

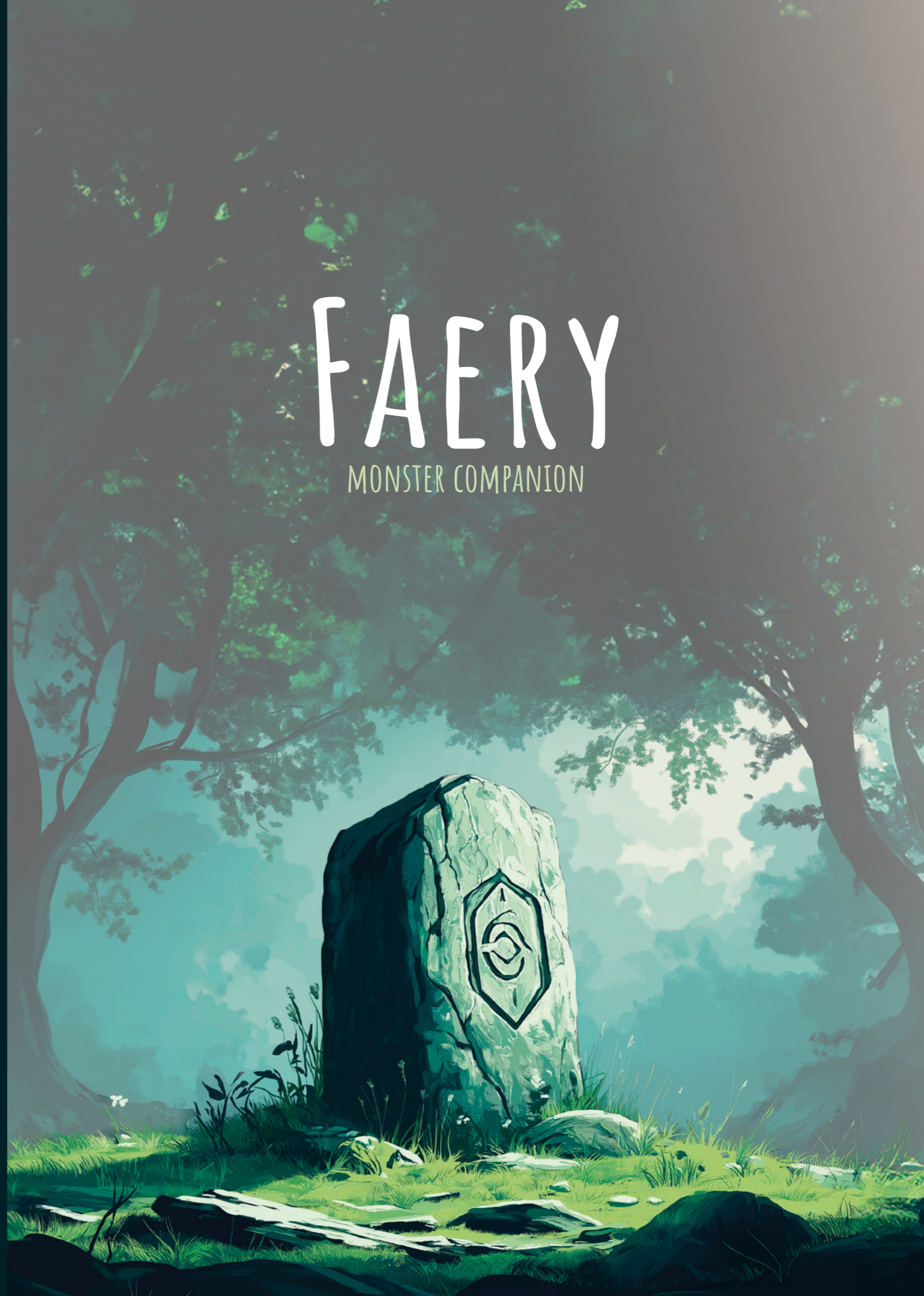
FAERY

MONSTER COMPANION



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PREFACE

Welcome, adventurer, to the realm of Faery. A world where the veil between beauty and terror is thin, and where creatures of legend, myth, and nightmare lurk in every shadow, glade, and stream. **Faery: Monster Companion** is more than just a collection of fearsome beasts – it is a portal into the living folklore of Faery, a place where wonder and peril walk hand in hand.

This bestiary is designed to enrich your journey through Faery, whether you are a seasoned dungeon master seeking to challenge your players with cunning monsters or a curious explorer eager to delve deeper into the mysteries of Faery. Each entry, from the monstrous **Wendigo** to the elusive **Faun**, has been carefully crafted to weave together the rich tapestry of folklore and fantasy that underpins the world of Faery. These monsters do not merely serve as obstacles for the brave or foolhardy but are steeped in the lore of their respective cultures – each with motivations, powers, and quirks that make them unique.

We have strived to balance the beauty and danger of the Faery realm, offering creatures that will charm and beguile, as well as those that will strike fear into the hearts of the unprepared. Within these pages, you will find detailed lore, stats, and

tactical insights that will breathe life into your campaigns and push your adventurers to their limits. From the celestial grace of the **Älva** to the wildness of the **Troll**, the monsters within will offer both unexpected challenges and narrative depth, ensuring that no two encounters in Faery will ever feel the same.

So, whether you seek to enhance your existing campaign with encounters steeped in magic, or you're ready to embark on an entirely new adventure within the enchanted lands, this bestiary will serve as your indispensable guide.

Step carefully, for in the world of Faery, even the shadows watch.

The Faery Team



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INTRODUCTION

The Monsters of Faery present a diverse and terrifying range of foes that adventurers must face in their journeys through the enchanted, and often perilous, world of Faery. Each monster has its own lore, abilities, and unique challenges, ensuring that no two encounters in the Faery realm are ever the same. Will you brave the dangers and confront these creatures head-on, or will you learn the secrets of the Fae to avoid their wrath? The choice is yours.

The land of Faery is alive with magic and mystery, and each creature you encounter holds a story, a secret, or a lesson. To walk among them is to embrace the unpredictable and untamed heart of the Fae, where wonder and danger are never far apart. As you journey deeper into the enchanted world, keep your wits about you, and remember – respect the Fae, for they are the lifeblood of Faery itself.



MONSTERS OF FAERY

In the mystical world of Faery, creatures of legend and myth roam freely, each one more mysterious and dangerous than the last. The lands of the Fae are not bound by the rules of the mortal realm, and as such, the beings that inhabit them defy easy understanding. Some are ancient, embodying the elemental forces of nature, while others are spirits of malevolent intent, seeking to lure or torment the unwary. Whether fierce guardians of the wild or cunning tricksters, each creature has its place in the chaotic harmony of Faery.

This section delves into some of the most infamous monsters you may encounter in the Faery realm, detailing their powers, personalities, and the challenges they pose to even the most prepared adventurers. From the heart of the darkest forests to the shimmering waters of enchanted lakes, these beings hold sway over their domains, offering both peril and wonder to those brave enough to face them.

Abilities

Each monster in the possesses unique abilities that set them apart from others. These abilities can include magical powers, supernatural senses, and physical traits that give them advantages in their environments. For instance, **Baba Yaga** wields powerful dark magic, allowing her to curse or aid those who seek her out. Meanwhile, **Nokken** can manipulate water to create deadly whirlpools or illusions to lure victims to their doom. Understanding these abilities is crucial for adventurers looking to survive encounters with these creatures.

Characteristics

The monsters of Faery exhibit distinct characteristics shaped by their lore and nature. **Trolls** are characterized by their immense size and regenerative abilities, making them formidable in battle but often lacking in cunning. In contrast, the **Älva** radiates grace and beauty, with characteristics that embody the purity of nature, yet their enchantments can be both beguiling and deadly. Recognizing these traits can provide insight into a creature's behavior and weaknesses.

Tactical

Each monster employs specific tactical strategies in combat, utilizing their environments and innate skills to gain an advantage. **Mothman**, for instance, uses stealth and fear, often swooping in from the shadows to strike unexpectedly. **Wendigos** rely on their relentless hunger and speed to overwhelm their prey, while **Selkies** may use their charm to manipulate their enemies before striking. Understanding tactics can be vital for adventurers preparing to face these foes, as it allows them to anticipate their moves and counteract them effectively.

Combat

The combat styles of the monster are as varied as their natures. **Banshees** rely on psychological warfare, using their haunting wails to instill terror and drain the life from those who dare to oppose them. **Fauns**, on the other hand, blend physical prowess with magical abilities, striking quickly and retreating to safety. Knowing the combat methods of these monsters can help adventurers formulate strategies and make tactical decisions in the heat of battle.

Secrets

Every monster harbors secrets that can be discovered and exploited. Understanding these secrets allows adventurers to turn the tide of encounters and find ways to navigate the treacherous landscape of the Faery realm.

Conflicts

Conflicts with these creatures can arise from various sources – intrusion into their territory, misunderstandings, or outright challenges to their power. Each conflict presents a unique narrative opportunity for adventurers, allowing for creative problem-solving and dynamic storytelling.



BABA YAGA

The Crone of the Forest.

Baba Yaga is feared and revered as a powerful, ancient witch who dwells deep in enchanted forests. She is as much a force of nature as a being - capricious, unpredictable, and dangerously wise. Baba Yaga's house, perched on chicken legs, roams the dark woods, shrouded in mystery and protected by a fence of bones. She is known for her mastery of dark magic and her ability to bend reality to her will, often posing riddles and tasks to those who seek her aid, with success or failure often leading to life or death.

Baba Yaga is neither wholly good nor evil; she is a creature of primal chaos, with a deep connection to nature, the cycle of life and death, and the ancient ways of magic. While she may grant powerful boons to those who impress her, she is just as likely to twist her aid into a curse for those who show weakness or fail to satisfy her demands.

Conflicts

- **The Bone Fence:** Villagers on the outskirts of a great forest have noticed their dead disappearing from the graveyards. Soon after, strange sightings of a walking hut are reported in the deepest parts of the woods. As the players investigate, they find that Baba Yaga is reclaiming the bones of the dead to reinforce her domain. Will they confront her and risk her wrath, or negotiate to return the stolen remains?
- **The Dance of Death:** Baba Yaga is hosting a "feast" deep in her enchanted forest, inviting the spirits of the dead and the living alike. The players find themselves unwittingly invited, and once inside her hut, they must engage in a deadly game of wit, magic, and deception to escape. If they lose, they may be forced to serve Baba Yaga for eternity - or worse.

Secret

Despite her immense power, Baba Yaga is bound by certain rules of hospitality and respect, especially regarding ancient customs. If someone approaches her hut and knocks politely three times, offers her a gift of genuine value, and shows no fear, she is compelled by Fae law to at least hear them out. She may not immediately attack unless she is insulted, disrespected, or threatened.



Characteristics

- **Type:** Humanoid
- **Resistances:** Magic, Poison, Mind-Control
- **Weaknesses:** Fire, Holy Magic, Silver
- **Strength:** 12 (+1)
- **Dexterity:** 14 (+2)
- **Intelligence:** 20 (+5)
- **Charisma:** 16 (+3)

Abilities

- Reality Warping (**Legendary Action**)
- Dark Enchantments
- Deathly Touch

Combat

Attack	Damage	Range
Hex Blast	18	50 ft
Soul Binding Curse	12	40 ft
Burning Embers	20	30 ft
Bone Barrage	14	25 ft

Tactical

- If Baba Yaga fails a saving throw, she can choose to succeed instead.
- Baba Yaga can always foresee danger, giving her advantage on initiative rolls, and preventing her from being surprised.
- At the start of any combat, Baba Yaga conjures three illusory duplicates of herself. Each time she is targeted by an attack, roll a d20. On an 11 or higher, the attack hits a duplicate instead. Each duplicate has 1 HP and shares Baba Yaga's AC.

BANSHEE

The Wailing Spirit and Mourner of Lost Souls.

The Banshee is a spectral figure, a woman with long flowing hair, dressed in tattered robes, and radiating a palpable sense of despair. Her piercing, mournful wail is said to be an omen of death, foretelling the demise of those who hear it. While Banshees are often solitary, they haunt places of deep sorrow – graveyards, ancient battlefields, or areas where great tragedy has occurred.

Banshees are the restless spirits of women who died in tragic circumstances, often linked to betrayal, loss, or unresolved pain. Consumed by grief and anger, they roam the mortal world, their cries serving as a bridge between the living and the dead. While they rarely attack unprovoked, when threatened or disturbed, their rage is as deadly as their sorrow.

Conflicts

- **The Wedding of Shadows:** The players are invited to a lavish wedding in a remote, old manor. During the festivities, they realize that the manor is haunted by a Banshee who mourns her lost lover, and her wail grows louder as the night progresses. As the wedding party starts to fall ill, the players must stop the Banshee's wail before she exacts her revenge on the entire celebration.
- **The Ghost of the Forgotten Queen:** In a crumbling castle, the players find themselves trapped with a Banshee who was once a powerful queen, betrayed and murdered by her court centuries ago. The only way to escape is by finding her crown, hidden in the depths of the castle, and returning it to her. But her wails echo through the halls, causing fear and panic at every turn.



Characteristics

- **Type:** Undead
- **Resistances:** Cold, Necrotic, Non-magical weapon attacks
- **Weaknesses:** Silver, Magical weapons
- **Strength:** 6 (-2)
- **Dexterity:** 16 (+3)
- **Intelligence:** 12 (+1)
- **Charisma:** 20 (+5)

Tactical

- The Banshee lets out a brief, chilling wail. All creatures within 30 feet of the Banshee must make a DC 16 Wisdom saving throw or suffer disadvantage on their next attack roll or ability check.
- The Banshee becomes ethereal until the start of her next turn, moving up to 20 feet through walls, obstacles, or terrain. While ethereal, the Banshee cannot be targeted by attacks or spells, but she can still observe and move freely.

Combat

Attack	Damage	Range
Death Wail	25	60 ft
Spectral Grasp	18	Melee
Wail of Fear	12	50 ft
Ethereal Swipe	15	Melee

Secret

If the players can discover the root of her sorrow – whether it be the loss of a loved one, betrayal, or an injustice done to her in life – and resolve the issue, the Banshee may find peace. This often requires uncovering old secrets, retrieving lost relics, or delivering a message to someone still alive.

Abilities

- Wail of the Banshee
- Horrifying Visage
- Deathly Touch
- Fade into Shadow (Recharge 5-6)



FAUN

Mischievous Wanderer and Elusive Trickster.

Fauns are half-human, half-goat beings of the wild. With the upper body of a man and the legs and horns of a goat, Fauns are nature spirits, often considered the embodiment of mischief, celebration, and untamed wilderness. They are typically found in forests, glades, and enchanted woodlands, where they guard the balance of nature while engaging in trickery and revelry.

Fauns are tricksters at heart, preferring games, pranks, and riddles over direct confrontation. While not inherently evil, they can be dangerous due to their unpredictability and mischievous nature, especially when provoked or when protecting sacred groves. They are often connected to ancient woodland magic and can summon the power of nature to aid them in battle or trick those who wander into their domain.

SECRET

Fauns are not mindless killers but tricksters who love to play games, challenge travelers with riddles, and test the boundaries of mortal patience. They can often be won over not through brute force, but through wit, humor, and respect for the wilds. Solving a riddle, engaging in a game of chance, or offering a gift from nature (such as a rare flower, a sweet drink, or a melodic tune) can sway a Faun's opinion and prevent conflict.

Characteristics

- **Type:** Beast
- **Resistances:** Charm, Poison
- **Weaknesses:** Fire, Cold Iron
- **Strength:** 12 (+1)
- **Dexterity:** 18 (+4)
- **Intelligence:** 12 (+1)
- **Charisma:** 18 (+4)

Abilities

- Nature's Dance
- Entangling Vines
- Panpipes of the Wilds (Recharge 6)

Combat

Attack	Damage	Range
Hoof Kick	10	Melee
Nature's Wrath	15	10 ft
Forest Flute	Sleep effect	30 ft
Horn Bash	12	Melee

Tactical

- The Faun can use its bonus action to take the Disengage action, allowing it to slip away from combatants and reposition without provoking attacks of opportunity.
- If fighting in a forest or wilderness environment, the Faun can use its action to call upon the power of nature.
- When reduced to half its hit points or lower, the Faun's speed increases by 10 feet, and it gains advantage on Dexterity saving throws.

Conflicts

- **The Faun's Riddle:** As the party travels through an enchanted forest, they encounter a Faun who blocks their path. Instead of attacking, the Faun proposes a challenge: solve his riddle, or face the consequences of his wrath. If the players refuse or answer incorrectly, the Faun uses its magic to ensnare them in the woods, forcing them to deal with his tricks and traps.
- **Keeper of the Grove:** A sacred grove has been defiled by a nearby settlement, and the Faun, as its protector, is furious. The players must either negotiate with the Faun to calm his anger or stop him from attacking the settlement. The Faun uses the forest's natural defenses – vines, trees, and animals – to wage his guerrilla war against intruders.
- **The Faun's Wild Hunt:** The players stumble into a magical hunt led by a group of Fauns, who see them as potential prey. To escape, the players must outwit the Fauns or turn the game around by tricking the tricksters. A balance of cunning, speed, and clever use of the environment is key to surviving the Wild Hunt.



MOTHMAN

The Omen of catastrophe.

The Mothman is a mysterious and elusive cryptid, often seen as a harbinger of disaster. With its large, dark wings and glowing red eyes, Mothman inspires fear wherever it appears. While its origins remain shrouded in myth, many believe it is a creature from another dimension, drawn to places on the verge of catastrophe. Its presence signals impending doom – whether a natural disaster, a calamity, or even a supernatural event.

While Mothman rarely attacks directly, its mere proximity distorts reality, spreads fear, and summons supernatural forces. Encountering Mothman can be as much a psychological battle as it is a physical one. Players will need to unravel the mysteries surrounding this creature to survive their encounter with it.

Conflicts

- **The Dimensional Rift:** A rift between dimensions is causing chaos in a small town, and Mothman appears to observe the events. The players can either engage Mothman in combat or try to close the rift before it tears the town apart. Mothman may assist – or further disrupt – their efforts.
- **The Omen of War:** A powerful ruler believes Mothman's appearance signifies his inevitable defeat in a coming war. The players are tasked with hunting down Mothman to understand the omen. Depending on their choices, they may need to either defeat Mothman or find a way to decipher his warning and change the outcome of the war.

- **Eyes in the Night:** The players find themselves haunted by sightings of Mothman as they travel through a remote region. As they delve deeper into their journey, they uncover a looming catastrophe that threatens the land. They must decide whether to face Mothman head-on or unravel the cause of the disaster before it's too late.



Characteristics

- **Type:** Cryptid
- **Resistances:** Psychic, Fear effects, Charm
- **Weaknesses:** Radiant damage, Silver
- **Strength:** 14 (+2)
- **Dexterity:** 22 (+6)
- **Intelligence:** 18 (+4)
- **Charisma:** 20 (+5)

Combat

Attack	Damage	Range
Wing Buffet	12	10
Eyes of Fear	Fear effect	40 ft
Silent Strike	20	Melee
Red Glare	15	30 ft

Abilities

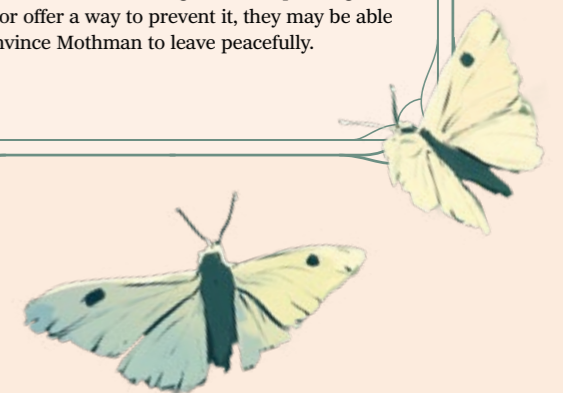
- Omen of Disaster
- Reality Distortion (Recharge 5-6)
- Hypnotic Gaze
- Phase Shift

Tactical

- Mothman relies heavily on hit-and-run tactics, using his flight and **Phase Shift** to avoid direct confrontation.
- Mothman excels at manipulating the minds of his enemies, creating confusion and fear. He will use his Hypnotic Gaze and Reality Distortion to disorient the party, making it difficult for them to focus.
- Mothman is often drawn to locations on the verge of disaster. Players should be wary of environmental dangers - Mothman may use these events to his advantage, forcing the party into vulnerable positions.

SECRET

Mothman is not inherently malevolent, but rather a cryptic observer of coming disaster. His nature is tied to calamity, but he does not necessarily desire to cause harm – he simply heralds it. If the players can demonstrate knowledge of the impending disaster or offer a way to prevent it, they may be able to convince Mothman to leave peacefully.





NØKKEN

The Lurker of the Dark Waters.

Nøkken, also known as the Nix or Näcken in various languages, is a sinister water spirit lurking in the dark, still waters of lakes, rivers, and ponds. It is a master of disguise, often taking the form of a handsome man to lure its prey. Its true form, however, is far more terrifying – a creature of the depths with waterlogged skin, long, tangled hair, and eyes that glow like submerged lanterns. The Nøkken thrives in loneliness, yearning to draw the unwary to their watery doom.

Unlike some of its Fae kin, the Nøkken is not merely mischievous; it is a deadly predator. Its enchanting melodies can mesmerize anyone who hears them, pulling them closer to the water's edge, where the Nøkken strikes. It prefers to drown its victims, but it is also known to sow chaos and confusion in communities that rely on bodies of water, particularly in regions where crossing rivers or fishing is essential.

Conflicts

- **The Drowned Village:** A once-thriving fishing village on the edge of a lake is now in ruins, haunted by a malevolent presence. Fishermen have disappeared, and anyone who tries to sail across the lake returns half-mad, hearing the Nøkken's song in their minds. The players must navigate the cursed waters, finding the source of the Nøkken's rage and lifting the curse before it claims more lives.
- **The Pact:** An ancient deal has been broken. A town once gave regular musical offerings to the Nøkken in exchange for safe passage across its waters. But with the new generation, the old ways were forgotten. The players are tasked with either restoring the pact by offering music to the Nøkken or banishing the spirit for good, which will require unraveling the secrets of its connection to the land.

Characteristics

- **Type:** Spirit
- **Resistances:** Water-based magic, Charm
- **Weaknesses:** Fire, Music, Iron
- **Strength:** 14 (+2)
- **Dexterity:** 16 (+3)
- **Intelligence:** 12 (+1)
- **Charisma:** 20 (+5)

Combat

Attack	Damage	Range
Drowning Grip	20	Melee
Whirlpool Surge	15	20 ft
Ensnaring Song	Charm effect	50 ft
Crashing Wave	18	30 ft

Abilities

- Mesmerizing Song (Recharge 5-6)
- Shapechanger
- Water Control
- Drowning Grasp

Tactical

- The Nøkken can breathe both air and water and can move effortlessly through bodies of water, gaining advantage on Dexterity (Stealth) checks made while in water.
- When underwater, the Nøkken is invisible unless seen through magical means or by creatures with true sight. It gains a surprise round on enemies near water if it is lying in wait beneath the surface.
- The Nøkken can use a bonus action to disengage or hide in water.

SECRET

The Nøkken's power is tied to its body of water. If separated from water for more than an hour, its abilities start to fade, reducing its magical prowess by half.

A pure, heartfelt offering of music – a tune played for the Nøkken not out of fear or hostility, but from genuine beauty – may pacify it temporarily. This can buy time to negotiate or find a way to escape without further conflict.

SELKIE

Shapeshifters of the Sea.

Selkies are creatures from Celtic mythology, known for their ability to shift between seal and human forms by shedding their seal skins. In their seal form, they are graceful swimmers, and in their human form, they possess a haunting beauty that can captivate those who see them. Selkies are typically peaceful beings, but they can become fiercely protective if their seal skin is stolen or if they feel threatened.

These enigmatic creatures are often found along the shores of remote, mist-covered islands or near fishing villages. While many tales depict Selkies as benevolent or tragic figures, they can also be dangerous, especially when manipulated or angered. In an RPG setting, Selkies can serve as both allies and adversaries, depending on how they are approached.

Conflicts

- **The Stolen Skin:** A local fisherman has captured a Selkie by stealing its seal skin and forcing it to become his wife. The players can either choose to free the Selkie by retrieving the stolen skin or face the wrath of an angry Selkie who has no choice but to comply with the fisherman's demands.
- **The Lure of the Sea:** Strange drownings are occurring in a coastal village, and the locals believe a Selkie is luring people into the water with its haunting song. The players must investigate whether the Selkie is responsible or if something more sinister is at play, such as an underwater monster.
- **The Fogbound Shore:** A thick fog has enveloped a section of the coast, and ships are disappearing. The players discover that a Selkie is using Fog Cloud to disorient sailors and drag them into the sea. Whether the Selkie is acting out of vengeance or protection is for the players to uncover.

SECRET

Selkies are not inherently violent and usually seek to avoid conflict unless provoked. Their greatest vulnerability lies in their seal skin. If a player can locate and secure the Selkie's skin, they can gain a measure of control over the creature, though this should be approached with care – enslaving or stealing a Selkie's skin often leads to a tragic or vengeful outcome.

Another method of resolving conflict is by helping the Selkie reclaim its stolen seal skin. Selkies often have a deep connection to their oceanic homes and may offer aid or information in exchange for help retrieving their skin.

Characteristics

- **Type:** Fey (Shapechanger)
- **Resistances:** Cold, Charm
- **Weaknesses:** Fire
- **Strength:** 14 (+2)
- **Dexterity:** 18 (+4)
- **Intelligence:** 16 (+3)
- **Charisma:** 19 (+4)

Tactical

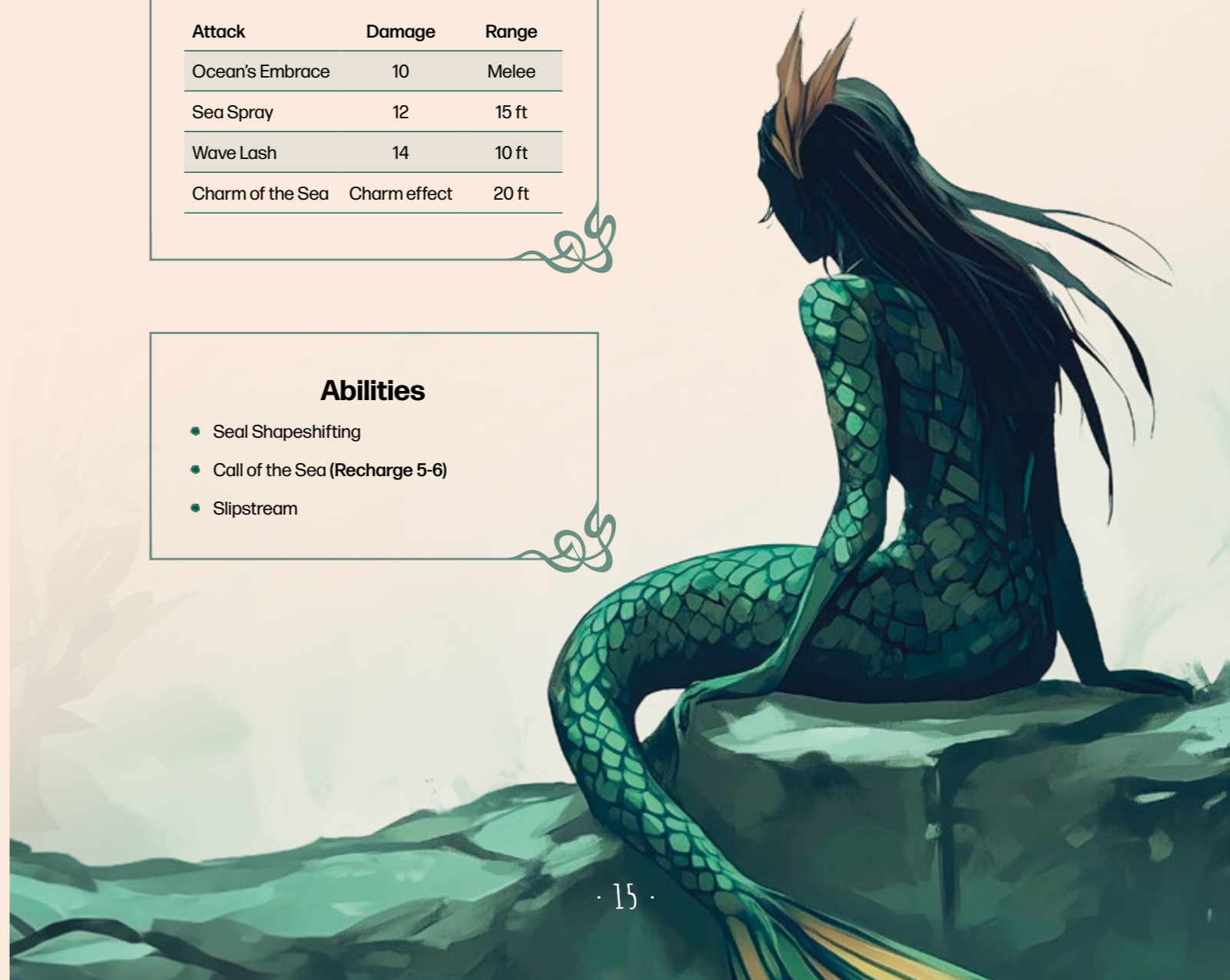
- The Selkie thrives in environments where it can use the sea to its advantage. It will often retreat into the water and use its superior swimming speed to outmaneuver opponents.
- With its **Call of the Sea** ability, the Selkie can entice enemies into hazardous environments, such as cliffs, sharp rocks, or deep water.
- By creating a **Fog Cloud**, the Selkie can obscure vision and slip away from dangerous confrontations.

Combat

Attack	Damage	Range
Ocean's Embrace	10	Melee
Sea Spray	12	15 ft
Wave Lash	14	10 ft
Charm of the Sea	Charm effect	20 ft

Abilities

- Seal Shapeshifting
- Call of the Sea (Recharge 5-6)
- Slipstream





TROLL

Monstrous Giants of the Wilds.

Trolls are hulking, brutish creatures, infamous in folklore for their towering size, immense strength, and regenerative abilities. Found in mountains, forests, and caves, trolls are a menace to travelers and adventurers alike. Often solitary or in small groups, they exhibit animalistic intelligence but can be surprisingly cunning in ambush tactics and survival. Their grotesque appearance, with their elongated limbs, leathery skin, and tusk-like teeth, make them a fearsome sight.

Trolls are not inherently evil, but their hunger, territorial nature, and love for destruction put them in constant conflict with humans and other races. Some legends speak of trolls that are more intelligent and can even be bargained with, but such encounters are rare.

SECRET

While trolls are notoriously difficult to befriend, there are some methods that have worked in the past. **Food Offering:** Trolls are often motivated by hunger, and offering a significant amount of food can sometimes placate them long enough to broker a temporary truce. **Outsmart the Troll:** Trolls have a weakness for riddles and challenges. If a player can engage the troll in a game or challenge, they might be able to avoid a physical confrontation.

Characteristics

- **Type:** Giant
- **Resistances:** Physical damage
- **Weaknesses:** Fire, Sunlight
- **Strength:** 20 (+5)
- **Dexterity:** 13 (+1)
- **Intelligence:** 7 (-2)
- **Charisma:** 6 (-2)

Combat

Attack	Damage	Range
Club Slam	22	Melee
Rock Toss	15	30 ft
Stomp	18	5 ft
Boulder Crush	25	Melee

Abilities

- Ambush Predator
- Boulder Barrage
- Divide and Conquer

Tactical

- Trolls prefer to attack from hiding, using their environment for cover. They will often use boulders or their regeneration to withstand damage while striking from the shadows.
- When fighting in mountainous or rocky terrain, trolls use boulders as makeshift missiles to harass or soften up foes before engaging in melee combat.

Conflicts

- **The Bridge Troll:** A troll has taken up residence under a bridge that serves as a vital trade route between two villages. The troll demands tolls in the form of livestock, treasure, or even human flesh. The players must decide whether to confront the troll directly, attempt to negotiate, or find a way to bypass the bridge entirely.
- **The Forest Guardian:** A troll has become the unwitting protector of an ancient forest, scaring off loggers and settlers. However, it has begun to attack travelers who venture too close. The players may need to find out why the troll is so protective of the forest and either eliminate it or find a peaceful resolution.
- **The Troll's Lair:** Rumors of a treasure hoard guarded by a fierce troll have reached the players. The troll's cave is in a dangerous, rocky region, and the players must navigate the environment and deal with ambushes before facing the troll directly. Will they slay the beast, outsmart it, or bargain for a share of the treasure?





WENDIGO

The Cannibal Spirit.

The Wendigo is a monstrous, malevolent spirit. It is a symbol of insatiable hunger, madness, and the destructive consequences of greed and cannibalism. The Wendigo is often described as a towering, emaciated figure with matted hair, pale, decayed skin, and gaunt features. Its eyes are hollow, and its lips are often bloodied and frostbitten.

A Wendigo is born when a human succumbs to the temptation of cannibalism, usually in a desperate struggle for survival in a cold, isolated environment. Once transformed, the Wendigo roams the wilderness, always starving, always searching for its next victim. It is driven by a horrific craving for human flesh, and its body is never satiated, no matter how much it consumes. The Wendigo embodies a cursed existence, bound to an eternal winter of hunger and torment.

SECRET

The Wendigo is not a creature that can be reasoned with – it is the embodiment of hunger and madness. However, there is a way to break the curse and save its tormented soul. If the players can trap the Wendigo in a sacred circle of silver, and one of them performs a powerful purification ritual (requiring a DC 18 Religion check), the Wendigo's human soul can be freed, transforming it back into its original human form.

Another method to temporarily weaken the Wendigo is to offer it raw meat, which can distract it for a brief time.



Conflicts

- **The Hungry Ghost:** The players come across a desolate mountain village where people have gone missing during the long winter. Rumors of a Wendigo prowling the nearby woods send the party into action. As they track the beast, they find not only the victims but also signs that one of the villagers has succumbed to cannibalism, becoming the next Wendigo. The party must confront the monster and prevent further transformations.
- **The Baited Trap:** The Wendigo has been terrorizing a nomadic tribe in the far north, picking off their members one by one. The party is asked to act as bait, luring the Wendigo into a carefully prepared trap. However, the Wendigo is more cunning than expected, forcing the players

to adapt their plan on the fly as the line between hunter and prey begins to blur.

- **The Long Hunt:** In a deep forest covered in perpetual snow, the players discover that they are being stalked by a Wendigo. Every night, they hear its howling cries in the distance, and every day they find signs of its presence. The Wendigo has marked them as prey, and the party must either find a way to kill it or stay one step ahead of the relentless creature as it hunts them across the frozen wilderness.

Abilities

- Insatiable Hunger
- Frozen Aura
- Winter's Howl
- Patient Hunter (Recharge 4-6)

Characteristics

- **Type:** Undead
- **Resistances:** Cold, Necrotic
- **Weaknesses:** Fire, Radiant, Silver weapons
- **Strength:** 20 (+5)
- **Dexterity:** 14 (+2)
- **Intelligence:** 10 (+0)
- **Charisma:** 8 (-1)

Combat

Attack	Damage	Range
Icicle Spear	16	25 ft
Frozen Grasp	20	Melee
Haunting Howl	10	40 ft
Rending Claws	18	Melee

Tactical

- The Wendigo is adept at ambushing its prey. If it attacks from an unseen position, it gains advantage on its first attack roll and deals an extra 2d6 damage.
- The Wendigo can sense any creature it has damaged within the past 24 hours, tracking them without fail over any terrain.
- The Wendigo excels in cold, snowy, or forested environments, using the terrain to its advantage. It can move through difficult terrain without penalty.
- When the Wendigo uses Horrifying Visage, all frightened creatures must immediately use their reactions to flee from the Wendigo.

ÄLVA

Spirits of Grace and Mystery.

Älva or Elves, are beings of both radiant beauty and otherworldly power, often dwelling in mist-covered forests, clearings, or near ancient stone circles. Unlike the more familiar fantasy elves, these Fae are mysterious and elusive, closer to nature spirits than humanoid beings. They dance beneath the moonlight and can summon illusions, causing humans to become lost in enchanted reverie or madness.

The älva are not inherently malevolent, but they can be dangerously capricious. They are known for

their hypnotic dances, ethereal songs, and an otherworldly presence that charms and beguiles. Those who encounter them may find themselves lost in a dreamlike trance, never to return. Though beautiful and seemingly fragile, they are highly protective of their domains and will curse or confuse those who disrespect their lands. They can also offer blessings to those who approach them with reverence.

Characteristics

- **Type:** Fae (Elf)
- **Resistances:** Enchantment magic,
- **Weaknesses:** Cold Iron, Fire, Holy Magic
- **Strength:** 10 (+0)
- **Dexterity:** 18 (+4)
- **Intelligence:** 14 (+2)
- **Charisma:** 20 (+5)

Abilities

- Faery Dance (Recharge 5-6)
- Illusion Weaving
- Moonlight Blessing
- Spirit Step (Recharge 5-6)
- Glamour Magic

Tactical

- The älva are exceedingly difficult to hit, moving with a speed and grace that seems otherworldly. They gain advantage on Dexterity checks and attacks made against them have disadvantage if the älva is aware of their attacker.
- Älva are attuned to their natural surroundings. In forests, glades, or areas rich with natural magic, they gain advantage on all saving throws, and all damage they deal is increased by +1d6 radiant damage. This bonus fades if they are in an urban or heavily polluted environment.
- The älva can teleport up to 30 feet to a location, allowing them to escape melee combat or quickly reposition on the battlefield.

Combat

Attack	Damage	Range
Moonbeam Strike	15	40 ft
Whispering Wind	10	30 ft
Illusory Strike	10	Melee

Secret

Though immensely powerful and graceful, älva are bound to nature and magic, and their connection to the natural world can be disrupted. They are particularly vulnerable to iron, which burns their flesh and interferes with their magic.

Conflicts

- **The Dance of the Älva:** A small village on the edge of a forest is plagued by strange disappearances. Those who enter the woods at night are often drawn into a mysterious dance led by ethereal figures. Some never return, while others are found days later, dazed and unable to remember anything. The players are tasked with finding the source of this curse and freeing the village from the älva's enchanting dance. However, brute force may not be enough, and they must find a way to either break the spell or negotiate with the älva.
- **The Iron and the Fae:** A nearby town has unknowingly angered the älva by building iron fences and machines that have polluted the nearby forests and streams. The älva retaliate by cursing the town with nightmares, confusion, and strange incidents. The players are caught between the townspeople, who see the älva as nothing more than hostile spirits, and the älva themselves, who demand that the town restore balance to nature or face continued torment. Negotiation and diplomacy will be as important as combat in this scenario.



CREATURES OF FAERY

In the mystical land of Faery, the creatures you encounter are more than mere inhabitants – they are embodiments of the very magic that flows through the forests, rivers, and skies. The realm is teeming with life, from the tiniest, playful beings to the towering guardians of the ancient woods. Each creature, whether it be a mischievous sprite or a wise, elder tree, plays a vital role in the balance of this enchanted world.

The creatures of Faery are as diverse as the landscapes they inhabit. Some are gentle and peaceful, eager to guide wanderers through the misty glades or offer aid to those who respect the laws of the wild. Others, more mysterious or unpredictable, guard the hidden places with a watchful eye, only revealing themselves to those deemed worthy. These beings, connected deeply to the essence of Faery, can be both friend and foe, depending on how they are approached.

In this chapter, you will delve into the wonders and dangers of the Faery creatures, each bringing their own flavor of magic and mystery to the land:

- **Nisser:** Hardworking and cheerful, these small, earth-bound creatures are the caretakers of forests and gardens. They are known for their craftsmanship and herbal knowledge.
- **Drúadan:** Reclusive forest dwellers known for their wisdom and deep connection to nature. These peaceful humanoids are protectors of the wilderness and act as guides and teachers for those who seek the hidden knowledge.
- **Elderwood:** Towering, tree-like guardians of the forests, the Ents are slow to anger but powerful when provoked. These ancient beings are protectors of the woodland.
- **Will-o'-the-Wisps:** Flickering lights that lure travelers deeper into the wild. Mysterious and often dangerous, Will-o'-the-Wisps are said to lead the lost either toward salvation or into peril.
- **Sprites:** Smaller and more delicate than Pixies, Sprites are guardians of the deep woods and ancient places of magic. They are protectors of the natural order and are highly territorial.



DRÚADAN

The Drúedain, are a reclusive and ancient race of humanoids deeply connected to the forests they call home. Their presence in the wilderness is often felt more than seen, for they blend into the natural world, preferring the company of trees, animals, and the elements over that of outsiders. Known for their remarkable wisdom and profound understanding of nature, the Drúedain are a peaceful people, though their aloofness often leads others to regard them with a mixture of respect and mystery.

Physical Appearance

Drúedain are stout and weathered in appearance, standing shorter than most humans but stockier, with strong, gnarled limbs that mirror the trees they live among. Their skin is often rough and dark, blending seamlessly with the bark and foliage of their forest homes, and their eyes are sharp, reflecting an ancient knowledge passed down through generations. Hair is thick, resembling moss or wild vines, often grown long and left untamed, adding to their earth-like appearance.

Culture and Society

The Drúedain live in small, close-knit communities, often nestled deep within dense, untouched forests. Their villages are built in harmony with the natural landscape, utilizing hollowed-out trees, caves, and earthen structures that blend seamlessly with the environment. Their connection to nature runs deep; they believe every living thing, from the smallest insect to the oldest tree, has a spirit and a voice that can be heard by those who listen closely enough.

Despite their reclusiveness, the Drúedain are not entirely hostile to outsiders. Travelers who respect the forest and its inhabitants may find themselves aided by these secretive people, often in subtle ways – a path made easier by shifting trees, food mysteriously left by their campfires, or a sense of unseen guardianship when danger lurks near.

Abilities and Magic

The Drúedain are known for their unique, passive form of magic that is deeply tied to their surroundings. Rather than casting spells or wielding elemental forces, they work through intuition and subtle influences over nature. They are able to coax plants to grow in particular ways, communicate with animals, and even make stone come alive under certain conditions. These abilities, while subtle, make them formidable in their own right, especially when protecting their homes from threats.

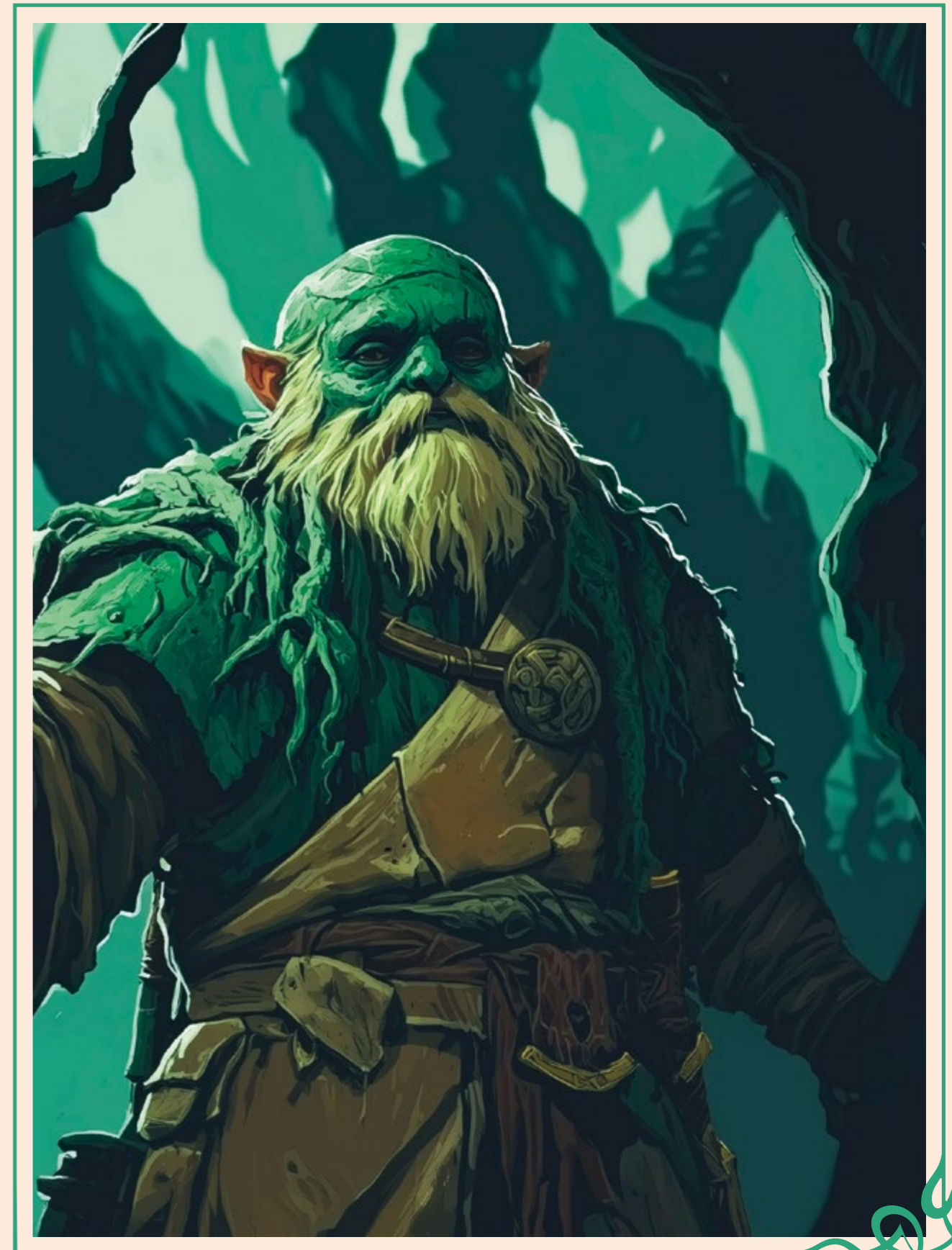
Role in the World

The Drúedain are content to remain distant from the affairs of other races, preferring the quiet peace of their forest homes. However, when the natural world is threatened, they may reluctantly take action to defend it. While they avoid war and conflict, the Drúedain are capable of fierce resistance if the balance of nature is disturbed or if their people are endangered.

They are known to offer guidance to those lost in the forest, though such aid is never overt. Rangers, druids, and others who respect the wild lands often seek their wisdom, though finding a Drúedain willing to share it can be a challenge. Those few who manage to earn their trust may be taught the ways of the forest – learning to read the subtle signs of the land, listen to the whispers of trees, and live in harmony with the natural world.

Drúedain in Adventures

For adventurers, encountering the Drúedain may be a rare and enigmatic experience. They are not likely to join a party, but their knowledge of the forest can prove invaluable. A party might seek them out for help navigating dangerous wilderness, finding rare herbs, or interpreting ancient omens tied to the natural world. Earning their trust could be the key to unlocking secrets hidden deep within forgotten groves, or gaining allies who can turn the forest itself against a common enemy.



ELDERWOOD

Elderwood are towering, ancient tree-like beings, revered as the guardians of the forests. Deeply connected to the land they protect, these mighty creatures have stood watch over the woodlands for millennia. They are slow-moving, deliberate, and thoughtful, living lives measured in centuries rather than years. Peaceful by nature, Elderwood strive to maintain balance and harmony within the natural world. However, when provoked or when their forests are threatened, they can unleash immense strength, becoming unstoppable forces of nature.

Physical Appearance

Elderwood resemble enormous, humanoid trees, their bark-like skin ranging from mossy greens to dark browns and grays. Their limbs are thick and gnarled, resembling the branches of ancient oaks, and their faces are often creased with the lines of age, giving them a wise, weathered appearance. Though they move with ponderous slowness, every step is purposeful, and their roots can sink deep into the earth, allowing them to communicate with the land itself.

Culture and Society

Elderwood are solitary by nature, spread across the vast forests they protect. However, they maintain a deep connection with one another through what is known as the Song of the Forest, a slow, rhythmic communication that echoes through the earth, air, and roots. This song binds the Elderwood together, allowing them to share knowledge, experiences, and warnings across great distances.

Abilities and Magic

Elderwood are deeply connected to the magic of the natural world, and their powers reflect this bond. Their most notable ability is their command over the forest, where they can rouse the trees, plants, and animals to aid them in times of need. When threatened, an Elderwood can awaken the trees around them, turning a peaceful forest into a dangerous battlefield of grasping roots and lashing branches.

One of their more subtle powers is their regenerative ability. When rooted in place, they can heal their wounds by drawing strength from the earth. Over time, even the most grievous injuries will fade as new bark grows to replace what was damaged.

Role in the World

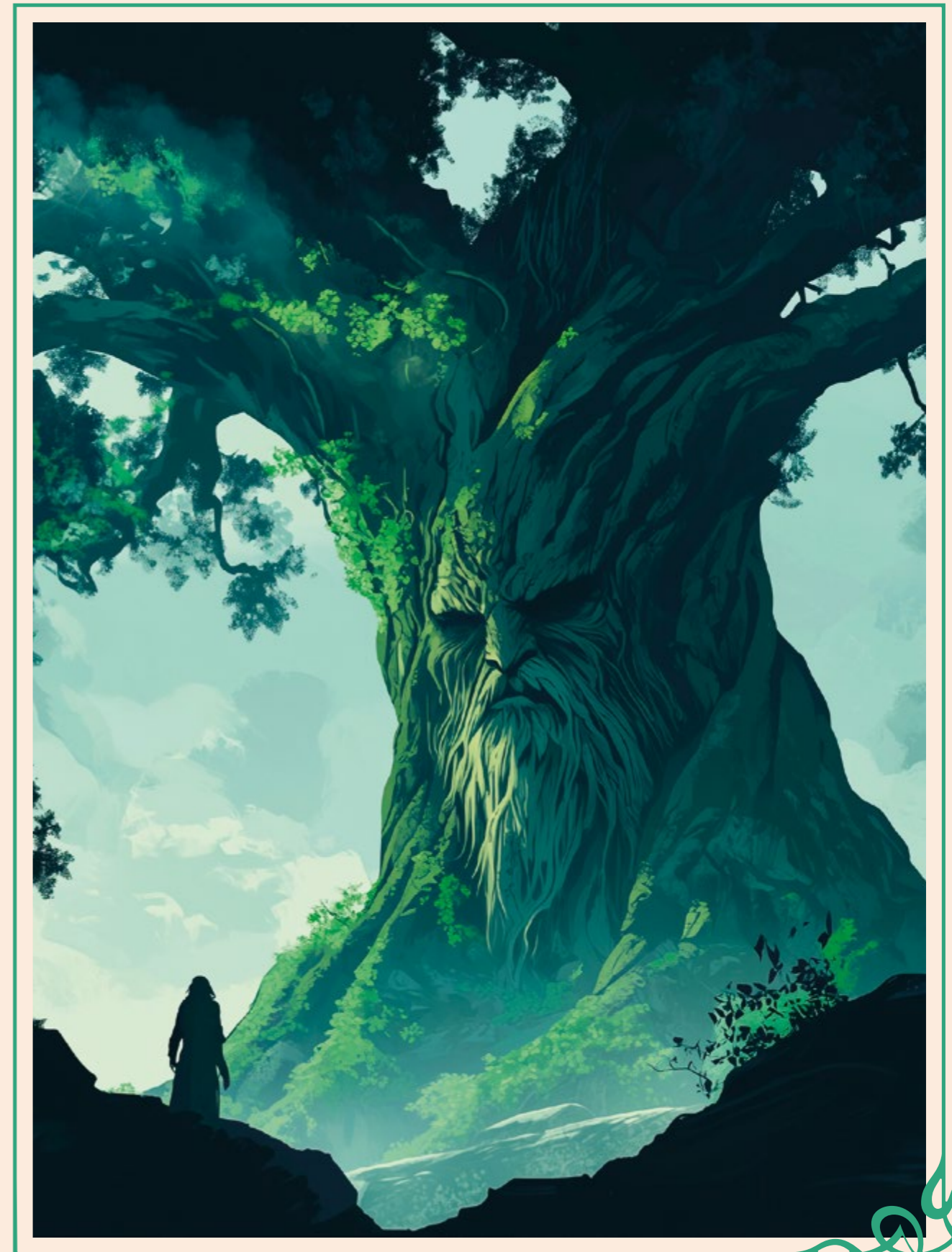
In the world of Faery, Elderwood are protectors of the ancient forests, standing as silent sentinels against those who would harm the natural world. While they rarely involve themselves in the affairs of mortals, those who respect the forest may find allies in the Elderwood, benefiting from their wisdom and guidance. However, those who seek to exploit or destroy the woodlands will face the full wrath of these tree-like giants.

Though Elderwood prefer peace and quiet, the encroachment of civilization has stirred many from their slumber. Lumberjacks, settlers, or even invading armies that seek to clear the forests for their own gain may unknowingly provoke them, leading to disastrous consequences.

Elderwood in Adventures

For adventurers, encountering an Elderwood is often a momentous occasion. While they are peaceful and wise, they are also slow to trust outsiders, particularly those who carry axes or weapons that might harm the forest. To earn an Elderwood's favor, adventurers must show respect for nature, perhaps assisting in protecting the forest from invaders or helping to settle disputes between the woodland creatures.

In some cases, Elderwood may call upon adventurers for help. They may need assistance in resolving threats to their forests, such as a spreading corruption, rogue sorcerers who warp the land with magic, or marauding monsters that have grown too bold.



NISSE

Nisser are small, jovial beings that inhabit the hidden corners of forests, meadows, and hillsides throughout the world of Faery. Known for their industrious nature and affinity for the earth, Nisser are skilled craftsmen, herbalists, and keepers of ancient lore. With a deep-rooted connection to nature and a penchant for practicality, they play a vital role in maintaining the balance of their environments.

Physical Appearance

Nisser stand about two to three feet tall, with stout, rounded bodies that are well-suited for their earthy lifestyles. Their skin tones range from soft browns to earthy greens, often reflecting the natural elements of their surroundings. They have broad faces, rosy cheeks, and bright, twinkling eyes that reveal a sense of mischief and warmth.

Culture and Society

Nisser live in small, tight-knit communities known as burrows or settlements, which are often hidden from the eyes of larger creatures. Their homes are intricately crafted from natural materials, blending seamlessly into the landscape. They are usually situated near gardens, ponds, or ancient trees, where Nisser cultivate herbs, vegetables, and flowers.

Abilities and Magic

While not as overtly magical as other Fae creatures, Nisser possess a unique form of earth magic deeply rooted in their connection to nature. Nisser are skilled herbalists, knowledgeable in the properties of plants and fungi. They can brew potions, salves, and remedies that can heal wounds, cure ailments, or enhance abilities. Their extensive understanding of nature allows them to create effective antidotes and tonics.

Nisser can communicate with animals and plants, often gaining insights into the health of their surroundings or the presence of intruders. This ability allows them to maintain harmony with the natural world and respond quickly to any disturbances.

Role in the World

Their affinity for nature makes them valuable allies to adventurers seeking to navigate the wilds or understand the secrets of the earth. Nisser can provide guidance on local flora and fauna, assist in finding hidden paths, or offer aid in crafting essential tools and potions.

However, adventurers should approach Nisser with respect and humility. While they are generally friendly, they can become wary of those who do not honor the land or their customs. Intrusions into their territories or disrespect for their way of life can lead to misunderstandings, and the Nisser are quick to protect their homes if they sense danger.

Nisser in Adventures

Adventurers may encounter Nisser during their travels through enchanted forests or peaceful glades. The presence of a Nisser may be indicated by the vibrant gardens, well-tended paths, or the sounds of laughter and music emanating from hidden burrows. A party may stumble upon a Nisser festival or be welcomed into a burrow for a brief respite and a hearty meal.

Nisser can serve as quest givers, asking for assistance in solving problems related to their environment, such as dealing with encroaching monsters, curing a blight affecting their crops, or retrieving stolen treasures from greedy outsiders. Their knowledge of local lore and magical herbs can prove invaluable to adventurers facing challenges in the wild.



SPRITE

Sprites are tiny, enchanting creatures that flit about the forests, embodying the whimsy and wonder of the natural world. With their delicate wings shimmering in the sunlight, these magical beings are often associated with mischief and playfulness, making them both delightful companions and unpredictable tricksters. Sprites are known for their ability to weave illusions and manipulate the natural elements around them, bringing a touch of magic to the world.

Physical Appearance

Sprites are small, typically standing no more than a foot tall, with slender bodies and oversized, translucent wings reminiscent of dragonflies. Their skin glows with a faint luminescence. Their large, expressive eyes sparkle with curiosity and mischief, and their features are delicate and finely detailed, resembling those of young children.

Each Sprite has a unique appearance, often reflecting the natural environment they inhabit. Some may have leaves or flower petals woven into their hair, while others adorn themselves with natural jewelry made from twigs, acorns, and gems found in the forest. Their clothing is typically made from soft plant fibers or spider silk, allowing them to move freely and easily through the dense underbrush.

Culture and Society

Sprites live in small, tight-knit communities scattered throughout the forests. Their homes are often built into the trunks of trees, under mushrooms, or in burrows nestled among the roots of plants. These dwelling places are adorned with flowers, glimmering lights, and natural decor, reflecting the Sprites' playful nature.

Sprites are inherently social and thrive on interaction, often playing tricks on one another for fun. However, their playful nature can lead to mischief directed at outsiders. They enjoy playing pranks on travelers who wander into their territory, sometimes stealing small items or leading them astray with illusions, though their intentions are rarely malicious.

Abilities and Magic

Sprites can create convincing illusions that can confuse or amuse. They often use this ability to play tricks on travelers or to hide from potential threats. These illusions can be as simple as a flickering light or as complex as a mirage of a whole landscape.

Sprites can influence the natural elements around them. They have the ability to encourage plants to bloom, cause flowers to sing, or summon small animals to assist them. This connection to nature allows them to manipulate their surroundings for playful or protective purposes.

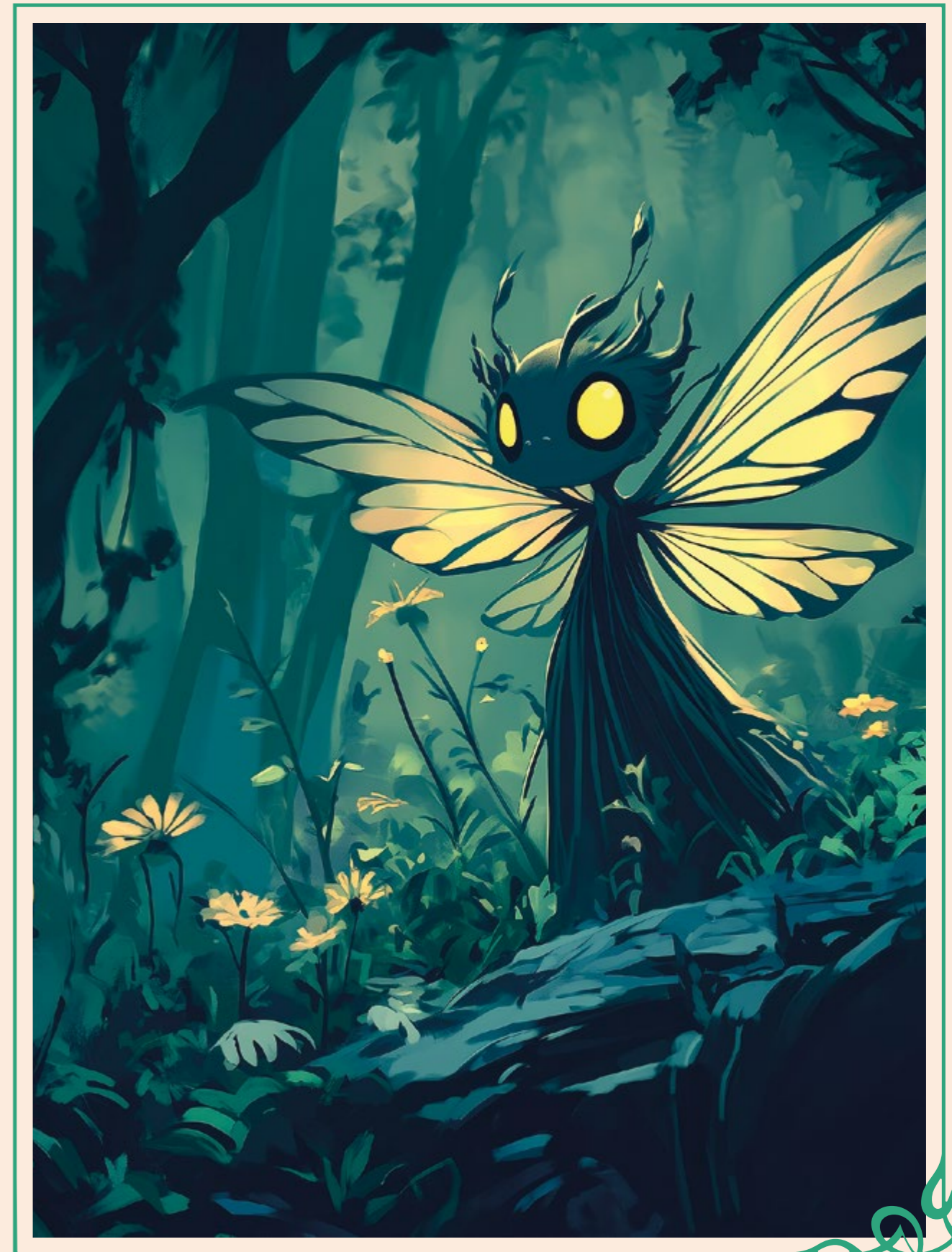
Role in the World

In the world of Faery, Sprites serve as guardians of the forests, maintaining the delicate balance between nature and civilization. They embody the spirit of the wild, reminding all who enter the forest that magic is alive and ever-present. While they may appear whimsical and carefree, Sprites take their roles as protectors of their homes seriously.

Sprites in Adventures

Adventurers may encounter Sprites during their travels through enchanted forests or mystical glades. The presence of Sprites can be sensed by the playful sounds of laughter, the gentle flicker of lights, or the unexpected rustling of leaves. A party might be drawn to a Sprite gathering or find themselves unwittingly caught in the midst of a Sprite prank.

Sprites may serve as quest givers, asking for assistance in retrieving stolen items from a mischievous creature or helping them in a larger scheme to protect their home from encroaching threats. They might also require aid in resolving a conflict with another fey creature or in reclaiming lost magical artifacts that hold significance to their community.



WILL-O'-THE-WISPS

Will-o'-the-Wisps are mysterious, flickering orbs of light that drift through the wild, often seen at twilight or during foggy nights in marshlands, forests, and graveyards. These ethereal lights have long been a source of wonder and fear for those who wander the land of Faery. Though they appear as harmless glowing orbs, Will-o'-the-Wisps possess an eerie ability to lure travelers deeper into dangerous, untamed regions, leading many to their doom.

Appearance

Will-o'-the-Wisps are typically small, glowing lights that hover a few feet above the ground, flickering and shifting in hue between soft blues, pale greens, and ghostly whites. They can vary in intensity, from faint glimmers to bright, radiant beacons that pulse with an otherworldly glow. While they appear as simple lights, those who draw near often sense a haunting presence, as if something intangible but sentient lurks within the glow.

Behavior

Will-o'-the-Wisps are most commonly encountered at night or in misty environments, where their lights stand out against the gloom. Their behavior is both alluring and deceptive. To the unsuspecting traveler, they may seem like lanterns or guides, tempting those who have lost their way or who are drawn to their magical glow. They drift just out of reach, leading anyone who follows them deeper into the wilderness, toward treacherous terrain, bogs, or even hidden threats.

Origin and Nature

The true nature of Will-o'-the-Wisps remains a mystery, even to the scholars and sages of Faery. Some theorize that they are the spirits of the lost or forsaken, souls trapped between worlds, drawn to the living to share their misfortune. Others suggest that they are manifestations of ancient magic, remnants of forgotten spells or guardians of places infused with powerful energies.

In some regions, Will-o'-the-Wisps are said to appear near the burial sites of ancient Fae or long-dead heroes, and it is believed that they act as keepers of the secrets buried there. Their light may lead the daring toward hidden treasures or long-forgotten knowledge, but such gifts come at great risk, as the lands they protect are often perilous and filled with dangerous magic.

Abilities

Though Will-o'-the-Wisps seem incorporeal and harmless, they possess magical abilities that make them dangerous, particularly for the unprepared.

The primary ability of a Will-o'-the-Wisp is its mesmerizing glow. Travelers who catch sight of the lights are often compelled to follow them, especially if they are lost, tired, or in need of guidance. This enchantment is subtle, leading those who follow into deeper, more dangerous parts of the wild without them realizing it.

Role in the World

In Faery, Will-o'-the-Wisps are both a hazard and a curiosity, embodying the strange and dangerous beauty of the land. For adventurers, these lights may represent a challenge or a trap, leading them away from their intended path and into unforeseen dangers. At times, they may serve as guides – albeit risky ones – leading to hidden places where treasures or ancient secrets are buried, though such pursuits often come at a great price.

Wisps in Adventures

For a party of adventurers, an encounter with a Will-o'-the-Wisp can mark a turning point in their journey. Whether they are led into a dangerous trap or discover a hidden location, the presence of these enigmatic lights adds a layer of mystery and tension to any expedition. Wisps may lead a group to ancient treasures, a haunted battlefield, or an area of the wild that hides a powerful, ancient magic.



EPILOGUE

The Faery realm is a land of wonder, beauty, and boundless peril, where the creatures of myth come alive in ways few can comprehend. Within these pages, you have encountered spirits of dark forests, guardians of enchanted waters, and beings of unfathomable power and caprice. Each monster has its place within the chaotic harmony of the Fae, their stories and secrets woven into the very fabric of their existence.

The journey into Faery does not end here. For every **Banshee's** wail, for every glimpse of the elusive **Mothman**, and for every trick played by a mischievous **Faun**, there are countless other secrets waiting to be uncovered. The Faery world is boundless, its mysteries profound, and its challenges ever-changing. Those who venture into it do so with courage and wisdom, knowing that they must tread lightly or face the consequences of their curiosity.


Yet, beyond the dangers lie treasures of lore, alliances, and self-discovery. Adventurers who confront the creatures of Faery are not just challeng-

ing monsters – they are facing reflections of their own fears, desires, and ambitions. Each encounter offers a chance for growth, a deeper understanding of the delicate balance between mortal and Fae, and the wisdom to respect it.

So, dear reader, take these stories and insights with you as you journey forth. The world of the Faery awaits, with its ever-shifting forests, silver-touched lakes, and beings both terrible and wondrous. Whether you come seeking power, wisdom, or the thrill of the unknown, remember that every step you take in the realm of Faery brings you closer to the heart of magic itself. May your wits be sharp, your courage steadfast, and may you honor the mysteries of the Fae – until the day you, too, become a legend within its timeless bounds.

Go forth with wonder and respect, for the Faery realm awaits.





LEAD WRITER
Orin Everglen

LAYOUT AND GRAPHICS
Helena Buch

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Faery: Monster Companion is the ultimate bestiary to the Faery lore, offering a comprehensive collection of creatures from folklore and myth. This bestiary delves into the enchanted and perilous land of Fae, with entries that span the monstrous fenrir, mischievous fauns, and ethereal elves from cultures around the globe.

Each monster is meticulously detailed with lore, stats, and tactical insights to challenge even the most seasoned adventurers. Whether you're looking to enhance your campaign with unpredictable encounters or dive deeper into the Fae realm, **Faery: Monster Companion** is your essential guide.

