

# MONSTROUS MENAGERIE MYTHICAL SPOOKS

**M**ONSTROUS 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.

These three creatures are appropriate for a night of horror gaming, as minions of a spooky evil mastermind, or as reminders of the price of wickedness.



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## Acheri

Small undead, neutral evil

**Armor Class** 11

**Hit Points** 35 (10d6)

**Speed** 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	13 (+1)	10 (+0)	9 (-1)	9 (-1)	17 (+3)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing and slashing from nonmagical weapons

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 9

**Languages** any languages it knew in life

**Challenge** 4 (1,100 XP)

**Aura of Affliction (1/Day).** The acheri can undertake a 1 hour ritual to bind itself to a 15-foot radius area. While bound to the area, the acheri cannot move outside of it unless it spends 1 hour to undo the ritual. While bound, at dawn every creature in a 1-mile radius must make a DC 13 Constitution saving throw. On a failed save, the creature's Constitution is reduced by 1. The target dies if this reduces its Constitution to 0. Otherwise, the reduction lasts until the target finishes a long rest. While a creature's Constitution is reduced it has the poisoned condition. This is a poison effect.

**Ethereal Sight.** The acheri can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The acheri can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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**Infected Victims.** Any creature that dies as a result of reduced Constitution by the acheri becomes riddled with disease. Any creature attempting to handle the body must make a DC 13 Constitution saving throw or reduce its Constitution by 1 and is poisoned until it finishes a long rest. This is a poison effect.

**Stench.** Any creature that starts its turn within 5 feet of the acheri must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the acheri's Stench for 24 hours.

### ACTIONS

**Touch of Disease.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 11 (3d6+1) poison damage. On a critical hit, the creature suffers as though it failed a saving throw against the acheri's Aura of Affliction.

**Plague Burst (Recharge 5–6).** Each creature within 30 feet must make a DC 13 Constitution saving throw. On a failed save the creature's Constitution is reduced by 1d4. The creature dies if this reduces its Constitution to 0. Otherwise, the reduction lasts until the creature finishes a short or long rest. While a creature's Constitution is reduced it has the poisoned condition. On a successful save, the creature is poisoned until the end of its next turn. This is a poison effect.

Unlike normal ghosts who appear because of some unfinished business, acheri come forth after a child is murdered or left to die while in isolation. This tragedy corrupts the youthful soul, filling it with sickness, disease, and a compulsive need to spread infection to other beings.

Looking much like they did in life, the only way to tell the difference from an acheri and a normal ghost is to notice the spirit's eyes have been replaced with large black circles—deep pits leading into endless nothingness.

Acheri travel from the place of their death to the nearest settlement of intelligent creatures and use their new powers to spread sickness until everyone in the community is either dead or gone, then journeys to the next nearest village to do the same. While this may seem malevolent acheri do not act out of malice or hatred—after the transformation they have no memories of their past lives and cannot

be reasoned with, driven forward only by the raw emotions and impulses of their twisted soul.

## Cuca

Small fey, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 52 (15d6)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	10 (+0)	9 (-1)	9 (-1)	14 (+2)

**Saving Throws** STR +4, DEX +4, CON +2

**Skills** Stealth +4

**Senses** passive Perception 9

**Languages** Sylvan

**Challenge** 2 (450 XP)

**Hide in Plain Sight.** The cuca can fold its body into itself and become indistinguishable from a pumpkin. While in this form the cuca is restrained and unable to attack, but it can still cast spells.

**Innate Spellcasting.** The cuca's spellcasting ability is Charisma (spell save DC 13). The cuca can innately cast the following spells, requiring no material, somatic, or verbal components:

**At will:** *minor illusion*

**2/day each:** *silent image*

**1/day each:** *invisibility*

**Magic Resistance.** The cuca has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained.

**Swallow.** The cuca makes one bite attack against a Medium or smaller creature it is grappling (the cuca has advantage when using this attack against a Small-sized or smaller creature). If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the cuca, and it takes 14 (4d6) acid damage at the start of each of the cuca's turns. If the cuca takes 10 damage or more on a single

turn from a creature inside it, the cuca must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the cuca. If the cuca dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

The cuca is a cruel fey that delights in preying upon villages in search of what it believes to be naughty children worthy of punishment. Having a head resembling a jack-o-lantern and a long sinewy body similar to vines that seem to twist and turn on their own, the cuca stalks in the night moving swiftly from house to house until it spots a youngster still up after dark. Once it finds its prey the cuca hunts after them for days, even weeks, playing pranks on the child to get them in trouble with their community's adults. Only once it is satisfied with the pain it has inflicted does the cuca use its powers to lure its youthful victim out of bed—to be devoured.

## Rabisu

Medium fiend, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 97 (15d8+30)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	10 (+0)	13 (+1)

**Saving Throws** STR +5, CON +4

**Skills** Athletics +7, Intimidation +5

**Damage Resistances** necrotic; bludgeoning, piercing and slashing from nonmagical weapons

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Abyssal, Celestial, Infernal

**Challenge** 4 (1,100 XP)

**Leap.** The rabisu can long jump up to 30 feet and high jump up to 20 feet.

**Pounce.** If the rabisu moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the rabisu can make one bite attack against it as a bonus action.

**Regeneration.** The rabisu regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight. If the rabisu takes radiant damage or damage from holy water, this trait doesn't function at the start of the rabisu's next turn.

**Sunlight Weakness.** While in sunlight, the rabisu has disadvantage on attack rolls, ability checks, and saving throws.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the rabisu, incapacitated, or restrained. *Hit:* 6 (1d6+3) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the rabisu regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a rabisu spawn under the rabisu's control.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8+3) damage. Instead of dealing damage, the rabisu can grapple the target (escape DC 13).

The bastardization of angels, rabisu warp the beauty and purity of the celestial beings they once were into abominable horrors that feed off the mortals they served before their transformation. These vile creatures stand gaunt, have raven-like wings, a mouth that is a twisted maw of fangs, and long blade-like nails.

Either because they choose to become evil or were corrupted by it, these formerly holy warriors have been reborn as perversions that lurk in the shadows to perform the bidding of evil masters. Usually they

## Rabisu Spawn

Medium undead, neutral evil

**Armor Class** 12 (natural armor)

**Hit Points** 32 (5d8+10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	14 (+2)	8 (-1)	9 (-1)	9 (-1)

**Saving Throws** STR +4, CON +4

**Damage Resistances** necrotic; bludgeoning, piercing and slashing damage from nonmagical weapons

**Senses** darkvision 60 ft., passive Perception 9

**Languages** the languages it knew in life

**Challenge** 2 (450 XP)

**Leap.** The rabisu spawn can long jump up to 20 feet and high jump up to 10 feet.

**Pounce.** If the rabisu spawn moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the rabisu spawn can make one bite attack against it as a bonus action.

**Undead Fortitude.** If damage reduces the rabisu spawn to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the rabisu spawn drops to 1 hit point instead.

#### ACTIONS

**Multiattack.** The rabisu spawn makes two attacks.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage.

are couriers for more powerful fiends, passing messages to cohorts on the Material Plane, but almost as often they're potent necromancers in their own right that create lesser spawn of themselves to enact truly fell works. 