

## FROGENYAK

Medium aberration (solitary, stealthy, devious), neutral evil

Level 4 Lurker  
Standard (275 XP)

**Armor Class** 13 (Natural. Worm Appendages have an AC of 11.)

**Hit Points** 32

**Speed** 20 ft. upstream, swim 30 ft., Pull speed: 20 ft. per turn.

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

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

**Skills** Stealth +5

**Damage Vulnerabilities** lightning

**Damage Resistances** bludgeoning, fire

**Condition Immunities** frightened

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

**Languages** —

**Challenge** 1

**Attacks** +6 to hit. *Hit:* 13 damage

**Attack DCs** Primary DC 14, Secondary DC 11

**(Lurker) Camouflage.** When you are hidden, enemies cannot spot you with passive perception and they have disadvantage when making active checks to find you.

**(Lurker) Cunning Action.** You can Dash, Disengage, or Hide as a bonus action.

**(Lurker) Guerilla.** When you make an attack while hidden, you don't reveal yourself and can remain in hiding.

**Appendages AC and HP.** Frogenyak has two limbs with appendages it can use to attack and grapple, while it

uses the other two to attach to the river bottom and move underwater. Limbs have an AC of 11, and 7 hit points each.

### ACTIONS

**Appendages.** Ranged Weapon Attack: +6 vs AC, range 20 ft, two targets. *Hit:* 13 (2d8 + 4) bludgeoning damage.

**Bite.** Melee Weapon Attack: +6 vs AC. *Hit:* 13 (2d8 + 4) piercing damage.

**Grapple Attack.** Ranged Weapon Attack: DC 14 vs Strength. *Hit:* the target is grappled and pulled 20 ft towards your mouth.

### PARAGON ACTIONS

You can take 2 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

In the Mehemed's whirlpool lurks the Frogenyak. With a body made of worms and teeth of stone, its head is black as a pot so the eyes can not be seen. Its skin is the color of greasiest animal fat and his every limb ends in three slick, snake-like appendages.

*Instinct:* Pull any large animal or human that comes to drink water near its lair.

Once it feeds in one whirlpool, it goes looking for another one, and that's why people always have to be on guard when they walk near water, on their own or with their live stock.

Made with Giffyglyph's Monster Maker



## HOSICILE

Medium beast (solitary, magical, terrifying, devious), neutral

Level 1 Scout Standard (50 XP)

**Armor Class** 14 (Chains)

**Hit Points** 26

**Speed** 45 ft., glides over water

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

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

**Skills** Acrobatics +5, Athletics +2, Survival +3

**Damage Vulnerabilities** fire

**Damage Resistances** cold

**Condition Immunities** deafened, charmed

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

**Languages** Common, Elvish

**Challenge** 1/4

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

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

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

### ACTIONS

**Bite.** *Melee Weapon Attack*: +3 vs AC. *Hit*: 6 (1d8 + 2) piercing damage.

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

### REACTIONS

**Chained Shield.** Once per turn, Hosaicile can use the chains around his wrists to add +2 to his armor to avoid bludgeoning 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.

**Loud Neigh.** If you understand Elven and hear the Hosaicile neigh, roll a Constitution save vs DC 11. If you fail, you are deaf and drop everything you're holding.

*GM notes:* Roll 1d20 when you use a legendary action and if you roll 10+, Hosaicile regains that ability at the end of its turn.

**Loud Eyes.** If you get close enough to Hosaicile to see its yellow eyes, roll a Constitution save vs DC 11. On a failed roll, the you can no longer see anything but those eyes and unimaginable pain of Hosaicile's existence (blind condition). You also drop whatever you're holding.

*GM notes:* Roll 1d20 when you use a legendary action and if you roll 10+, Hosaicile regains that ability at the end of its turn.

### NOTES

Every full moon night, the Hosaicile goes from the source of the rivulete Gribaya to the river Sprecha, neighing loudly with no care for deep water.

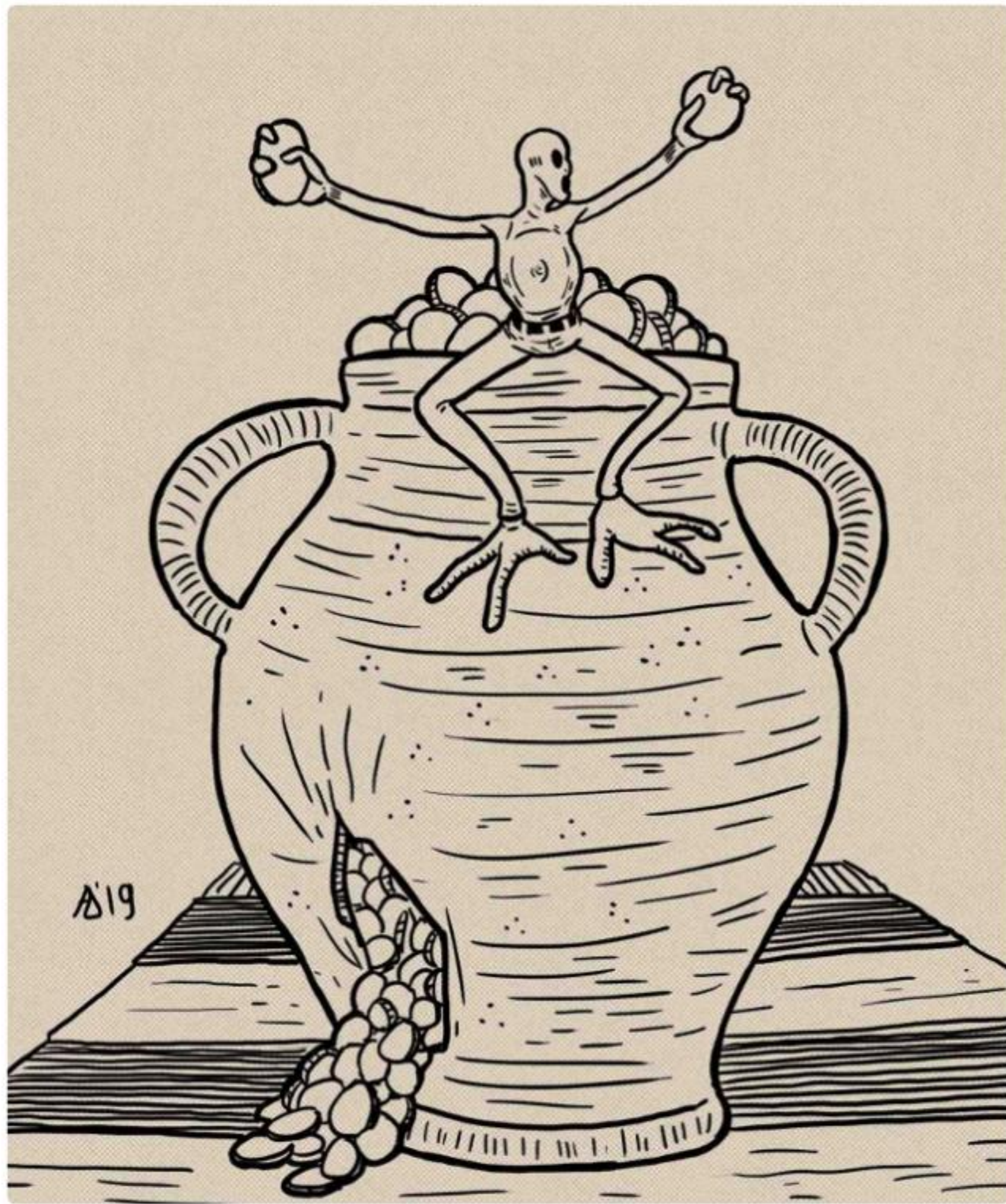
When you hear him, you go deaf for three days. When a man sees him, he becomes sick. When you look into his eyes, your arms go numb and you drop whatever you're holding.

*Instinct:* Run down the stream of Gribaya.

He can literally run on water.

He has a horse's head and his forearms are wrapped in chains.

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## POTIMP

*Tiny fiend (savage), lawful evil*

Level 2 Defender  
Standard (112 XP)

**Armor Class** 13

**Hit Points** 13

**Speed** 20 ft, fly 40 ft

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

**Saving Throws** Dex +6, Con/Cha +4, Str/Int/Wis +1

**Skills** Deception +4, Insight +3, Persuasion +4, Stealth +5

**Damage Resistances** cold, bludgeoning, piercing, slashing

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft, passive Perception 11

**Languages** Common, Infernal

**Challenge** 1/2

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

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

**Shapechanger.** The potimp can use its action to polymorph into a beast form that resembles a mongoose (speed 20 ft.), a magpie (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Devil's Sight.** Magical darkness doesn't impede the potimp's darkvision.

**Variant: Seal Bound.** The potimp can enter into servitude to another creature that binds it by its name to a seal on specially made pots that hold treasures. In doing so, it forms a Telepathic Bond with its master, who can be alarmed about any intruders trying to steal the treasure anywhere in the world, and sense what the potimp senses as long as they are within 1 mile of each other. The potimp wants to end such servitude and might aid the intruders against its masters wishes if and when they disturb the magical seals on its pot.

*Alternative Rule: If a PC understands infernal, they might find the potimp's secret name on the seal and bind the creature to aid them in a similar way to its previous.*

## ACTIONS

**Sting (Bite in beast form).** *Melee Weapon Attack:* +3 vs AC of one target. *Hit:* 6 (2d4 + 1) piercing damage plus (2d6) poison damage. The target must make a DC 11 Constitution saving throw, taking the poison damage on a failed save, or half as much damage on a successful one.

## REACTIONS

**Invisibility.** The imp magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.

*Made with Giffyglyph's Monster Maker*



## SHANISHNYAK

Medium beast (solitary, intelligent, cautious, hoarder), chaotic neutral

Level 7 Lurker  
Standard (725 XP)

**Armor Class** 14 (Natural)

**Hit Points** 54

**Speed** 45 ft, climb 30 ft

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

**Saving Throws** Str +5, Dex/Con +2, Int/Wis/Cha -1

**Skills** Acrobatics +10, Athletics +5, Stealth +10, Sleight of hand +7

**Damage Vulnerabilities** thunder, force

**Damage Resistances** poison, slashing, cold

**Condition Immunities** poisoned, stunned

**Senses** darkvision 60 ft, advantage on perception checks with hearing, passive Perception 13

**Languages** Common, Gnoll

**Challenge** 3

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

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

**(Lurker) Camouflage.** When you are hidden, enemies cannot spot you with passive perception and they have disadvantage when making active checks to find you.

**(Lurker) Guerilla.** When you make an attack while hidden, you don't reveal yourself and can remain in hiding.

**(Lurker) Cunning Action.** You can Dash, Disengage, or Hide as a bonus action.

### ACTIONS

**Shortsword.** *Melee Attack*: +7 vs AC. *Hit*: 16 (3d8 + 3) piercing damage.

**Grapple.** *Melee Weapon Attack*: DC 15 vs Dexterity. *Hit*: the target is grappled by Shanishnyak's tail.

**(Bonus Action) Slap On The Wrist.** Immediately after you take the Grapple action on your turn, you can make an unarmed strike (+7 vs AC, *hit*: 5 (2d4) bludgeoning damage) as a bonus action.

### NOTES

A night thief, Shanishnyak can steal flour even under Zapitnyak's nose. His 6 ft long tail unfurls and keeps a hold of things as big as it is. Seen by many a fisherman running across bridges, he is said to be immortal as long as there are water mills on Gribaya where he may eat for free.

*Instinct: To steal flour from under the flour making stone.*

Thick fur protects it from the cold of winter.

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## ZAPITNYAK

Medium aberration (solitary, cautious, terrifying),  
lawful good

Level 6 Controller  
Standard (575 XP)

**Armor Class** 15 (Natural)

**Hit Points** 64

**Speed** 30 ft, swim 30 ft

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

**Saving Throws** Str +6, Dex/Con +3, Int/Wis/Cha +0

**Skills** Stealth +6, Acrobatics +6

**Damage Vulnerabilities** acid, necrotic

**Damage Resistances** fire, psychic

**Condition Immunities** petrified, paralyzed

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

**Languages** Undercommon

**Challenge** 2

**Attacks** +5 to hit. *Hit*: 15 damage

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

**(Controller) Crippling Strike.** Halve your attack damage to reduce your target's speed to 0ft until the start of your next turn and disengage.

**Blood Frenzy.** In water, you have advantage on melee attack rolls against any creature that doesn't have all its hit points.

### ACTIONS

**Claw.** *Melee Weapon Attack*: +5 vs AC. *Hit*: 15 (2d10 + 4) piercing damage.

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

### NOTES

Usually sleeping in the watermill dam, Zapitnyak's skin resembles more a wrinkled dress than anything else. His mouth is tight like an iron grid it uses to drain flour through.

Whoever comes to steal flour from the mill, Zapitnyak's tail full of teeth extends and cuts the thief's legs off.

*Instinct: To protect the flour and the mill.*

The grids across its mouth and eyes are not something you want to see up close, but the tail end is the most horrible part.