

## Animal-Servants

Created from base animals altered through magical means, to act as staff for the Sidhe guests in the gardens.

With the sidhe mostly gone, the animalservants continue their tasks anyway, laying out meals that never get eaten and clearing up after guests that never arrived.

The servants are simple-minded creatures, unable to really comprehend things outside of their direct purpose. Maddening in their inability to learn or talk sense.

All remember, or were told about, the coming of the Idea Of Thorns. They're incredibly paranoid about it. The slightest hint of its presence will send them into a blind panic.

Animal-Servants are **Scouts** with various changes.

### Fish-Servant

Uplifted anthropomorphic fish raised to a facsimile of human sentience. Not actually that smart, but capable of mimicking intelligent behaviour. A humanoid form with spiny fins and a fishlike head. Dressed in a servant's uniform. Obsequious, sluggish. Talks little. Reluctantly helpful. Very stupid.

- ◆ Can breathe in water
- ◆ Cast each of the following once per day: *Sleep, Forget, Suggestion, Create Food.*
- ◆ **Pike** (10ft, +4, 1d10+2)
- ◆ **Rapier** (+4, 1d8+2)

### Frog-Servant

Frogs enhanced to be able to act like humans. Again, mimic intelligence without really possessing it. Long-limbed frogs stood on their hind legs, dressed in a servant's outfit. Talks a lot, but it's mostly rubbish. Incurably stupid.

- ◆ Can walk up walls
- ◆ Cast each of the following once per day: *Unseen Servant, Wall of Fog, Levitate, Create Drinks.*
- ◆ **Pike** (10ft, +4, 1d10+2)
- ◆ **Rapier** (+4, 1d8+2)

### Ferret-Servant

Ferrets granted human-like intelligence. Actually intelligent, rather than merely mimicking it. A sleek mustelid in a butler's outfit. Loquacious,

possessing a dry wit. Tasked with managing the frog and fish servants, whose stupidity is a constant source of frustration to them.

- ◆ It has 27 HP
- ◆ Cast each of the following once per day: *Charm Person, Message, Invisibility, Dispel Magic, Teleport.*
- ◆ **Rapier** (+4, 1d8+2)

## Animate Statue

A statue that moves about. Beautifully carved from marble, worth 300 gold if the body is recovered. Vague and uncertain. Not quite human intelligence, not quite animal. Senile.

An Animate Statue is a **Stone Defender** with 66 HP.

Roll a d20 for what the statue is of:

1. Heraldic Lion
2. Rippling-muscle Adonis
3. Angel
4. Innocent-looking Child
5. Heraldic Eagle
6. Heraldic Dragon
7. Weird Abstract Blobs
8. Weird Geometric Shapes
9. The Devil
10. Cupid
11. Beautiful Young Woman
12. Mermaid
13. Heraldic Stag
14. An Orchid
15. Knight in Armour
16. Saint
17. Unicorn
18. Wicked Serpent
19. Massive Baby
20. Big Jolly Fat Man

## Ambulatory Pudding

A desert or confection, living and able to move about. Predatory, which is how it has achieved such great size.

Different kinds of pudding look and behave in different ways.

To a gourmand of exotic tastes, an ambulatory pudding delivered alive and edible is worth 100GP.

An Ambulatory Pudding is an **Ochre Jelly** with 73 HP. Roll a d20 for the type of pudding:

1. Custard. Thick, yellow, totally fluid form. Attacks every adjacent enemy, not just the one.
2. Black Forest Gateaux. Bulky, sticky, covered in icing. Layers of cake split to form a mouth. 95 HP.
3. Fruit Jelly. A large, wobbly jello pudding. Bits of huge exotic fruit within. Can flow through narrow gaps.
4. Trifle. A sloppy mess of different layers. Timid.
5. Cheesecake. Flabby pallid masses protect a crunchy inner core. Drowns victims in its mass. Sadistic.
6. Fudge. Big, blocky, brown masses lumbering forward on chunky legs. 95 HP.
7. Steamed Pudding. Big and sticky. Gives off a cloud of foggy steam around it.
8. Sticky Toffee Pudding. Rich, adhesive, Tawney coloured. Those taking damage must save vs paralysis or be glued to it. A round spent making a successful save vs paralysis is required to escape.
9. Cupcake. Small, dainty. 18 HP, encountered in packs of d6.
10. Chocolate. Brown and soft and rather gooey. Shambles about on little legs. A default sort of pudding.
11. Christmas Pudding. Soaked in brandy and flickering with blue flame. Does d6 extra fire damage, and risks setting things alight.
12. Rice Pudding. Form constantly dripping, extrudes rough limbs to walk and grapple with. Pallid.
13. Bread-and-butter-pudding. With a thick bread crust and a soft inner part. Little arms and legs and lots of mouths where the breadcrusts meet. Vulnerable to backstabs etc.
14. Spotted Dick. Dotted with raisins that act as sensory organs. Aggressively territorial. Don't snigger at the name.
15. Apple Crumble. Gooey fruit bits under a gritty shell. Armour as Chain, only 55 HP.
16. Tapioca. Translucent, pearlescent, slightly supernatural. 1-in-6 chance to totally ignore any spell cast on it.
17. Ice-cream. Thick, opaque creamy pudding. Does an extra d6 cold damage. Double damage from fire, and takes electric damage normally rather than healing.
18. Figgy Pudding. Tough and black with a crusty outer layer, but crumbly within. AC as plate, but only 40 HP.
19. Battenberg. Arranged into a grid of roughly square sections smashed together.
20. Crème Brulee. Crunchy exterior. Squelchy interior. Healed by fire damage. Reckless.

## Basilisk

A long serpentine monster, with the head of a cockerel. Its scales form banded patterns of black and deep red, and its wattles and crest are bright crimson.

Those who meet the basilisk's gaze risk petrification, such is the concentration of venom in it, and the toxins in its bite are similarly potent.

The basilisk devours stone statues, the weird workings of their gut turning the stone that they devour back into flesh. The basilisk's stomach juices, if smeared on a statue, turn it back to flesh.

The Basilisk is a **Basilisk**.

## Black Cat

Once a witch's familiar. The witch is long dead, the cat remains. Can talk, is intelligent, and knows a good deal about what you might encounter.

The Black Cat is a **Cat** that speaks Common and has Int and Cha of 12 (+1).

## Blue Fox

Foxes with fur the scintillating colours of a kingfisher's feathers. Seem to talk to one another in their own tongue, and laugh at cruel jokes only they understand.

A Blue Fox is a **Wolf** with an Int and Cha of 10 (+0).

## Bonsai Turtle

A lumbering turtle, as broad as a cart. Old and ponderous. The ridges on its back form a bowl, the bowl is filled with moss and detritus and has a single tree - sculptural and elegant - growing from it. Like a bonsai scaled back up again, on the back of a turtle. The tree's roots fuse with the turtle's flesh.

A Bonsai Turtle is a **Turtle** with the following changes:

- ◆ Its size is Large.
- ◆ It has 32 HP.
- ◆ Its Int is 6 (-2)
- ◆ Its only attack is **Bite**. +4, 2d8+2 piercing damage.

## Bottle-Hermit-crab

A fat, pale soft-shelled crab, using an empty wine bottle as an improvised shell. Weaves side-to-side drunkenly.

A Bottle-Hermit-crab is a **Giant Crab**.

## Candle-Golem

A big, lumbering waxen figure, dribbles of molten wax running down its form and trailing behind it. Where its head would be, and at the tips of its stubby fingers, a wick with a flickering orange flame. Tasked with illuminating the garden and removing nocturnal intruders.

The Candle Golem is a **Clay Golem** scaled to CR 7, with vulnerability to fire.

## Carnivorous Plant

A huge plant that eats people. Maybe a venus-flytrap with jaws the size of a chair. Maybe a giant sundew covered in sticky tendrils as long as your arm, maybe a pitcher plant the size of a phonebox that drags you into its maw.

The Carnivorous Plant is a **Roper** scaled to CR 1.

## Chess Set

Constructed from living stone, the chess set is made from earth elementals carved into shape and bound to a particular role.

Each chess set behaves like a miniature knightly court. They engage in courtly politics and romance, war chivalrously with other chess sets or factions in the gardens, and embark on quixotic quests.

Each chess set refers to itself by a different name; the Red Court, the White Order, the Ivory Palace and so forth. Their customs are often bizarre but are at least vaguely similar to those of an Arthurian romance. Hospitality, duty, courage, self-sacrifice, and glory are lauded. Cowardice, treachery and unsportsmanlike behaviour is roundly condemned.

All pieces of the chess set are forbidden by custom from romance with those outside their class (save for the King and Queen). None the less, the set pursues tangled webs of romance with a dedicated fervour. They are keen to involve outsiders- even PCs - in these affairs. A chess-piece lover is a loyal companion, if slighted or betrayed they and their court become an implacable enemy.

A chess set cannot be properly destroyed without great effort. If even a few shards of stone remain, the whole set will slowly regenerate. 'Dead' members return as if from nowhere within an hour, so long as they are unobserved. As such, although a set may take casualties, those replenish quickly, and soon the set will be back up to full strength.

In truth, the set is not 16 creatures, but a single creature with 16 bodies, play acting at different roles, like a human with a puppet on each hand. What one of the set knows, they all know. What one feels, they all feel.

Any mind-affecting effects that successfully affect one chess-piece affect them all.

1 Rook, 1 Knight, 1 Bishop and 4 pawns are male. The other half are female. Position is everything in fights with a chess set. Those pieces close to one another support one another well, while they jump on isolated PCs and beat them into a pulp.

Even if you don't normally use miniatures, get a chess set out for the fight to track where

everybody is. For the purposes of the fight, treat 'adjacent' as being 'within about 3 meters'.

All Chess Set pieces are **Stone Defenders** with various changes, including the following:

- ◆ All chess pieces are affected by mental effects that affect at least 1 chess piece.
- ◆ If the king is taken out of action, the rest all fall inert until the king recovers.
- ◆ If unobserved, all chess pieces (even those destroyed, transformed, put somewhere else) return to full strength within an hour and come back together.

### King

The supposed ruler of the chess court. A stone elemental carved into the form of an old man in robes and an ornate crown. Slow, indecisive but potent. Think of Emperor Palpatine, if he was chivalrous rather than a baddy.

- ◆ It has 25 HP.
- ◆ Its Slam is +4 to hit, deals 1d6+4 damage, and does not knock targets prone.
- ◆ It has no Intercept Attack.
- ◆ As an action, it can command up to 5 pawns, 2 rooks, or 3 bishops/knights to use their reaction to make an attack.

### Queen

The real power behind the court. Somewhere between a cunning second-in-command and an unstoppable crusading warrior-queen. Think of a beautiful female Darth Vader, carved from stone.

- ◆ It has 55 HP
- ◆ It has a walking speed of 60 ft.
- ◆ Its Slam does not knock targets prone.
- ◆ It has no Intercept Attack.
- ◆ It can use its action to Slam every adjacent enemy.

### Rook

Stolid, defensive types. Tasked with holding and maintaining territory. Hold grudges with quiet fervour. Carved from elemental stone to resemble a warrior in plate, behind a huge shield, features blocky and square. The helmet features the distinctive crenulation of the traditional chess-piece

- ◆ It has 45 HP

- ◆ Its Slam does not knock targets prone.

### Knight

The dashing cavaliers of the court. Impetuous, touchy about their honour even for chess-pieces. Carved to resemble plate-armoured knights, in helmets with a heraldic crest shaped like a horse.

- ◆ It has 25 HP.
- ◆ Its Slam is +4 to hit, deals 1d6+4 damage, and does not knock targets prone.
- ◆ It has no Intercept Attack.
- ◆ Can pass through walls, shield-walls, and other barriers as if they weren't there.

### Bishop

The clergy of the court. Solemn. Prone to blessing things in battle. Politically astute, but prone to hidden passions. Carved to resemble robed figures in tall bishops-mitres.

- ◆ It has 25 HP.
- ◆ It has a walking speed of 60 ft.
- ◆ Its Slam is +4 to hit, deals 1d6+4 damage, and does not knock targets prone.
- ◆ It has no Intercept Attack.
- ◆ Grants adjacent chess pieces an extra 1d6 to their Slam damage.

### Pawn

The rank and file warriors of the court. Servile, courteous. Not very clever. Apologise a lot. Carved to resemble little people with bulbous heads, a bit like the toadstools in Mario.

- ◆ It has 15 HP
- ◆ It has a walking speed of 15 ft.
- ◆ Its Slam is +2 to hit, deals 1d6+4 damage, and does not knock targets prone.
- ◆ It has no Intercept Attack.

## Clockwork Lawnmower

A huge shuddering clanking machine of steel. Lurches across the gardens, blades whirling wildly to trim the lawns. Indiscriminate.

The Clockwork Lawnmower is an **Animated Armor** with the following changes:

- ◆ Its size is Large.

- ◆ It does not have Antimagic Susceptibility or False Appearance.
- ◆ It makes 1d4+1 melee attacks that deal slashing damage.

## Drake

A big carnivorous reptile, like a dinosaur that never really existed. Each is different, roll up the details below and modify the base stats.

The base stats for a Drake are that of an **Allosaurus**.

Roll d8 for basic body-shape:

1. Lizard-like. 4 legs, head, tail, no wings. No modifications.
2. Serpentine. Head, tail, no limbs or wings. No claw attacks, can make a crush attack against every adjacent enemy. A successful crush grabs the victim in the drake's coils. Next round, damage is automatic as the drake constricts.
3. Linnorm. Head, tail, serpentine body and two fore-claws. Attacks as normal, but a successful crush attack grabs the victim in the drake's coils. Next round, the damage is automatic.
4. Wyvern. Head, tail, 2 hind legs, wings. No modifications save the ability to fly.
5. Draconic. Head, tail, 2 hind legs, wings. No modifications save the ability to fly.
6. Hydra. 4 heads, tail, 4 legs. Gets 4 Bite attacks.
7. Winged Serpent. Head, tail, sinuous body, wings. No claw attacks. A successful crush grabs the victim in the drake's coils. Next round, damage is automatic as the drake constricts.
8. Multi-limbed. Head, tail, 6 or more legs. Gets 4 claw attacks. Skitters.

Also roll a d12 for the drake's special abilities:

1. Fire Breath. Instead of attacking, can breath fire. Everybody in range must Save vs Breath or suffer 3d6 damage.
2. Regenerates 1d10+3 HP a turn.
3. Intelligent and capable of speech.
4. Iron-hard scales. AC as plate.
5. Can squirt a spray of ink once per fight: save vs Paralysis or be blinded.

6. Poison sting on the end of the tail. One extra attack (+8, d4 damage and Save vs Poison to avoid 2d8 more damage).
7. Poisonous bite (as well as normal bite damage, Save vs Poison to avoid 2d8 poison damage).
8. Drains blood like a leech. A successful bite attack latches on and deals d6 damage each subsequent round.
9. Chameleonic skin. Surprises 5-times-in-6.
10. Can 'see' through echolocation.
11. Spits acid. Can make 3 spits instead of melee attacks (+8, d6)
12. Breathes lightning (Recharge 5-6). The Drake exhales lightning in a 30-foot cone. Each creature in that cone must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Lastly, roll d12 for the drake's coloration:

1. Olive green.
2. Deep green with a yellow belly
3. Pale pink and scale-less.
4. Red, black and white bands.
5. Black, dappled with green.
6. Red with a gold underbelly.
7. Patchy red, yellow and black.
8. Jet black with white stripes.
9. Sea-green with blue bands.
10. Blue, with purple and red patches.
11. Green flesh with black scales.
12. Sandy brown.

## Dream

Not a physical creature. Instead, an infectious thought-form. A fractally dense memetic virus.

A Dream is a lingering remainder of the initial disaster that caused the gardens to be abandoned in the first place. Not the Idea Of Thorns itself, but a weakened variant strain adapted to the lesser minds that inhabit this place.

Roll a d12 for the core idea of the Dream:

1. Guilt and Punishment
2. Conspiracies
3. Numbers
4. Medicine
5. Luck and Gambling
6. Parasites

7. Music
8. Entropy and Decay
9. Fire
10. Winter
11. Blood and Sacrifice
12. Confectionary

The dream doesn't damage Hit Points, it damages Sense of Self: this is the same value attacked by the Mask Gallery, and is equal to the victim's Charisma + Constitution.

When the Dream is encountered, pick a PC to be the first victim. Artistic temperament, madness, substance abuse and the innocence of youth all make you more susceptible. Each round, the Dream intrudes into their mind. Pick one:

- ◆ One of their memories is altered to match the dream's core idea.
- ◆ They hallucinate something appropriate to the dream.
- ◆ They realise a 'truth' that fits the dream. Inform the player of this. Give them details. Their grip on reality fades. Reduce their Sense of Self by d6. If any PC acknowledges a victim's delusions (such as to ask 'what did you see?') they begin to suffer next round, and each round thereafter. No save.

Each round, every infected PC's sense of self is further eroded and they pick up more delusions.

If a PC reaches 0 Sense of Self, they become an automata dedicated to spreading the Dream's meme-virus. They are an NPC. They might try to violently remove those PCs still fighting the Dream.

To fight the Dream, each round the PC can reassure an infected PC. To do this they can:

- ◆ Recount to the infected PC a memory of their shared background (either make one up or retell something that happened in play). This restores d4 Sense of Self to the PC being reassured.
- ◆ Appeal to the infected PC's ideals (faith, honour, monetary wealth, pride). This deals d6 damage to the Dream.

The dream has 20 HP. Once these are gone, it dissipates and the delusions it inflicts are lifted.

An infected PC can recognise that the thoughts they are experiencing are not their own, but they

cannot tell what the truth is until the dream is defeated.

If a PC acts on their delusions in particularly interesting, amusing or surprising ways, give them inspiration. Doing these things feels natural to them.

## Emerald Serpent

A brilliant green snake that glitters like emeralds. Venom drops from its mouth, hissing and steaming where it hits the ground.

The Emerald Serpent is a **Giant Poisonous Snake**.

## Empty Robed One

When the sidhe - those that remained sane, at least - abandoned Ynn, they left behind the empty robed ones as sentinels. Their sole purpose is to prevent the Idea Of Thorns escaping.

Each empty robed one is an invisible, intangible bit of force, clad in hooded robes that drape over a form that isn't there. They drift across the gardens rather than walking. Their empty hoods gaze about. Where their gaze lingers, the inhabitants of the garden cower, for fear of attracting the attention of these spiritual automata.

An Empty Robed One is a **Boneclaw** with the following changes:

- ◆ Its Int is 1 (-5)
- ◆ It is immune to psychic damage and mental effects.

## Floral Spider

A huge spider that hunts among the flowerbeds. As big as a horse. Limbs long and delicate, thorax delicately patterned like foxglove petals.

Slow, patient, methodical. It can plan and think, or it can act with startling vigor, but not both at once.

It can speak. It is old, careful, and callous. Averse to sudden change. Slow but not foolish. It understands the value of treasure, but does not much care for it itself.

It is a gourmand of exquisitely refined taste. It is willing to pay for interesting meat (up to 50 gold per carcass) and has a stock of 1,000 gold in coins and gems sequestered about the gardens.

A Floral Spider is a **Giant Spider** that has 32 HP, an Int of 10 (+0), and can speak Common.

## Giant Caterpillar

A fat caterpillar 12 ft long. Skin like old, cracked leather, mouthparts a mess of tendrils and mandibles. It trundles through the garden, feasting on the thickest greenery, leaving wreckage behind it.

A Giant Caterpillar is a **Carrion Crawler**.

## Giant Frog

It's just a really big frog, the size of a horse. Dumb even for an animal, but hungry. Lurks and ambushes.

A Giant Frog is a **Giant Toad**.

## Glass Bird

Transparent, hollow hummingbirds made of glass. Long, syringe like beaks pierce flesh to feed on blood; when they do, the blood drunk can be seen sloshing about inside them.

A Glass Bird is a **Stirge** with vulnerability to bludgeoning damage.

## Glass Butler

A hollow statue made of living glass. Shaped with elegant flutes and curves, like an elegant abstracted coral. Humanoid, with the vaguest hint of a face and long fingers.

It cannot speak properly, but air passing through the glass tubes allows it to communicate with an eerie piping noise.

It was made to serve the sidhe guests here, but with them long-gone its programming has degraded. It hunts the garden for food that it could serve to its masters (long gone though they are), and the PCs are certainly made of succulent meat.

There's a 2in-6 chance that it will obey any direct order or request it receives unflinchingly. This

increases to 4-in-6 when an elf PC issues the order. The obedience is only temporary, however, and after a while its programming kicks in and it continues as before.

The Glass Butler is an **Animated Armor** with the following changes:

- ◆ It has vulnerability to bludgeoning damage.
- ◆ Once per hour, it can cast *Purify Food/Water*, *Mending*, *Message* and *Light*.
- ◆ Once per day, can cast *Animate Object*, *Flesh to Glass*, *Glass to Flesh* and *Control Weather*.

## Golem Gardener

An artificial being, made of elegantly carved hardwood wood jointed together. Lacquered and polished. Makes a soft clicking of wood-on-wood when it moves. Dedicated to maintaining the garden. Plants trees, prunes, weeds, dredges ponds. Displays a tender care for the plants, insects and birds it looks after. A gentle giant, almost maternal in its nurturing. Implacable in its cold fury against anything that would harm the gardens. Does not speak, simply removes weeds and vermin.

The Golem Gardener is a **Clay Golem** scaled to CR 7, with vulnerability to fire.

## Hopping Lantern

An animate lamp-post. A lantern hooked onto one end, hopping along on the little foot on the other.

A Hopping Lantern is an **Animated Object (Tiny)** with 12 HP, that sheds light in a 20-foot radius, and dim light for an additional 20 feet.

## Hybrid-beast

This creature is a bizarre mish-mash of multiple animals into one strange chimera. They are the products of The Splicing Vats. Their intelligence is largely limited to animalistic levels, although the combination of different animals can result in strange and cunning behaviours not seen in nature. Each is near-unique; roll up the details of each below.

The base stats for the Hybrid-beast are that of a **Cave Bear** with no swim speed and no attacks. All attacks gained can be performed as one action, except Dragon Breath.

Roll a d20 for the base animal:

1. Gorilla (two extra claw attacks, +7, 1d6+5)
1. Horse
2. Eagle (fly speed 40 ft.)
3. Crocodile (swim speed 40 ft.)
4. Monitor Lizard
5. Armadillo (AC 16)
2. Sloth (two extra claw attacks, +7, 1d6+5)
6. Porcupine (AC 16)
7. Toad
8. Wolf
9. Stag
10. Ferret
11. Tiger
12. Cheetah
13. Zebra
14. Goat
15. Hyena
16. Peacock (fly speed 40 ft.)
17. Orangutan (two extra claw attacks, +7, 1d6+5)
18. Yak

Roll d20 for the creature's head:

3. Wolf (extra bite attack, +7, 1d10+5)
4. Goat (extra horn attack, +7, 1d8+5)
5. Zebra
6. Orangutan
7. Giraffe
8. Crow (extra peck attack, +7, 1d4+5)
9. Carp (can breathe in water)
10. Snake (extra bite attack, +7, 1d10+5, DC 11 Con save or 3d6 poison damage)
11. Hammerhead Shark (extra bite attack, +7, 1d10+5)
12. Tiger (extra bite attack, +7, 1d10+5)
13. Axolotl (can breathe in water)
14. Ostrich
15. Rat
16. Monitor Lizard
17. Hyena (extra bite attack, +7, 1d10+5)
18. Stag (extra horn attack, +7, 1d8+5)
19. Bull (extra horn attack, +7, 1d8+5)
20. Baboon
21. Chameleon (never surprised)
22. Duck

Roll 2 d20s for the other unusual features the animal has:

1. Bat Wings (fly speed 40 ft.)
2. Snake for a tail (extra bite attack, +7, 1d10+5, DC 11 Con save or 3d6 poison damage)
3. Long and Sinuous (extra grapple action, +7, d8+5 damage a round grappling thereafter)
4. Tiger-striped fur.
5. Feathers
6. Mimics noises that it hears perfectly
7. Human hands and feet.
8. Hummingbird Wings (fly speed 40 ft.)
9. Tortoise Shell (AC 18)
10. Bat Ears (blindsight 60 ft)
11. Dragon Breath (15 ft. cone, Dex save DC 12 or take 3d10 fire damage)
12. Mole Legs (burrowing speed 30 ft.)
13. Extra head (roll for what)
14. Two extra heads (roll for what)
15. Extra legs (extra claw attack, +7, 1d6+5)
16. Chameleon Skin (double chance to surprise)
17. Kangaroo Legs
18. Peacock Wings (fly speed 40 ft.)
19. Tusks (extra horn attack, +7, 1d8+5)
20. Gecko Feet (climb speed 40 ft.)

## Jabberwock

The Jabberwock is a strange dragon-like creature, with a long neck, bulging eyes, rodent-like incisors and wide, grasping humanlike hands.

The Jabberwock is a herald of intoxication. Where it passes, things behave drunkenly. Those who meet it are permanently altered. Perhaps there is some link to the Idea Of Thorns, but the Jabberwock is not infected.

There is only one Jabberwock. Once it's killed or otherwise gone, treat all results that roll this as Floral Spiders instead.

The Jabberwock is a **Young Brass Dragon** with the following changes:

- ◆ It has no Sleep Breath
- ◆ Observing the Jabberwock reduces Int by 1d4 every round.



- ◆ On a roll of 4, or when the Jabberwock deals damage, the target rolls for a Ynnian Alteration.
- ◆ Receives triple damage from vorpal blades.

## Jellyfish

A jellyfish floating in the air as if it was water, the tips of its tentacles trailing along the ground. Predatory but largely mindless

AC 8, HP 20, Saves +2, DC 18

**Tentacles.** +3 to hit, 1d6 damage and paralysis for that many rounds.

## Moss-rat

Big rats with moss instead of fur. Friendly. Where they spend much time, moss starts to grow. After a few days, the moss sprouts into more moss-rats

A Moss-rat is a **Giant Rat**.

## Myconid Composter

Lumpen fungoid proletariat of the gardens. Four foot high vaguely humanoid masses of mycelium with raisin-like sensory organs studded into their puffball-heads.

Their purpose is to gather dead, broken and dirty things, and pile them up in their great steaming compost-mounds to rot down. More composters sprout from the mass periodically, which is also used to fertilize the garden.

Myconids have huge nests in the depths of the gardens. Great rotting heaps of compost, with propped-up cavities within where they live. They don't sleep, or eat, but instead replenish themselves by thrusting the mycelium roots from their hands and feet into the decaying mass that makes up their home.

Their consciousness is not as separated as other beings. Myconids can fuse together, letting the mycelium threads that make up their neural networks intertwine. Their consciousnesses merge, their personalities blurr together, they share memories. The longer they're fused, the more completely their sentiences meld together. They can split apart again, and when they do

they retain all the memories they once shared. Myconids greet one another by shaking hands, blurring consciousnesses enough to exchange information. Knowledge ripples through their culture rapidly, their personalities exist in a fluid pool.

They are extraordinarily vulnerable to memetic corruption.

They wear dungarees and battered straw hats, and speak with regional British accents; Cockney or Cornish or Welsh. Stolid and practical, and single-mindedly dedicated to creating the best compost they can. PCs look compostable, too, they've got all those nutrients...

A Myconoid Composter is a **Myconoid Adult**, with the following actions:

- ◆ **Fusion.** Two Myconoids can fuse into a single being, combining their HP.
- ◆ **Spore Squirt.** Instead of attacking, the Composter can squirt spores from the top of its head, that do one of the following:
  - Heal all fungi 2d4 HP.
  - All non-fungi save vs poison or take 2d4 damage.
  - Form a new Myconid with 2d4 HP, at the cost of that many HP from the donor.

## Parasitic Wasp

This predatory insect, as long as a human forearm, reproduces by laying eggs in a living host.

A Parasitic Wasp is a **Stirge**, with the following actions:

- ◆ **Paralyze.** +5 to hit, 1d4+3 piercing. Con save DC 10, or paralysed for 1d6 turns.
- ◆ **Ovipositor.** As an action, the wasp lays eggs in a creature. They take 1d4 damage per turn, or 2d4 if paralysed, for d6 turns. At the end of this duration, if the victim is dead, their body splits and a new wasp emerges. Otherwise, their body fights off the parasite, which perishes within them.

## Peahawk

Descended from domesticated peacocks, grown large and carnivorous.

Take a peacock. Make it as tall as a person, with a viciously hooked beak and long legs like a cassowary. Keep the long elegant peacock-feather tails and the iridescent feathers.

These creatures hunt in packs, relying on speed and sudden vicious assaults to bring down prey.

The bodies of Peahawks are fabulously valuable to hat-makers and interior decorators; each is worth 100 gold.

A Peahawk is a **Deinonychus**.

## Plant-skeleton

Skeletons interwoven and animated with vines and creepers. The skeletons are just a framework, the real creature is the plant sprouting from between its ribs.

A Plant-skeleton is a **Skeleton** that is not immune to poison. Those it kills reanimate as plant-skeletons.

## Praying Mantis

A huge carnivorous insect, 20 feet long. Bark-like green chitin and brightly patterned wings like enormous flower petals. An ambush predator.

A Praying Mantis is a **Star Spawn Mangler**, with the following changes:

- ◆ Its size is Huge
- ◆ It has a Str of 14 (+2)
- ◆ It has an Int of 1 (-5)
- ◆ It has no damage resistances or immunities

## Questing Beast

The Questing Beast is a unique monster, one of a few active in Ynn. It takes the rough form of a leopard, with legs that end in deer's hooves and a snake's head on a long serpentine neck.

It exists to punish and redeem oathbreakers, sinners, traitors, the cursed and the damned. In

the presence of sinners, at the sound of dozens of baying dogs issues from its belly.

Eating the heart of the questing beast absolves you of one sin or betrayal you've committed, or breaks one curse on you.

There is only one Questing Beast. Once it's killed or otherwise gone, treat all results that roll this as Myconid Composters instead.

The Questing Beast is a **Chimera**, with the following changes:

- ◆ It does not have Fire Breath.
- ◆ Attacks deal an extra 2d6 poison damage.
- ◆ On its turn, creatures within 30ft must make a Con save DC 15 or take 1d4 poison damage.
- ◆ Attacks do double damage vs murderers.
- ◆ An additional +5 to hit vs traitors.
- ◆ AC 18 vs deserters.
- ◆ +5 to all saves vs blasphemers.
- ◆ Poison does double damage vs oathbreakers.
- ◆ Torturers auto-fail save vs poison.

## Rose-maiden

As a dryad is to a tree, these creatures are to beds of roses.

They appear roughly humanoid, with a thick thorny stem in place of their torso and legs. Their arms are formed by intertwined leafy branches, and each one has a single large rose in place of a head; whatever sensory organs they have are nestled between the stamen.

The rose maidens can walk about on their roots. They talk in high, soft voices; where the human voice is a cello, a rosemaiden's voice is a flute.

They are as intelligent as humans. They maintain the sites of particular beauty in the garden, brushing away dirt and litter and polishing stone and metal. Like the Myconid Composters, they have their own culture.

Their mannerisms are elegant. Despite their manual labour, they behave more like refined artistic types; poets or musicians perhaps. Everything beautiful must be preserved, everything ugly must be destroyed.

They sing as they work, producing melodies too subtle for the human ear to properly register. They sing when they fight, too. Eerie droning choirs.

Their songs hit strange resonant frequencies in the plants around them. By combining frequencies, their harmonies can produce supernatural-seeming effects.

These songs are also how they train plants to grow in particular patterns. Their homes - elegant bowers of living wood and leaves - are made in this way, as are those few tools they use.

A Rose-maiden is a **Myconoid Adult**, with the following changes:

- ◆ It has no Distress Spores, Rapport Spores, or Sun Sickness.
- ◆ Their eerie droning songs are disconcerting. Those who can hear their songs have disadvantage on attack rolls, skill checks, and concentration checks.

## Rust Bumblebee

Like bumblebees the size of your head, held aloft on buzzing tinfoil wings. Rather than fluff, their bodies are covered in a reddish crusty residue, partway between scabs and rust and peeling paint. They build out of corroded metal. Their hives are weird geigeresque semi-organic heaps of oxide flakes fused into hexagonal grids. Adventurers are a source of materials for the hive, and the bees will quickly send a s\////////////////\small swarm of workers to collect what materials they can. Essentially these are to normal bees what normal rust monster is to a cockroach.

A Rust Moth is a **Rust Monster** with the following changes:

- ◆ Its size is Small.
- ◆ It has a flying speed of 30 ft.
- ◆ It has 16 HP.
- ◆ Its Bite is renamed Sting.

## Salamander

A pallid, sinuous amphibian, like an axolotl. But as long as a human, and intelligent. Where an axolotl has gill-like fronds extending from its neck, the salamander has a flickering ruff of

condensed flame. The salamander is loquacious and well educated. It will expound, at length, on the artistic merits and failings of any particular thing that catches their fancy.

A Salamander is a **Salamander** with the following changes:

- ◆ It is scaled to CR 1.
- ◆ It has 35 HP.
- ◆ It is not resistant to nonmagical attacks.

## Shadow

A sentient, animated shadow ripped from a person who now casts no shade. Hates but paradoxically fascinated by light and warmth. Doesn't attack you physically, rather tears at your shadow and the wounds appear on you.

A Shadow is a **Shadow** whose Strength Drain drains 1 Charisma rather than 1d4 Strength.

## Shepherd of the Trees

A tree, twenty or so feet tall. Faces seem to form in its gnarled bark. Limbs take the shape of clutching hands. Despite its lack of a humanoid shape, its posture conveys mood and intent.

Its mind is old and slow. It thinks in terms of decades and centuries. It is content to watch the lesser, faster inhabitants of the gardens go about their business, only intervening when the oldest orchards and forests are threatened.

It tends to the trees. Its intentions tend to work slowly, warping the gardens in subtle but wide-reaching ways. It emerges only rarely. Its anger is slow to rise but implacable in its fury.

It is respected as a sort of slumbering king of the garden by other residents. Only those remaining sidhe receive greater reverence.

A Shepard of the Trees is a **Treant**.

## Sidhe

What elves are to humans, the Sidhe are to elves. These creatures are immortal, unnaturally beautiful, and undeniable geniuses. Their race combined the radiant beauty of angels, the ancient decadence of vampires, and the elegant grace of elves.

Once, the Sidhe were the masters of this place. It was built by them as a realm of sophisticated delight. Something changed. The gardens were abandoned, the sidhe are all gone.

Something introduced The Idea Of Thorns to the inhabitants, perhaps a visitor from another world or a crack in reality. The Idea swept through the population, seizing the minds of those who encountered it and driving them to bizarre, perverse and frequently deadly acts.

Many sidhe died, either from violence or as a result of their hubris leading them astray. Those outside sealed the gardens to prevent the meme-virus spreading. Those that remain are beautiful creatures. Taller and slenderer than humans, with the same delicacy to their features as elves, but more so. A sidhe's appearance is beauty incarnate.

Typically, the sidhe fights by using commands, illusions and suggestions to turn its enemies against one another, while protecting itself with its remaining spells.

Every sidhe is unique, but they share the following basic characteristics: Roll a few d20s for what's unusual about this Sidhe's appearance:

1. No/additional eyes
2. Six-inch-long fingers
3. Snake Fangs
4. Goat legs
5. Butterfly wings
6. Petals for hair
7. Green/Violet/Blue/Grey/Black/ White skin.
8. Dressed in furs
9. Wearing a crown
10. Long hooked fingernails
11. Teeth made of glass/flint/silver
12. Weeping blood
13. Surrounded by swarming butterflies
14. Flowers grow in their footsteps
15. Surrounded by mist
16. Glows with a radiant inner light

17. Thorns grow out of their skin where the bone is close to the surface
18. Dressed in armour
19. Antlers
20. Spiders crawling all over their skin.

A Sidhe is an **Archdruid** with the following changes:

- ◆ Advantage on saves against mental effects: their mind is too alien.
- ◆ Beasts will not willingly attack a sidhe.
- ◆ Native inhabitants of Ynn will obey any instruction a sidhe gives them; they were made to serve.
- ◆ Each Sidhe is a spellcaster of unusual potency. As an action, they can cast two spells so long as both are different.
- ◆ They have access to spells from every class spell list.

If the sidhe is reduced to 0 HP, instead of dying it transforms into a patch of flowers or mushrooms growing where their body falls. They regain 1 HP twice a day (sunrise and sunset) until fully healed, and return to flesh when on full HP or if blood soaks into the ground where they're growing. A stake in the heart prevents this and freezes the sidhe at 0hp until the stake is removed. Destroying the body while it is staked kills the sidhe permanently. Give them any other weird fairy-tale weaknesses, powers or traits you feel are interesting. Each sidhe is unique.

## The Idea Of Thorns

The Idea Of Thorns is not a physical creature. It is, instead, somewhere between a disease, a hostile meme, and a spiritual presence. It is conscious. It wants to spread.

It does not need host minds to exist, but must find minds to infect if it wishes to affect the physical world.

It will try to infect one mind, overtake it utterly, and then spread. It isolates, infects, subverts and controls.

When the Idea Of Thorns is first encountered, it will be as information. Writing scrawled on a wall, a little notebook with poetry in it, the sound of distant singing.

Anybody who refuses to look, covers their ears, etc, is not attacked by the Idea.

Those exposed to the Idea must make a DC 16 Wis save. Any who fail have the first seeds of the Idea planted in their mind. At this stage, the only sign is that they see all plant life as having thorns. The thorns are real to them, and can cause damage. Hearing somebody infected with the Idea talk about the Idea or their experience of it causes you to make a Save to avoid infection.

The Idea can compel an infected victim to take an action: roll a d20: if the result is equal to or higher than the victim's Sense of Self (which equals charisma + constitution), the victim performs whatever action the Idea wishes.

The victim does not realise that the compulsion originated from outside their own mind.

The Idea will attempt to lower its victims' sense of self by attacking the victim's minds in the following situations:

- ◆ If a victim experiences an altered state of consciousness, such as drunkenness.
- ◆ If a victim sleeps.
- ◆ If a victim tries to work out an explanation for the Idea.
- ◆ If a victim tries to express the Idea or their experience of it to somebody not yet infected.

When one of these happens, all those nearby who are infected experience a sudden vision. They are faced with the Idea Of Thorns, incarnate as a towering being made of tangled

vines, its form mimicking those whose minds are infected. It has all the moustache-twirling villainous bombast you can hope for. They must fight it. The fight lasts a single round and then ends. The next vision continues the fight where the last left off.

Treat the Idea Of Thorns as having the following stats:

- ◆ HP as 4x the highest Intelligence score out of those infected.
- ◆ AC is the highest Wisdom out of those infected.
- ◆ 3 Attacks with a bonus equal to the highest Charisma out of those infected.
- ◆ Saves as the highest positive Wisdom modifier out of those infected.
- ◆ Immunity to mind-affecting effects. Immunity to poison. Double damage from fire and electricity.

The Idea does not attack hit-points, instead it attacks Sense of Self. Each successful hit halves the victim's Sense of Self (round down).

As the victim's sense of self falls, they will be prone to increasingly irrational behaviour.

If a victim has lost any sense of self, the Idea will make the following actions seem appropriate:

- ◆ Producing texts and artworks that express the Idea Of Thorns.
- ◆ Killing those that seek to oppose the Idea Of Thorns.
- ◆ Planting roses, briars, thistles and other thorny plants in places where they will flourish.
- ◆ Abandoning the trappings of civilisation and returning to a more feral state.
- ◆ Destroying buildings and replacing them with plants.

A victim who does one of these in a way that amuses, impresses or surprises the GM can, at the GM's whim, gain inspiration. If the victim's sense of self reaches 0, they become an NPC, totally enslaved by the Idea.

## Unicorn

The Unicorn is another unique beast, treated by the residents as symbolic of the purity of nature.

The unicorn's presence is seen as a good omen. It's presence blesses a location and protects it from evil.

Drinking the blood of a unicorn grants near immortality; as the Sidhe's ability to turn to flowers when hitting 0 HP.

There is only one Unicorn. Once it's killed or otherwise gone, treat all results that roll this as Rose-Maidens instead.

The Unicorn is a **Unicorn** scaled to CR 7.

## Walking Hive

A swarm of bugs of some sort, wearing discarded human clothes and bits of skin as a disguise. From a distance, the illusion is convincing, even if the gait is unsteady. Up close, the skin roils and squirms, fingers bend in ways they shouldn't, eyes and mouth open to a mass of wriggling bugs. It wants to hollow out more people and spread into their empty skins to make another hive. When it attacks, the bugs get on you and start burrowing in.

A Walking Hive is a **Zombie**, with the following changes:

- ◆ Advantage on saving throws against mind-controlling effects.
- ◆ It has two attacks.
- ◆ On a successful attack, it can spend 2 HP to deposit bugs on a creature. Bugs deal 1d4 damage per round. If this damage kills a victim, then by the next round they're hollowed out and rise as a new Walking Hive with full health. Getting the bugs off you takes your whole action for the round.

## Walking Topiary

Somewhere between a golem and a plant - monster, this is a piece of carefully trimmed hedgerow, shaped like a person or a bird or some other equally artificial conceit, that walks about like it's a real animal.

A Walking Topiary is an **Animated Object (Medium)** that is vulnerable to fire.

## White Ape

Carnivorous albino apes, with an extra pair of arms sprouting from their shoulders. Once ornamental creatures like the Peahawks, now carnivorous and territorial, marking their territory with dung and mutilated corpses. Just short of human intelligence, smart enough to use crude tools and brutal cruelty.

The White Ape is an **Ape** with the following changes:

- ◆ It has an intelligence of 8 (-1).
- ◆ **Multiattack.** Four fist attacks.

## Worm

The Worm is the final unique monster in the gardens. It is the gaping, alldevouring maw that consumes that which is ugly, rotten and unnatural. It is entropy, wielded like a scalpel against that which shouldn't be there, enormous like an avalanche, in the form of a humungous ragworm like serpentine monster.

The worm hunts. It crashes through the gardens in search prey, leaving a trail of wreckage in its wake. Its jaws churn constantly. It is primal, unthinking, hungry.

There is only one Worm. Once it's killed or otherwise gone, treat all results that roll this a Dream instead.

The Worm is a **Purple Worm**.