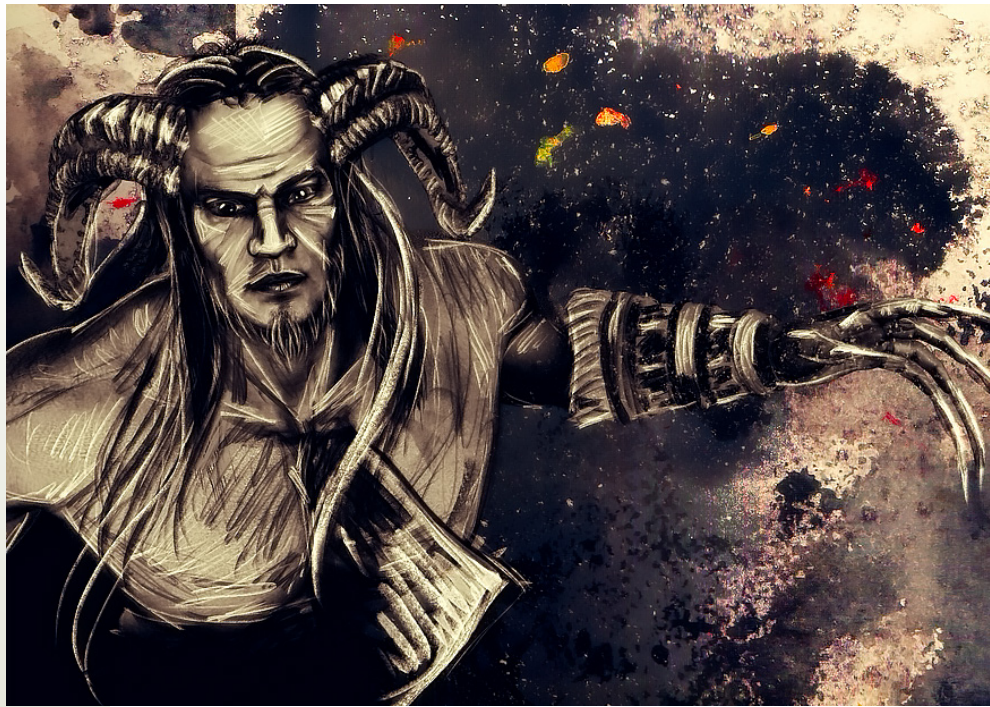


MONSTROUS MENAGERIE FROM STRANGER WOODS

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. With this article, you can welcome bizarre fey creatures from Eastern European folklore to your Fifth Edition game.



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OCHOKOCHI

The ochokochi (oh-choh-koh-chee) is based on a monster from Georgian folklore.

Bestial Guardians. Ochokochi appear as ugly, 8-foot tall goat-horned humanoids covered in rust-colored hair, their hands ending in foot-long razor-sharp claws. An ochokochi's most striking feature, however, is a protuberance on its chest in the form of a 4-foot long bony cleaver. Despite their hunched and awkward gait, ochokochi are surprisingly fast and agile, and blend well with their surroundings. They are superficially similar to satyrs but are much dimmer than their distant cousins, with preferring the screams of the hunted to and the music of lyres and pipes.

Hunters of Hunters. Ochokochi inhabit wooded mountains and valleys, mostly stalking wild animals, though they prefer humanoid prey. They never harm sentient creatures native to their woods, but they despise interlopers, especially human hunters. Ochokochi often catch hunters and travelers by surprise, grabbing them with their claws and impaling them on the cleaver protruding from their chests. As normal weapons can barely harm them, ochokochi are greatly feared, and even the most seasoned hunters refuse to go into the woods when these creatures are rumored to be around.



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Ochokochi

Large fey, neutral

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	8 (-1)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Stealth +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Languages understands Sylvan but does not speak

Challenge 6 (2,300 XP)

Keen Hearing and Smell. The ochokochi has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The ochokochi makes two claw attacks and one cleaver attack if it is grappling a creature.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage, and the target is grappled (escape DC 16) if it is a Large or smaller creature and the ochokochi doesn't have another creature grappled.

Cleaver. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one grappled creature. *Hit:* 23 (4d8 + 5) piercing damage.



POLUDNITSA

The poludnitsa (poh-lood-nit-sah) is based on a capricious trickster that appears in Polish, Russian, and Slovak folklore.

Fey of the Farmland. While most fey creatures lurk in forests and prefer twilight or darkness, poludnitsas (also known as midday maidens) dwell in fields of rye and corn near human settlements, most often appearing on hot summer days at high noon. They usually adopt the guise of peasant girls or women, blending with other field workers to pick off potential targets for their malicious punishments. In their true form, poludnitsas appear as comely, elven women clad in all white and carrying a scythe or shears, their bodies shining with radiant sunlight.



Unpredictable Tricksters. The intentions of poludnitsas are hard to predict. Some days, they lure adventurers into ambushes, drive travelers mad, or cause mayhem in villages while changing disguises. On others, they punish the haughty and greedy and dispense helpful advice to wanderers. Poludnitsas loathe and despise hags of all types—though they are sometimes every bit as wicked as their adversaries—and usually aid those who seek to slay them.

Poludnitsa

Medium fey, chaotic neutral

Armor Class 15

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	14 (+2)	15 (+2)	16 (+3)

Skills Deception +5, Nature +4, Perception +4

Damage Resistances fire, radiant

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Faerie Blessing. The AC of the poludnitsa includes her Charisma bonus.

Illumination. The poludnitsa sheds bright light in a 20-foot radius and dim light for an additional 20 feet. She can suppress or resume the radiance with an action.

Innate Spellcasting. The poludnitsa's innate spellcasting ability is Charisma (spell save DC 15, +5 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect magic*, *disguise self* (humanoid forms only), *druidcraft*, *light*

2/day: *daylight*, *ray of enfeeblement*

1/day: *confusion*

ACTIONS

Multiattack. The poludnitsa makes two scythe attacks or uses sunstroke twice.

Scythe. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 7 (2d6) radiant damage.

Sunstroke. *Ranged Spell Attack:* +5 to hit, range 90 ft., one target. *Hit:* 15 (4d6) radiant damage.

SAMOVILA

The samovila (sah-moh-vee-lah) is based on a creature common in the folklore of Serbia and Bulgaria. Samovilas are ascribed a plethora of different abilities in different sources, and this interpretation includes only some of them.

Inscrutable Archfey. Samovilas resemble tall, regal elven women with translucent radiant wings, wearing angelic garments of many colors. Their unnerving features—mismatched eyes, abnormally long hair, or cloven feet—are a constant reminder of their otherworldly nature, though they usually hide their true appearance while dealing with lesser mortals. Samovilas hold incredible power within the faerie courts, and most other fey creatures accept their dominion out of reverence or fear. Embodying both nurturing and destructive aspects of nature, samovilas can be motherly guardians of the fey and benevolent helpers of mortals—or heartless taskmistresses exploiting their kin to suit their vanity and menacing mortal races with destruction. An especially powerful samovila could be a warlock's Archfey patron.

Ladies of Drought and Harvests. Most samovilas control water-wells, plants, and soil. In accordance with their nature, kind or cruel, samovilas use their magical abilities to either bolster all things that grow or despoil them by draining water and spreading wildfires, representing the capricious whims of the elements. Humans and other races that depend on agriculture fear the ire of a samovila and will often do her bidding, lest a sudden drought wipe out their crops or a forest fire destroy their homes. Likewise, in the Feyrealm, dryads and treants live in constant awe of samovilas but resent their power and seek to undermine it.

Samovila

Medium fey, neutral good (50%) or neutral evil (50%)

Armor Class 16

Hit Points 107 (14d8 + 42)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	17 (+3)	16 (+3)	14 (+2)	19 (+4)

Saving Throws Str +4, Dex +6, Con +7

Skills Intimidation +8, Insight +7, Nature +6, Perception +7

Senses darkvision 60 ft., passive Perception 17

Condition Immunities charmed, frightened

Damage Immunities fire, necrotic

Languages Common, Sylvan

Challenge 9 (5,000 XP)

Faerie Blessing. The AC of the samovila includes her Charisma bonus.

Innate Spellcasting. The samovila's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *continual flame*, *create or destroy water*, *disguise self* (humanoid forms only), *druidcraft*, *produce flame*

3/day: *blight*, *control water*, *grasping vine*, *plant growth*

1/day: *flame strike*, *wall of fire*

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

ACTIONS

Multiattack. The samovila uses fire seeds twice.

Desiccating Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 27 (5d10) necrotic damage.

Fire Seeds. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 21 (6d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Dry Spell (1/day). All creatures within a 60-foot cone must succeed on a DC 16 Constitution save or take 36 (8d8) necrotic damage and gain two levels of exhaustion. Plant creatures have disadvantage on the saving throw; nonsentient plants in the area instantly wither and die.

Viy

The viy (veey) is inspired by a creature from Ukrainian folklore. As a creature from an oral storytelling tradition, written tales featuring the viy are extremely scarce and contradictory, it is best known through the eponymous novella (*Viy*, 1835) by Russian writer Nikolai Gogol (1809–1852).

Loathsome Appearance. One of the most repulsive fey beings in existence, the viy appears as a humanoid similar in stature and girth to a dwarf, covered in shaggy hair and always dirty with soot, earth, or mud. Its face is misshapen and viscerally ugly, but its most infamous feature are its freakishly long and heavy eyelids, reaching all the way to the ground. With the eyelids almost always closed, the viy can still perceive its surroundings through other senses and is very hard to catch unawares.

Underground Terror. The mysterious and often reclusive viy lairs in dismal caves, abandoned mines, deep crevasses, and long-forgotten ruins. Sometimes it is rumored to live in the depths of the earth, guarding underground treasures. Even though it can easily move through stone and rubble, it rarely leaves its lair and is viciously territorial. Sometimes the viy surrounds itself with minions (most often green hags, medusas, or earth creatures such as gargoyles or xorn) and rules the surrounding area as a tyrannical overlord, demanding tribute from its subjects.

Gaze of Dread. The viy derives sadistic pleasure (and, some believe, nourishment) from the suffering of sentient creatures. When it lifts its outsized eyelids—an act requiring the aid of its minions—the yellow-eyed viy strikes fear and despair into the hearts of its enemies, relishing their slow agony. Sages speculate that its unwieldy eyelids are a handicap deliberately placed by the gods or nature itself so that the viy wouldn't strip entire countries of living creatures with its deadly gaze.

* Anthony Jennings, *Arachnoelementals*, EN World ENsider, <https://www.patreon.com/posts/arachnoelemental-4871932>

Viy

Medium fey, lawful evil

Armor Class 19 (natural armor)

Hit Points 178 (17d8 + 102)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Dex +4, Cha +7

Skills Intimidation +7, Perception +7

Condition Immunities blinded, charmed, frightened, poisoned

Damage Immunities poison

Senses darkvision 60 ft., tremorsense 60 ft., truesight 60 ft., passive Perception 17

Languages Common, Infernal, Sylvan, Terran

Challenge 11 (7,200 XP)

Earth Glide. The viy can burrow through nonmagical, unworked earth and stone. While doing so, the viy doesn't disturb the material it moves through.

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

Viy's Sight. Magical darkness doesn't impede the viy's darkvision.

ACTIONS

Multiattack. The viy makes two slam attacks or makes one slam attack and uses Fatal Gaze or Horrifying Visage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Fatal Gaze. The viy lifts its eyelids and targets one creature it can see within 60 feet of it. The target must succeed on a DC 18 Charisma saving throw, taking 38 (7d10) psychic damage on a failure, or half as much on a successful save. A creature reduced to 0 hit points by this effect dies.

Horrifying Visage. Each non-evil creature within 60 feet of the viy that can see it must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the viy is within line of sight, 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 viy's Horrifying Visage for the next 24 hours.

Summon Earth Creatures (1/day). The viy attempts to magically summon 1d4 xorn, 1d3 earth elementals or 1d2 geode spiders* with a 50% chance of success. The summoned creatures appear in unoccupied spaces within 60 feet of their summoner, act as allies of their summoner, and can't summon other creatures. They remain for 10 minutes, until they die or their summoner dies, or until their summoner dismisses them as an action. 