

## ARDARIANS

Medium humanoid (group, devious, terrifying), lawful evil **Level 2 Supporter Minion (28 XP)**

**Armor Class** 11

**Hit Points** 8

**Speed** 45 ft., burrow 45 ft.

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

**Saving Throws** Str +2, Dex/Con +0, Int/Wis/Cha -3

**Skills** Stealth +3

**Damage Vulnerabilities** bludgeoning

**Damage Resistances** acid

**Damage Immunities** poison

**Condition Immunities** exhaustion

**Senses** blindsight 60 ft., tremorsense 120 ft., passive Perception 11

**Languages** Deep speech

**Challenge** 1/4

**Attacks** +1 to hit. *Hit:* 5 damage

**Attack DCs** Primary DC 9, Secondary DC 6

**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.

**Seige Monster.** You deal double damage to objects and structures.

### ACTIONS

**Hard Punch.** *Fist Attack:* +1 vs AC. *Hit:* 5 (1d6 + 2) slashing damage.

**Knockback.** *Push Attack:* DC 9 vs Strength. *Hit:* the target is pushed up to 10 ft away.

### NOTES

There will come a day when those that sleep under each house will rise with moonlight. Then the roofs will remember the tears and tangled lips that stay silent.

Instead of a head, Ardarians carry a rock on their shoulders and a single eye shines with fiery light.

*Instinct:* Destroy houses.

Ardarians rise out of nowhere directly from the ground. Before they attack people, they will try to destroy their houses first.

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## CHOWMAYHAN

Large plant (solitary, devious), chaotic evil

Level 1 Supporter  
Standard (50 XP)

**Armor Class** 14 (Bark)

**Hit Points** 36

**Speed** 30 ft.

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

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

**Skills** Stealth +3

**Damage Vulnerabilities** acid, fire, lightning

**Damage Resistances** poison, psychic

**Condition Immunities** restrained, grappled, paralyzed

**Senses** tremorsense 120 ft., passive Perception 11

**Languages** Druidic

**Challenge** 1/4

**Attacks** +3 to hit. *Hit*: 9 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.

**Critical Fury.** Your attacks score a critical hit on a roll of 19-20.

## ACTIONS

**Trample.** *Body Attack*: +3 vs AC. *Hit*: 9 (2d8) bludgeoning damage.

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

## NOTES

It's not good to walk on a plowed field after dark: every miller will tell you that's when the Chowmayhan wakes up. His back is made of bark, but he uses almost human-like arms to move around.

*Instinct:* It slithers down the furrow swallowing the dirt, grass and badgers.

It is said to actually be an **oak tree** that went mad with anger against humans, deciding to detach from the ground and attack everything alive or dead. During the day it looks almost like an ordinary, fallen log.

Lucky travelers may avoid it by keeping to the roads and meadows where it dares not tread. But whoever keeps plowing after sundown will disappear off the face of the Earth.

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## Desendusha

Medium humanoid (solitary, stealthy, hoarder, planar, terrifying), chaotic evil

Level 3 Lurker  
Standard (175 XP)

**Armor Class** 14 (Phasing Ability)

**Hit Points** 18

**Speed** 30 ft., 30 ft. through wooden objects

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

**Saving Throws** Dex +3, Str/Int +1, Con/Wis/Cha -2

**Skills** Stealth +7, Sleight of hand +5

**Damage Vulnerabilities** radiant, psychic

**Damage Resistances** poison

**Condition Immunities** poisoned

**Senses** darkvision 45 ft., tremorsense 45 ft., passive Perception 11

**Languages** —

**Challenge** 1

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

**Attack DCs** Primary DC 13, Secondary DC 10

**Wood Glide.** You can glide through nonmagical wood without disturbing the material you move through.

**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, resting and sorting your treasure, until you recover at least 50% of your hit points.

**Shadow Stealth.** While in dim light or darkness, you can take the Hide action as a bonus action.

### Actions

**Slash.** *Claw Attack*: +5 vs AC. *Hit*: 8 (1d8 + 4) slashing

damage.

**Heal 'en Deal 'en.** Even if you're exhausted and bleeding to death, the surroundings of your pocket dimension and treasures you've accumulated over time allow you to heal 1 health point every turn.

### Reactions

**Pickpocket 'en.** Once per turn when a melee attacker misses you, you may grab something on their person that is easy to pocket (GM's choice). Roll sleight of hand and if it is more than the target's passive perception, they don't notice what you took.

### 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.

### Notes

With no mouth to speak of, Desendusha uses her three fingers to tear the skin off of any bare feet that might try to go down stairs at midnight.

Desendusha, with a horrible mark on her forehead, appears under stairs that creak at midnight, in her white skirt, staring through holes in the wood.

*Instinct:* Hide under the stairs, claw at bare feet.

**If the adventurers manage to follow her to the lair and defeat her, they will find all of the things she's collected from the bodies of her victims.**

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## Hand Hound

Small beast (solitary, small, terrifying), lawful neutral

Level 4 Scout  
Standard (275 XP)

**Armor Class** 13 (Skin)

**Hit Points** 36

**Speed** 45 ft.

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

**Saving Throws** Dex +5, Str/Con +2, Int/Wis/Cha +0

**Skills** Acrobatics +6

**Damage Vulnerabilities** fire

**Damage Resistances** necrotic

**Condition Immunities** petrified

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Druidic

**Challenge** 1

**Attacks** +4 to hit. *Hit:* 8 damage

**Attack DCs** Primary DC 12, Secondary DC 9

**Fey Mind.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

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

**Sure-footed.** You have advantage on Strength and

Dexterity saving throws made against effects that would knock you prone.

### Actions

**Hack.** *Bite Attack:* +4 vs AC. *Hit:* 8 (1d8 + 4) slashing damage.

**Grappler.** When you bite your target with at least one free hand, you can use a bonus action to grapple the target.

### Reactions

**Opportunity Grapple.** When you make an Opportunity Attack, you can choose to grapple the target instead.

### Notes

The Hand Hound haunts crossroads when the moon is bloody. Woe unto any man that happens to cross her path at that time.

In her maw, she holds her husband's hand that remained behind after the enemies carried him away during the war.

*Instinct:* Cut off a hand, check if her husband's hand fits instead.

Instead of paws, she has hands on all her legs and therefore can climb any surface.

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## HOWLACHA

Medium humanoid (solitary), chaotic evil

Level 1 Striker  
Standard (50 XP)

**Armor Class** 10

**Hit Points** 33

**Speed** 45 ft.

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

**Saving Throws** Dex +3, Str/Wis +1, Con/Int/Cha -2

**Skills** Acrobatics +5, Intimidation +3

**Damage Vulnerabilities** psychic, necrotic

**Damage Resistances** force

**Condition Immunities** charmed

**Senses** darkvision 60 ft., advantage on smell checks, passive Perception 12

**Languages** Common, Gnoll

**Challenge** 1/4

**Attacks** +5 to hit. *Hit*: 4 damage

**Attack DCs** Primary DC 13, Secondary DC 10

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

**Aggressive.** As a bonus action, you can move up to your speed towards an enemy you can see.

### ACTIONS

**Slash.** *Melee Weapon Attack*: +5 vs AC. *Hit*: 4 (1d4 + 2) slashing damage.

**Multiattack.** Howlacha makes two melee attacks.

### NOTES

The runaway bride, Howlacha left her house and howled at the full moon, and then ran through the fields until the villagers found her one morning by some slaughtered sheep, wrapped in their bloodied wool. She then ran away from the doctor who was taking care of her as well, and slit her husband's throat in their marital bed. Now, whenever the villagers hear a howl in the night, they know it's the Howlacha laughing.

It will go for your throat, period.

*Instinct: Slaughter mammals.*

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## LEAFTER

Huge plant (solitary, devious), neutral

Level 5 Supporter  
Elite (900 XP)

**Armor Class** 16 (Amorphous)

**Hit Points** 94

**Speed** 30 ft., climb 30 ft.

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

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

**Skills** Nature +4, Stealth +7

**Damage Vulnerabilities** acid, fire, slashing

**Damage Resistances** bludgeoning, force, psychic

**Condition Immunities** blinded, deafened, incapacitated

**Senses** tremorsense 120 ft., passive Perception 12

**Languages** Druidic

### Challenge 3

**Attacks** +7 to hit. *Hit*: 9 damage

**Attack DCs** Primary DC 15, Secondary DC 12

**Aggressive.** As a bonus action, you can move up to your speed towards an enemy you can see.

**Alien Mind.** You have advantage on Wisdom saving throws.

**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.

**Constrict.** At the start of your turn, deal bludgeoning damage equal to your level to any creature that you are grappling.

**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

**Bite.** *Bite Attack*: +7 vs AC. *Hit*: 9 (2d8) piercing damage.

**Thorns.** *Thorn Attack*: +7 vs AC. *Hit*: 9 (2d6 + 2) slashing damage.

### 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.

### NOTES

An oak tree unwraps and the Leafter infects the nearest hedge, completely. Her ears are made of leaves and tiny, while the body tends to morph and occupy the hedge's branches. Whoever sees it, gets dragged into the hedge and passersby may hear cries of pain from it tomorrow.

*Instinct: Drag people away.*

Some say it hisses, others that its screams will rattle your teeth until they fall off. But if you hear a rustle in the hedge, run to the middle of the field. Otherwise, your limbs might get planted instead of the crops.

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## MOTHER KILLER

Medium humanoid (solitary, divine), lawful evil

Level 7 Sniper  
Elite (1,450 XP)

**Armor Class** 19

**Hit Points** 107

**Speed** 45 ft., fly 45 ft.

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

**Saving Throws** Wis +9, Int/Cha +6, Str/Dex/Con +3

**Skills** Intimidation +8, Insight +7

**Damage Vulnerabilities** radiant, psychic

**Damage Resistances** piercing, cold

**Damage Immunities** poison, force

**Condition Immunities** charmed, paralyzed

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Celestial, Primordial

**Challenge** 4

**Attacks** +7 to hit. *Hit*: 23 damage

**Attack DCs** Primary DC 15, Secondary DC 12

**Alien Mind.** You have advantage on Wisdom saving throws.

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

**Damage Absorption.** Whenever you would take damage of a specific type, you instead regain that many hit points.

**Damage Transfer.** When you take damage from an attack, you can transfer half of the damage to another creature within 5 ft of you.

**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*.

**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.

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

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

**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.

**Wakeful.** You are never caught sleeping.

### ACTIONS

**Slap.** *Fist Attack*: +7 vs AC. *Hit*: 23 (3d12 + 4) necrotic damage.

**Killing Gaze.** *Attack Vs Women Only*: DC 15 vs Wisdom save. *Hit*: the target takes 23 (3d12 + 4) necrotic damage, and is blinded, as her hair turns white and starts falling out.

### 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.

### NOTES

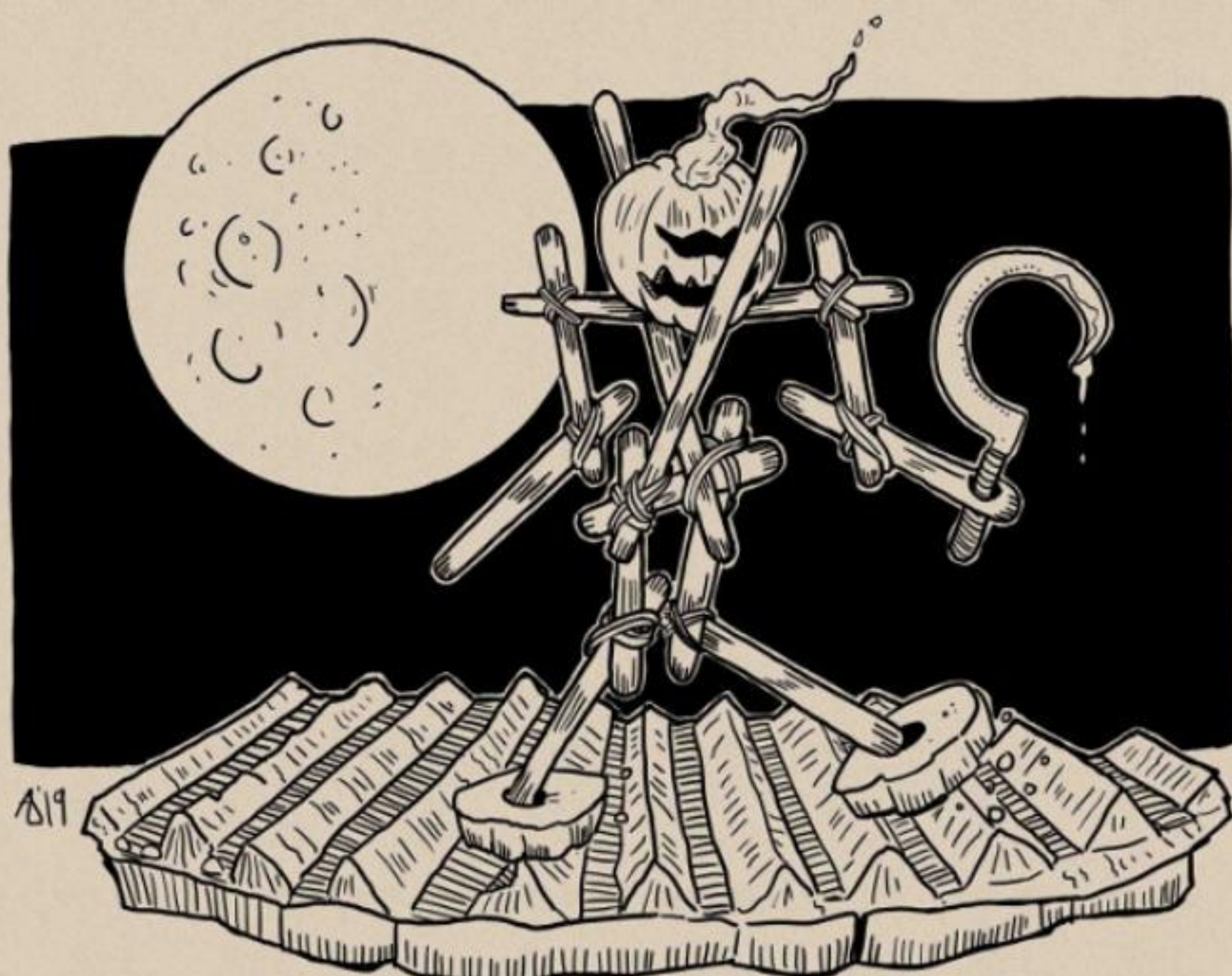
Wearing only a white robe, the Mother Killer's bare feet glide over the fences and shrubs. She releases six butterflies upon entering a village. Wherever the last one lands, the oldest woman in that house will die.

*Instinct: Kill women who have felt the touch of a man.*

No male eye can stay dry when they see her as she inevitably makes them think of their own mothers.

She has to see her target, but once she does, the woman's eyes and flesh turn white, hair and nails grow out, and her heart explodes with a loud pop.

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## PUMPKINYAK

Medium construct (devious), unaligned

Level 3 Defender  
Minion (43 XP)

**Armor Class** 15 (Amorphous)

**Hit Points** 10

**Speed** 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 +6

**Damage Vulnerabilities** slashing

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** blinded

**Senses** passive Perception 10

**Languages** —

**Challenge** 1/2

**Attacks** +1 to hit. *Hit*: 5 damage

**Attack DCs** Primary DC 9, Secondary DC 6

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

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

**Parry.** You can spend your reaction to gain +3 AC against one melee attack that you can see.

### ACTIONS

**Slash.** *Sickle Attack*: +1 vs AC. *Hit*: 5 (2d4) slashing damage.

**Swarm of Insects.** *Bites*: Melee Weapon Attack: +3 to hit, reach 0 ft., one target in the swarm's space. *Hit*: 5 (2d4) piercing damage.

**Multiattack.** When you drop below half your hit points, the pumpkin head breaks and a swarm of insects surrounds one target. Now you can attack twice each turn.

### NOTES

When the wheat is cut, that wheat field must not have one pumpkin on it, every last rope must be taken away. Otherwise, the Pumpkinyak will collect all pieces of wood and tie them together with a pumpkin on top.

Pumpkinyak walks with his feet of dirt through the fields looking for a sickle in order to cut off some heads.

*Instinct: Cut and hide drunk men's heads.*

In the morning after a particularly happy celebration, careful people might find a drunk person's body in the plowed field, but their heads only a year later, screaming out of the wheat that needs cutting again.

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## SILKUSHA

Level 6 Scout  
Minion (143 XP)

*Small undead (solitary, stealthy, cautious), chaotic evil*

**Armor Class** 14 (Dexterity)

**Hit Points** 15

**Speed** 45 ft., fly 45 ft.

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

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

**Skills** Deception +10, Performance +7, Stealth +6

**Damage Vulnerabilities** radiant

**Damage Resistances** poison, necrotic

**Condition Immunities** frightened, grappled

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Elvish

**Challenge** 1/2

**Attacks** +3 to hit. *Hit*: 6 damage

**Attack DCs** Primary DC 11, Secondary DC 8

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

**(Scout) Explorer.** You can climb and move across difficult terrain without any movement penalty.

**(Scout) You Can't Hide.** You have advantage when trying to detect hidden enemies. Any enemy that you can see is also visible to your allies.

### ACTIONS

**Slash.** *Thorn Attack*: +3 vs AC. *Hit*: 6 (1d6 + 3) slashing damage.

**Eye Gouge.** If your hit points are at 33% or lower, you become blinded as Silkusha gouges at your eyes.

### NOTES

Cursed by her sisters, Silkusha wanders from place to place looking for men to gouge their eyes out.

The ends of her blond hair are covered in thorns and she will try to attract men close enough until she can reach them. The only way you can avoid losing your eyes once she sees you is by covering them with a silk scarf.

*Instinct: Slash at men's eyes.*

Silkusha will try to attract people by pretending she still has a body and it's as beautiful as her head.

Her head flies all on her own.

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