

MONSTROUS MENAGERIE

FEARSOME

CRITTERS

MONSTROUS MENAGERIE presents new and fantastic creatures with which Game Masters of all levels of experience can populate their campaign worlds. The creatures found within these pages may be beneficent or malign, horrific or wondrous, but all are sure to astound your players.

Life on the borderlands has always been hard. Carving a piece of civilization out of the wilds is dangerous and tiring; not only are the wilds filled with vicious foes, but you have the magical beasts of the Feywild to contend with as well. Some delight in helping out the civilized people, but can have a mischievous streak. Others seek to drive the push of civilization back away from their territory and the borders of the fey realms. They do this by stealthy attacks, magical powers or by even stealing the children of the settlers to raise them as fey.



WRITING JON BUPP
COLOR ART VANESSA BAILEY
EDITING JAMES J. HAECK
LAYOUT ERIC LIFE-PUTNAM

AGROPELTER

While walking through an unfamiliar forest, you hear a loud crack of breaking wood and are hit hard from behind. Whirling around you see nothing, but a large tree branch lays at your feet. Another crack sounds. Turning, you see another branch flying your way, as a villainous looking ape ducks behind the canopy of a withered tree.

Agropelter

Small fey, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	11 (+0)	4 (-3)	12 (+1)	6 (-1)

Skills Perception +4, Stealth +6

Senses passive Perception 15

Languages sylvan

Challenge 1 (200 XP)

Nimble Escape. The agropelter can take the Disengage or Hide action as a bonus action.

ACTIONS

Branch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) bludgeoning damage.

Hurled Branch. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 3) bludgeoning damage.

The agropelter is three feet tall and has a slender and wiry body. It has the villainous face of an ape, and arms like muscular whiplashes, with which it can snap off dead branches and hurl them through the air at deadly speeds. Agropelters are remarkably fast free-climbers and acrobatically swing from branch to branch.

The agropelter makes its home in a large dead tree with a sturdy base, preferably one already hollow, but if not the creature would eat out the remaining wood inside. Such trees have a large amount of dead branches covering the outside. Its primary diet consists of woodpeckers and owls, though it will eat just about any meat. Agropelters supplement their diet with rotting wood.

The territorial agropelter is known to tossing hunks of wood at intruders. They prefer to strike from behind, but are so fast and hide so well that a target could never see them by the time they turned around. They take the bodies of their victims and stuff them into hollow trees. They then save them to eat them later.

STORY HOOK

Rumors spread of lumberjacks disappearing in an ancient and untouched woodlands, and a reward is put on their rescue. As the PCs investigate, they begin finding bodies folded into hollow trees.



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JACKALOPE

A sudden flash of movement draws your attention to a clump of tall grass. Poking over the blades of grass are a pair of ivory antlers, but as you look closer, they are not attached to a stag but a four-foot long jackrabbit!

Jackalope

Medium fey, unaligned

Armor Class 13

Hit Points 9 (2d8)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	8 (-1)	14 (+2)	10 (+0)

Skills Perception +3, Stealth +2

Senses passive Perception 15

Languages —

Challenge ½ (100 XP)

Mimicry. The jackalope can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Charge. If the jackalope moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

A jackalope can mimic any sounds it hears, even voices. It has a beautiful singing voice, akin to a human male tenor regardless of the jackalope's sex, and will sing along with any songs it hears. When chased, the jackalope will use its vocal abilities to elude capture, throwing its voice to trick its pursuers into running a different direction.

The best way to catch a jackalope is to lure it with dwarven whiskey, as they have a particular fondness for this drink. A single ounce of the stuff will intoxicate it, granting it the poisoned condition and reducing its speed to 25 feet.

Though accustomed to roaming in herds called flaggerdoots, lone jackalopes are occasionally encountered. These rogue jackalopes are usually exiles from their flaggerdoot, or lost souls that were left behind in the wild as children.

STORY HOOK

While sitting around the campfire, the party's bard begins their Song of Rest. The bard is unexpectedly joined by a chorus of jackalopes, singing from the edge of the firelight.

PUCKWUDGIE

A gathering of short, grey-skinned creatures welcomes you. They have long, spiky hair, with noses and ears seemingly made for someone of a much greater stature. Their long, fat fingers reach out towards you, and they ask, "What can we do for you?"

Puckwudgie

Small fey (shapechanger), chaotic neutral

Armor Class 13

Hit Points 55 (10d6+20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	10 (+0)	12 (+1)	14 (+2)

Skills Perception +4, Stealth +6

Senses darkvision 60 feet, passive Perception 14

Languages Common, Sylvan

Challenge ½ (100 XP)

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

Shapechanger. The puckwudgie can use its action to polymorph into a porcupine-humanoid hybrid or back into its true form, which is humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Innate Spellcasting. The puckwudgie's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *produce flame*

1/day: *blindness/deafness*, *confusion*



ACTIONS

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must make a DC 13 Constitution save. On a failure, the target becomes poisoned. The target may make a new save at the end of each round. A success removes the condition.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

Quills (Hybrid form only). *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 10 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

A puckwudgie stands two to three feet tall. Their features resemble those of a human, but with enlarged noses, fingers and ears. Their skin is described as being a smooth grey, and at times has been known to glow. Puckwudgies have a sweet smell. What clothing they do wear is made from grasses, leaves and flowers, which serves as a natural camouflage.

Puckwudgies are capable of both good and evil. At first they can be good natured and helpful beings who inhabit forests on the edges of civilization. If treated kindly and given treats and trinkets, they will continue to be a blessing on a community and live in harmony. If they are wronged in any way they turn into mischievous trouble-makers. A slighted puckwudgie is capable of terrible, even deadly deeds. They will sabotage, start fires, and use their magic to sow confusion and kidnap the children of those that have wronged them.

Puckwudgies forests often inhabited by will-o'-wisps. Stories claim that these are the spirits of those slain by puckwudgies, and that they can control the will-o'-wisps.

STORY HOOK

A troupe of puckwudgies from the nearby forest seek to aid the PCs in the day to day workings of their new stronghold. If the PCs accept their help, **will-o'-wisps** soon start filling the keep and causing chaos.

WAMPUS CAT

A fetid odor strikes your nose seconds before the muscular black cat attacks. It lets out a high-pitched hiss as its too-human eyes meet yours. Its amber gaze makes your blood run cold as you try to stand your ground before its fury.

Wampus Cat

Medium fey, neutral evil

Armor Class 15

Hit Points 52 (7d10 + 12)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	15 (+2)	12 (+1)	14 (+2)	13 (+1)

Skills Perception +4, Stealth +6

Senses darkvision 120 feet, passive Perception 15

Languages Common, Sylvan

Challenge 3 (450 XP)

Frightening Gaze. The wampus cat fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 13 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the wampus cat's gaze for the next 24 hours.

Stench. Any creature other than a wampus cat that starts its turn within 5 feet of the wampus cat must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all wampus cats for 1 hour.

ACTIONS

Multiattack. The wampus cat makes 2 claw attacks and 1 bite attack.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Legend says that the original wampus cat was a woman possessed by the spirit of a great mountain cat. These silent predators have been known steal children to be raised by the hags or other Unseelie fey. When it attacks, it lets out a strange, high pitched hissing sound.

This great cat has six legs, but will occasionally run upright on just two legs. The wampus cat has a sleek, heavily muscled frame with jet black fur and a horrible smell like that of a wet animal that has fallen into a bog after it messed with a skunk. It has startlingly human eyes that shine with an eerie yellow glow.

Wampus cats live in deserted, humid areas with much plant growth, particularly swamplands and forested ravines. Wampus cats range from 7 to 9 feet long and can weigh anywhere from 250 to 700 pounds.

STORY HOOK

The mayor's infant son has disappeared. Large feline tracks lead from the nursery to the swamps.

