, fatigued

Senses passive Perception 10

Languages Common, Draconic

Challenge 3

Attacks +5 to hit. *Hit*: 14 damage

Attack DCs Primary DC 13, Secondary DC 10

(Striker) Savage Assault. Once per turn, add your level in extra damage to an attack.

Alarm. When outnumbered, if allowed, a Medary will twirl her spear so fast that the sound will attract other Medaries at a distance of 240 ft. to her aid.

Flight. You can fly your speed. While flying, you must move your entire movement speed or land—unless you can also hover. Launching into flight provokes opportunity attacks, even if you *Disengage*.

Hover. You can hover in one spot in the air for 6 second before you need to move.

Redirect. When you are within 5ft of an ally, you can redirect any single attack made against you to your ally instead.

Teamwork. You have advantage on attack rolls when your target is within 5ft of an unrestrained ally.

ACTIONS

Spear. *Spear Attack*: +5 vs AC. *Hit*: 14 (4d6) piercing damage.

LAIR ACTIONS

On initiative count 2 (losing initiative ties), you may take a lair action to trigger one of the following effects. You can't use the same effect two rounds in a row.

Instant Boil. If a Medary has their enemy at 0 HP near the vat of boiling wax, they will throw him inside. Said enemy loses one death saving throw immediately.

NOTES

Village Kalay is off limits to any men: Medaries are the only ones to inhabit the underground of this village from the beginning of time. They carry around spears, fly on yellow wings and tie their hair in long braids.

They carry any men that come near the village underground. There, Medaries separate the flesh from their unfortunate victim's bones.

Instinct: When a wife loses her husband, the Medaries come for her. They want her to join their sisterhood.

Whoever enters their village uninvited, ends up with dried up bones, but their soul continues to wonder among the houses.

Made with Giffyglyph's Monster Maker



PAWSTER

Small humanoid (solitary, stealthy, magical, intelligent, hoarder), chaotic evil

Level 2 Controller
Standard (112 XP)

Armor Class 13 (Oak Bark)

Hit Points 32

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Wis +4, Cha/Con +2, Int/Str/Dex -1

Skills Persuasion +5, Deception +5, Stealth +2

Damage Vulnerabilities fire

Damage Resistances psychic

Damage Immunities cold

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish

Challenge 1/2

Attacks +3 to hit. *Hit*: 8 damage

Attack DCs Primary DC 11, Secondary DC 8

Shifty. You can *Disengage* as a bonus action.

Aura: Antimagic. Any creature within 10ft of you has disadvantage when casting magical spells.

Immutable Form. You are immune to any spell or effect that would alter your form.

ACTIONS

Hideous Laughter. Once he has you within 30 ft, Pawster shows his hideous teeth and starts laughing. Everyone who can see or hear him, roll a Wisdom saving throw vs DC 11. If you fail, you fall prone, becoming incapacitated and unable to stand up for the duration.

At the end of each of its turns, the player character who failed can make another Wisdom saving throw. On a success, the spell ends.

These Feet Were Made For Kicking. *Feet Attack*: + 3 vs AC. *Hit*: takes 8 (1d8 + 4) bludgeoning damage.

REACTIONS

Fly Away. When cornered, the Pawster may use any tunnel, any window (literal or that of opportunity) to fly through it to safety (*disengage*).

NOTES

When the wind blows from the mountain, it means the Pawster, a pretty, young man with bestial feet and robes of oak bark, is laughing. If you throw a cursory glance, you might think he was out to seduce you, but the acorn hat covers up more than just the blood red hair.

He keeps his mouth closed even when laughing, but whoever hears it knows that he's been in their house laying it to waste.

Instinct: Trick people on the road into thinking he's only a lost little boy, and rob them.



YAROSLAV

Medium humanoid (solitary, stealthy, devious, intelligent, terrifying), neutral evil

Level 6 Controller
Elite (1,150 XP)

Armor Class 17 (Dexterity)

Hit Points 134

Speed 45 ft., climb 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +8, Con/Int +5, Str/Wis/Cha +2

Skills Acrobatics +10, Persuasion +6, Stealth +7, Insight +4

Damage Vulnerabilities fire

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge 4

Attacks +7 to hit. *Hit:* 16 damage

Attack DCs Primary DC 15, Secondary DC 12

Shifty. You can *Disengage* as a bonus action.

Immortal. You cannot be killed unless you are reduced to 0 hit points when you're in child form. Attack in any other form will reduce you to 1 hit point instead.

Indomitable. You are immune to any effects that would alter your mind or will.

Life Eater. When you deal damage that reduces a creature to 0 hit points, that creature cannot be revived by any means short of a wish spell.

Spider Climb. You can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. You can occupy another creature's space and vice versa. You gain advantage on attacks against any creature that shares your space.

ACTIONS

Necrotic Touch. *Touch Attack:* +7 vs AC. *Hit:* 16 (4d6 + 2) necrotic damage.

Annual Possession. If your HP goes below 33% and you get touched by Yaroslav, roll a Constitution saving throw vs. DC 15. On a fail, you are now possessed by Yaroslav for one year.

Optional Rule: *Instead of a Constitution save, the PC suffering the **Annual Possession** may roll a Wisdom save to realize what future holds for them. On a fail, they only feel the added power, but if they succeed, they may choose to reject the possession and Yaroslav has to leave their body without delay. But once he leaves, the body is dead and cannot be revived by any means short of a wish spell.*

REACTIONS

Vertical Retreat. If an enemy engages Yaroslav near a tree or any other vertical surface, he can retreat **up** his full speed without provoking attacks of opportunity.

Shapechanging. When Yaroslav reaches, 66% or 33% HP, he may change his shape to avoid getting killed. Shapes he can change into other than the monstrous Yaroslav: **ram**, or a **child**. His signature yellow eyes then become normal, big round eyes of that form eliciting sympathy in everyone around him. He does not regain any HP.

When Yaroslav changes into a boy, his clothes remain the same. That is why they don't exactly fit him when he's a grown up

LEGENDARY ACTIONS

You can take 1 legendary action(s), choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. You regain spent legendary actions at the start of your turn.

Necrotic Touch.

Annual Possession.

Charm Person. Up to two humanoids you can see must succeed on a Charisma saving throw or they become charmed by you until the spell ends or someone in your party harms them.

*Yaroslav can only use this Legendary Action in his **ram** or **child** form.*

NOTES

Bald and wearing a bloody shirt, this creature waits for his prey usually high in a tree. He attracts passers byes by sounding like little children or lost rams.

Instinct: Take over a body and live out a year in it.

Damage someone takes fighting Yaroslav might be the least of their problems: he aims to possess a body and spend 1 year inside it. During this time, the human is protected from any evil, but at night, Yaroslav rides the body and enjoys himself to the max. After a year, the host body is all worn out, but Yaroslav leaves the host still convinced they're invulnerable, foaming with madness.

Made with Giffyglyph's Monster Maker