



Artwork by DM Tuz

## JERSEY DEVIL

Jersey Devils are horse-like Fey who are driven by mischief and disaster, and their lives revolve around inflicting both on mortals. These horse-headed creatures with bulging eyes, strange, curving horns, batlike wings and claws may resemble imps or other such fiendish beasts, but their penchant for trouble is anything but infernal. Rather than waiting at lonesome crossroads or in dank caverns, jersey devils prefer to keep to populated urban centers and cities, where the rich tapestry of daily interaction is ripe for the spoiling, and their distinct screeching, which seems to be tailored to be as jarring and annoying as possible, is a sound any seasoned urban dweller learns to fear.

**Malicious Prankster.** The jersey devil's delight in mischief may seem childish, even crude, but these Fey are anything but stupid. Possessing keen intelligence and analytical minds, a Devil will wait patiently, studying a potential disaster in the making for the moment a wrench in the works can have its most potent effect. Though this can be accomplished in a number of ways, and any jersey devil worth its wings has a big bag of tricks, sometimes all it takes is one well-timed screech to send a normal gathering spiraling into wonderfully entertaining chaos.

**Screech and Gone.** However, don't think the moments after a well-timed prank are the time to strike back. Surprisingly patient for their immature nature, jersey devils possess magical powers befitting any Fey, and can disappear from a scene as quickly as they arrive. For the unlucky victim of a Devil's 'pranks', this can make discovering the true cause of their sudden 'misfortune' extremely difficult.

## JERSEY DEVIL

*Medium fey, chaotic evil*

**Armor Class** 13 (natural armor)

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

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	9 (-1)	12 (+1)	8 (-1)

**Proficiency** +2

**Skills** Perception +3, Stealth +4

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Sylvan

**Challenge** 1 (200 XP)

**Surprising Startle.** A creature that are not aware of the jersey devil has disadvantage on its saving throw against the jersey devil's Startling Scream.

**Innate Spellcasting.** The jersey devil's spellcasting ability is Charisma (spell save DC 9). The jersey devil can innately cast the following spells, requiring no material components:

1/day each: *Expeditious Retreat*

### ACTIONS

**Multiattack.** The jersey devil makes two attacks with its claws.

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

**Startling Scream.** The jersey devil unleashes a high-pitched scream. Each creature within 20 ft. of the jersey devil that can hear it must make a DC 12 Wisdom saving throw. On a failed save a creature uses its reaction to move up to its speed away from the jersey devil. Creatures that are immune to the frightened condition automatically succeed on the saving throw. After the creature's saving throw, the target is immune to the jersey devil's Startling Scream for 1 minute.

[Constitution Based]



## BLOODY MARY

Medium fey, neutral evil

**Armor Class** 14 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	13 (+1)	11 (0)	8 (-1)	14 (+2)

**Proficiency** +2

**Skills** Perception +1, Stealth +7

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

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Dwarvish, Elvish, Gnomish, Halfling, Sylvan

**Challenge** 2 (450 XP)

**Ambusher.** In the first round of combat, the bloody mary has advantage on attack rolls against any creature that is surprised.

**Mirrorwalk.** A bloody mary can enter and exit reflective surfaces such as mirrors, polished metals, or quiet bodies of water (referred to as Mirror) as a bonus action. To be able to enter and exit a Mirror, it's surface must be large enough for the bloody mary to squeeze through. When the bloody mary is inside a Mirror she cannot be targeted directly by attacks, spells and effects. A bloody mary can reach out of a Mirror to interact with objects or to attack creatures within her reach, provided the Mirror's surface is large enough. The inside of the Mirror is only the immediate surrounding the Mirror reflects. When a Mirror the bloody mary occupies is shattered, the bloody mary takes (9) 2d8 force damage and can no longer exit the Mirror unless she uses her Mirror Jump.

**Mirror Stealth.** A bloody mary can use a bonus action to hide, as long as she is in a Mirror.

**Sneak Attack (1/turn).** The bloody mary deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the bloody mary that isn't incapacitated and the bloody mary doesn't have disadvantage on the attack roll.

### ACTIONS

**Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Mirror Jump.** To use this action, the bloody mary must be in a Mirror. She teleports into another Mirror within 60 ft. that she can see.

**Born From Grudge.** It is hatred that feeds a bloody mary, and indeed, it is hatred that brings them into being. They live it, breath it, and this bears out in their nature; vindictive and spiteful, a mary is quick to anger and quicker to lash out with violent rage, almost always disproportionately. For the person to summon one they are as much a danger as they are to their intended victim, and the misery they spread is near universal. Indeed, some ancient writings even indicate that particularly cruel and hateful humans might be suitable candidates for becoming a bloody mary, but if knowledge of this transformation process is known to the Fey, it is well-hidden indeed.



Artwork by DM Tuz

## BLOODY MARY

Among the Fey, there are few beings as ill-tempered or single-minded as the bloody mary. Beings fond of gathering where mortals in close concentration hold ill intent and bear grudges, a bloody mary delights in bloody, violent murder above all else, and it is through this desire that they ply a dark trade. For those who bear the obscure knowledge to summon one, a bloody mary can be called upon to strike down one's rival in a fit of violence untold-but like any hired killer, their services come with a price.

**Mirror Stalkers.** To summon a bloody mary- as foolish of a venture as that would seem to anyone with even a lick of common sense- two things are required. The first is any sort of mirrored surface; unique amongst Fey, a bloody mary can travel between any such surfaces, which act as portals for them. This allows them to travel incredibly quickly, and partially explains their preference for urban environments, where such surfaces are abundant.

**Calling Name.** The second component required to summon a bloody mary is their true name. This is not knowledge spread openly, but in the whispers of the occult-minded, and many such names have passed into urban myth as words never to be spoken. But for a person blinded by rage and with hate in their heart, all that is needed is to speak one such name in front of a mirror three times... and wait.

**Dealings.** Impatient even for the mercurial Fey, a bloody mary must be dealt with quickly once summoned. With little use for money or precious things, a mary often asks for something no sane soul would part with, offering trades of a sadistic and cruel nature that their 'employer' often has just enough time to sober up and regret making before the mary returns, demanding payment... and only a fool doesn't pay up.





Artwork by DM Tuz

## BOGEYMAN

Bogeymen are born from perhaps the most universal of mortal emotions: Fear. Creatures of pure nightmare, they skulk across darkened streets and quiet alleyways, preying on the terror of a city's populace in a feast of torment. Motivated to spread fear by any means possible, they bear indistinct forms when not observed, but quickly change when faced with a potential victim, taking on the shape of their greatest phobia. Given the depths of fear that dwell in the hearts of men, particularly those living in the relative safety of an urban settlement, the facades a bogeyman may take on are as numerous as they are horrible.

**Fear Cultivation.** Though the easiest way for a bogeyman to spread the fear they crave is with swift, straightforward violence, it is not simply for the sake of violence that they do so. A living victim that, in the wake of a short, brutal assault will then spread the bogeyman's legend is of far more value than a murder victim- yet in such situations where their 'prey' expires, they may still serve their purpose. Ample evidence is left in the cases where such deaths occur, so that a terrified populace may know the bogeyman's calling card well.

**Sadistic Research.** Like many Fey, bogeymen possess powerful magics, chief amongst which is a strong form of telepathy, which they use to learn their victim's deepest, darkest fears. Stalking a potentially juicy 'target' as long as they need to so that they may weave a perfect tapestry of the victim's worst nightmares, when a bogeyman strikes, it is with horrors hand-picked from the worst frights imaginable. In the twisted mind of a bogeyman, this is nothing short of an art form, a painting of terror upon a canvas of unsuspecting victims.

## BOGEYMAN

Medium fey, neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	11 (0)	13 (+1)	17 (+3)

**Proficiency** +3

**Skills** Perception +4, Stealth +10

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

**Condition Immunities** frightened

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Sylvan

**Challenge** 7 (2,900 XP)

**Your Worst Nightmare.** If a creature fails its saving throw against the bogeyman's Detect Thought spell, it has disadvantage on Wisdom saves against the bogeyman's Incite Fear for 1 hour.

**No Escape.** As long as the bogeyman frightens a creature and the creature is on the same plane of existence as the bogeyman, the bogeyman is always aware of its exact position, as well as anything within 10 ft. of the creature as if the bogeyman is able to see it.

**Slasher Attack (1/turn).** The bogeyman deals an extra 28 (8d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is frightened of the bogeyman and the bogeyman doesn't have disadvantage on the attack roll.

**Innate Spellcasting.** The bogeyman's spellcasting ability is Charisma (spell save DC 14). The bogeyman can innately cast the following spells, requiring no material components:

At will: *Detect Thoughts*, *Thaumaturgy*

3/day: *Invisibility*

2/day: *Fear*

### ACTIONS

**Multiattack.** The bogeyman uses Behind You if available. It then makes two weapon attacks.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Behind You (Recharge 4-6).** The bogeyman teleports to an unoccupied space within 10 ft. of a creature that is frightened by the bogeyman.

**Incite Fear.** The bogeyman assumes a terrifying form to frighten a creature that can see it within 60 ft. of itself. The creature must make a DC 14 Wisdom saving throw or becomes frightened for 10 minutes. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the creature's saving throw is successful, or if the effect ends on it, the creature has advantage on saving throws against the Incite Fear of all bogeymen (but not legendary bogeyman) for 1 hour. [Charisma Based]



## Unbound Monsters: Urban Nightmare Fey

### LEGENDARY BOGEYMAN

Medium fey, chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 144 (17d8 + 68)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	18 (+4)	14 (+2)	16 (+3)	18 (+4)

**Proficiency** +5

**Saving Throws** Con +9, Wis +6, Cha +9

**Skills** Intimidation +14, Perception +8, Stealth +16

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

**Condition Immunities** charmed, frightened

**Senses** darkvision 120 ft., passive Perception 18

**Languages** Common, Sylvan

**Challenge** 14 (11,500 XP)

**Feast of Fear.** At the beginning of its turn, the bogeyman heals 5 hit points for each creature that is frightened by it.

**Legendary Resistance (3/Day).** If the bogeyman fails a saving throw, it can choose to succeed instead.

**Nightmare Aura.** The bogeyman is emanating an aura of terror in a 20-foot aura. This aura manifests in shaping the world around it into images that reflect a creature's deepest fears. A creature that begins its turn within the aura must succeed a DC 16 Wisdom saving throw, or becomes frightened for as long as it stays within the aura. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bogeyman's Nightmare Aura for the next 1 hour.

**No Escape.** As long as the bogeyman frightens a creature and the creature is on the same plane of existence as the bogeyman, the bogeyman is always aware of its exact position, as well as anything within 10 ft. of the creature as if it the bogeyman is able to see it.

**Slasher Attack (1/Turn).** The bogeyman deals an extra 28 (8d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is frightened of the bogeyman and the bogeyman doesn't have disadvantage on the attack roll.

**Innate Spellcasting.** The bogeyman's spellcasting ability is Charisma (spell save DC 17). The bogeyman can innately cast the following spells, requiring no material components:

At will: *Darkness*, *Detect Thoughts*, *Gaseous Form*, *Invisibility*, *Silent Image*, *Thaumaturgy*

3/day each: *Fear*, *Hold Person*, *Phantasmal Killer*

1/day: *Dream*, *Scry*

### ACTIONS

**Multiattack.** The bogeyman uses its Incite Fear. It then makes two attacks with its claws (or weapon) or uses its Panic Attack if available.

**Claws.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

**Behind You.** The bogeyman teleports to an unoccupied space within 10 ft. of a creature that is frightened by it.

**Panic Attack (Recharge 5-6).** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature frightened by the bogeyman. *Hit:* 9 (1d8 + 5) slashing damage and the creature must make a DC 17 Wisdom saving throw. On a failed save a creature takes 33 (6d10) psychic damage and is stunned until the end of the bogeyman's next turn. On a successful save a creature takes half as much psychic damage and is not stunned. [Charisma Based]

**Incite Fear.** A creature within 60 ft. of the bogeyman must succeed on a DC 17 Wisdom saving throw or is frightened for 10 minutes. A creature can repeat the saving throw at the end of each of its turns, but has disadvantage on the saving throw if it is within the bogeyman's Nightmare Aura. If the creature's saving throw is successful, or if the effect ends on it, the creature has advantage on saving throws against the Incite Fear of all bogeymen (but not legendary bogeyman) for 1 hour. [Charisma Based]

### LEGENDARY ACTIONS

The bogeyman can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The bogeyman regains spent legendary actions at the start of its turn.

**Move.** The bogeyman moves up to its movement speed. This movement does not provoke opportunity attacks.

**Detect.** The bogeyman makes a Wisdom (Perception) check.

**Attack (2 Actions).** The bogeyman attacks with its claws or weapon.

**Behind You (3 Actions).** The bogeyman teleports to an unoccupied space within 10 ft. of a creature that is frightened by it.



## LEATHER APRON

Medium fey, chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	15 (+2)	10 (0)	12 (+1)	14 (+2)

**Proficiency** +2

**Skills** Acrobatics +6, Stealth +6, Survival +5

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Sylvan

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

**Killing Intent.** The leather apron deals an extra 7 (2d6) damage to the target of its Hunter's Mark instead.

**Slay The Loner.** The leather apron has advantage on all attack rolls against a creature that has no ally that isn't incapacitated within 5 ft. of it.

**Innate Spellcasting.** The leather apron's spellcasting ability is Charisma (spell save DC 12). The leather apron can innately cast the following spells, requiring no material components:

3/day: *Hunter's Mark*

1/day: *Locate Creature*

### ACTIONS

**Multiattack.** The leather apron makes two weapon attacks.

**Butcher Knife (Shortsword).** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

**Ripper (Recharge 5-6).** The leather apron makes 3 weapon attacks with disadvantage against one creature. Each creature within 20 ft. of the leather apron that can see it, must succeed on a DC 12 Wisdom saving throw or is frightened until the end of the leather apron's next turn. [Charisma Based]

**Leather Shell.** Given it is their calling card and standard garb, it's little surprise that the leather apron's coat is, in fact, their reason for committing their heinous acts. Made from the skin of their victims and added to with each kill, this protective garment is more like a shell or carapace in which they cloak their true form. So weak and pathetic is this visage that a leather apron will find the sight of their true selves unbearable, a vulnerability that is often the best way to defeat one. Of course, this is easier said than done; the skin cloak is a prize few such creatures will part with willingly... or easily.

#### LEATHER APRON'S TRUE FORM

The leather apron's greatest weakness is its incredible shame over its true form. A leather apron, that is laid bare must succeed on a Wisdom saving throw or is frightened until the end of its next turn. It will try to cover itself up or otherwise escape onlookers. If it, at the end of its next turn is still being looked at, it must succeed on another Wisdom saving throw or is banished back into the world of the Fey.

The DC for the Wisdom saving throw is 12 + the numbers of creatures looking at the leather apron's true form of which the leather apron is aware of.



Artwork by DM Tuz

## LEATHER APRON

Though modern city living provides security unheard of in a quiet country hamlet or small town, they are not without their own sources of anxiety and fear. Labyrinths of alleyways and side streets can make one feel lost, the strange feeling of being around so many people, yet sometimes so alone can leave a person isolated, vulnerable. A person on their own in a city is as much in danger as someone living in a cabin in the wood - especially when a leather apron is on the prowl. Looking vaguely humanoid, but shrouded in a patchwork leather coat (for which they are named,) these urban predators stalk loners, outcasts- the dregs of society who, should they disappear in a flash of blood and violence, would hardly be missed...

**Unseen Victims.** Creatures of paranoia and isolation, leather aprons are born from the profound loneliness of a city's denizens. Feeding off of those feelings, these creatures actively hunt those poor souls who resonate such sensations, their fear and desperation for help that simply will not come providing these sadistic creatures a filling meal. In an urban center rich with such people, these beings need not even be tactful in their hunts- loners disappear all the time in such places, what's one more? Indeed, as a leather apron can often act with near impunity, the only signs of their activity is their gristly calling card: the large patches of skin pulled from their victim's bodies, and added to their 'attire'.



## Unbound Monsters: Urban Nightmare Fey

### KILLER CLOWN

Medium fey, chaotic evil

**Armor Class** 13 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	8 (-1)	9 (-1)	16 (+3)

**Proficiency** +2

**Skills** Performance +7

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

**Languages** Common, Sylvan

**Challenge** 3 (700 XP)

**Splattering Spectacle.** If the killer clown scores a critical hit or reduces a creature to 0 hit points with a weapon attack, its *Incite Violence* gains the following additional effect until the end of its turn:

On a failed saving throw the creature becomes charmed for 1 minute. The charmed creature must use its action on each of its turns to make a melee attack against the closest creature other than itself, moving up to its speed to reach the random creature if necessary. The charmed creature repeats the saving throw at the end of its turns. On a success, it is no longer charmed.

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

At will: *Acid Splash*, *Enlarge/Reduce (self only)*, *Prestidigitation*, *Shocking Grasp*

#### ACTIONS

**Multiattack.** The killer clown makes two weapon attacks. If one of its attacks hit, it uses its *Incite Violence*.

**Maul.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
*Hit:* 11 (2d6 + 4) bludgeoning damage.

**Incite Violence.** The killer clown invites a humanoid creature of its choice within 60 ft. of itself to partake in its violence. The creature must succeed on a DC 13 Wisdom saving throw or uses its reaction to move up to half its speed towards a random creature it can see and make a weapon attack against it. A creature that is immune to being charmed is automatically succeeds its saving throw. [Charisma Based]

**Paradoxical Forms.** As driven by and shaped from the thoughts of man as they are, killer clowns take on a form that can vary from individual to individual, but generally resembles a typical circus performer or jester. Gaudy colors, ludicrous makeup, bells and whistles galore, these beings are rather unassuming, if gaudy, for the acts they seek to inspire. This is, perhaps, an extension of how they see themselves: For a killer clown, they're simply a performer for an audience- willing or not- who needs nothing more than a little release in their lives. For these fey, it's levity- for their victims, it's something far, far worse.



Artwork by DM Tuz

## KILLER CLOWN

In the hectic hustle and bustle of a big city, who hasn't felt like lashing out from time to time? An errant bump in the marketplace, a dirty look in passing, a vendor pushing their wares a bit too forcefully- it's only natural to want to smack someone around on occasion, even shut them up for good, isn't it? If there's one thing a city deals in more than any form of commerce, it's stress: urban centers are a hotbed of built-up tensions waiting to boil over, and to the peculiar fey known as killer clowns, there's nothing better than a pot in need of kicking over. After all, isn't it best to let tensions go? And who is better at getting those feelings out than a clown?

**Contagious Violence.** A killer clown wants nothing more than for the poor, pent-up people of the world to join the fun. Unfortunately for most sane, rational creatures, this fey's notion of 'fun' is synonymous with 'outright slaughter'. A master of mental manipulation and charms, the killer clown tugs at intrusive thoughts of violence and anger, turning weaker minds to act on these impulses. Responsible for a shockingly large number of cases where someone 'suddenly snapped' or 'seemed to turn', the killer clown wants nothing more than for people to act on the impulses that bring it sickening glee.

**Join The Show.** Of course, as is typical for the fey, it's unclear as to whether a killer clown even knows- or cares- what the consequences of its manipulations are. For them, the notion of bringing otherwise-sane men to frothing violence is part of a show, a grandiose performance with the city as its stage. Gleeful and delighted in their acts, acts that would horrify and sicken nearly anyone else, these paradoxical creatures want nothing more than to draw a reaction from their 'fans'- no matter what the reaction is.

Writing by Cannonsong

Concept and Game Design by DM Tuz





Artwork by DM Tuz

## COLLECTOR

Obsession is a dangerous thing, especially when the thing being obsessed over is you- and the greedy heart set on you belongs to a collector. Tall, gaunt, faceless creatures, collectors move freely between the realms of the fey and the material plane, their time spent in our world usually consumed with the pursuit of their newest prize. This 'prize' usually takes the form of a humanoid, the likes of which these mysterious beings seem utterly consumed with stalking. Over the course of months or even years, a collector will watch their prey, observing, judging. Once a target meets some unknown criteria, be it time, actions, or some other unknowable condition, the collector strikes, dragging the victim off to its own world, where they join the fey's ever-growing menagerie.

**Dimensional Walker.** Peculiar even among fey, the collector is a rare being that is able to move freely between its realm and our own. Effortlessly stepping between the material and the mystical like one would step across the threshold of a door, these mysterious beings are just at home in their plane as they are in ours. Able to move freely even in the material plane, their unusual ease of ambulation isn't confined just to themselves; a collector can transpose another creature just as easily as itself - whether that creature is willing or not.

**Object of Fascination.** While not in our realm and hunting, a collector spends its time in its own realm, seeking out a new target. These victims seem random, meandering, and there's often little connective tissue between the beings a collector will choose to pursue. This may begin as a casual observation, but with time, the collector draws closer, first traveling to the material plane to 'observe' its quarry silently from nearby. Though tall and slender, these creatures possess a keen ability to remain completely out of sight, impossible to see without making themselves seen.

Writing by Cannonsong

## COLLECTOR

Medium fey, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 82 (11d8 + 33)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

**Proficiency** +4

**Skills** Perception +6, Stealth +7

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

**Condition Immunities** charmed, frightened, paralyzed, unconscious

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 16

**Languages** Common, Sylvan

**Challenge** 10 (5,900 XP)

**Space Rending Weapons.** The collector's attacks are magical. When the collector hits with its attacks, it deals an extra 3d8 force damage (included in the attack).

**Malevolent Transposition.** When the collector casts Dimension Door, it can attempt to teleport itself and a creature it has grappled, willing or not. The creature must succeed a DC 15 Wisdom saving throw or the spell is successful. When casting Dimension this way, its range is reduced to 200 ft. [Charisma Based]

**Spirit Away.** The collector can use Plane Shift to transport itself and an incapacitated or willing creature it has grappled. When casting Plane Shift this way, its casting time becomes 1 minute.

**Innate Spellcasting.** The collector's spellcasting ability is Charisma (spell save DC 15). The collector can innately cast the following spells, requiring no material components:

At will: *Blur*, *Dimension Door*, *Locate Creature*  
2/day: *Plane Shift* (self only)

### ACTIONS

**Multiattack.** The collector makes three attacks, two with its slam and one with its tentacles.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.  
*Hit:* 9 (1d8 + 5) slashing damage plus 13 (3d8) force damage.

**Tentacles.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage plus 13 (3d8) force damage. If the target is a medium or smaller creature, it is grappled, escape DC 15. Until this grapple ends, the target is restrained, and the collector can't attack another target with its tentacles. [Strength Based]

**Dimensional Step.** The collector magically teleports up to 30 feet to an unoccupied space that it can see. Before or after teleporting, it can make a slam or tentacles attack.

The passivity of this observation never lasts long, however- as obsession grows in the unknowable mind of a collector, it becomes reckless, careless. Soon, the victim will begin to notice the telltale signs of a collector's presence: a vague shape in the corner of their eye, a draft of wind in a still room, a lanky figure in the dark. These sightings increase until, unable to contain itself any longer, the collector strikes, pulling the victim away to be... interred...

Concept and Game Design by DM Tuz



## Suggested Tactics

**Jersey Devil.** As it is in its nature, the jersey devil lays on the prowl from a secure space and observes, waiting for the perfect opportunity to move in and use its Startling Screech Action, to cause one or more hostile creatures to flee, either causing them to trigger opportunity attacks, have them move into hazards, or set them up otherwise. On its following turn, a jersey devil either engages in melee combat with a hostile creature that is now isolated from its allies, or it uses its Expeditious Retreat to escape.

Use jersey devils to disrupt player characters in combats where positioning is important, or to split up groups of characters so other monsters can focus those who break formation.

**Bloody Mary.** A bloody mary will make heavy use of the environment, utilizing serviceable mirrors or other reflections for mobility or to hide. A bloody mary will always aim to surprise a creature or to attack from hiding, so she can deal Sneak Attack damage whenever possible, and retreat back into a mirror as soon as she loses her advantage.

The bloody mary is an unconventional monster that requires set-up from a Dungeon Master. Make note of where mirrors are. Come up with ways for players to deal with this unique threat or let them get creative!

**Bogey Man.** A bogeyman will not directly engage, but instead use their invisibility and stealth to study its targets. After gathering enough information to maximize the effectiveness of its Incite Fear, it will position itself for ambush, casting Fear or using Incite Fear in the first round of combat. If at least one target is frightened, the bogeyman will focus that character to benefit from its Slasher Attack bonus. If its attempt to frighten any character it will attempt to retreat and retry again.

Use a bogeyman as a stalker type creature that will appear and disappear unexpectedly, similar to a Killer from slasher horror movies that inspired it. Its teleport ability is perfectly serviceable for it to suddenly appear next to a character who just thought it they got away and are now safe.

## Unbound Monsters: Urban Nightmare Fey Alternative Monster Names

The names of the here listed monsters were chosen as to give a Dungeon Master a quick and easy frame of reference as of what to expect from a monster, based on the urban legends that inspired them. This of course means that some of the creature's names will not mesh well with the existing world a Dungeon Master wants to use them in. For example it is unlikely that there exists a place called Jersey to justify the name of the jersey devil. So here is a list of alternative names for the featured monsters.

### Alternative Names for Jersey Devil

Rooftop Screecher, Disaster Horse, Cacophony Fey

### Alternative Names for Bloody Mary

Massacre Maid, Murder Mirror, Carnage Girl

### Alternative Names for Bogeyman

Fright Killer, Dread Foster, Terror Fey

#### BLOODY MARY CALLING NAME EXAMPLES

Lady Malady, Mad Mildred, Steffy Stab, Bloodshed Sammy, Icky-Vicky, Slaying Suzy, Betty Butcher, Red Dagger, Massacre Ann, Calamity Jess, Crimson Rose



### Suggested Tactics

**Leather Apron.** A leather apron will not try to engage directly with a target. Instead, it will make use of its stealth to spy on the target, possibly casting Hunter's Mark on a creature before it even engages in combat. Once combat starts a leather apron will prefer targets that split from the group, casting Hunter's Mark on it and attack. If other creatures are near, it will use its Ripper attack to frighten as many other creatures as possible, as to prevent them from aiding the straggler.

A leather apron will always try and use Ripper on a creature it has advantage against, so it can negate the disadvantage on its attacks.

For great synergy, use a leather apron with other monsters that are able control the position of the players.

**Collector.** A collector will use its Dimensional step and tentacles to attempt to grapple a creature. After that it will attempt to separate the creature from the rest of the party, forcing it to fight it alone until its allies are able to help it. Before using a collector make sure that the party you use it against has means of following it, even if it uses Dimension Door to escape out of reach, otherwise the collector could prove itself to be a frustrating experience for the players with little means to keep up with it.

Alternatively, for a more narrative approach, the collector would try to grapple the object of its fascination (who in this case could be an NPC of importance to the players) with its tentacles and attempt to escape with it, ensuing a wild chase between it and the players.

**Killer Clown.** A Killer Clown is a straightforward monster; it engages in melee combat as fast as it can and use Incite Violence whenever it can. Remember that players can use the Clown's Incite Violence to their advantage through positioning, especially once one of their allies is charmed, they can position themselves to only make enemy targets eligible targets for the charmed creature to attack.

If you find your party struggling in an encounter with one or several Killer Clowns, due to their charm effect, allow players to have their character use an action to talk to their charmed friend to snap them out of their madness.

### DM Tuz Note: Featuring a legendary bogeyman in your game

When you want to feature a legendary bogeyman, you might want to invest some time to customize it.

In short, a legendary bogeyman (rarely addressed this way) is a bogeyman who has itself established in a city to such a degree, that any creature inhabiting it, has at least heard of its name and legends. It successfully embedded itself into the very culture and collective subconscious of thousands, if not millions.

Therefore a clear identity and lore for the monster is needed. If you struggle with this aspect, go and look at popular horror movie characters, in particular the titular characters from slasher movies on which the bogeyman creature has been inspired by. Each of them have different unique selling points and recognizable features. Make sure that your legendary bogeyman stands out in a similar way. There is no need to reinvent the wheel - only the need to create a unique villain for your players to take on.

For the purpose of making a legendary bogeyman your own, feel free to adjust the creature to your needs. Give it a signature weapon - most of its damage is dictated by Slasher Attack and Panic Attack anyway - or give it spells that enforce the themes of your urban legend.

Lastly, as it is a popular trope with horror fiction, the legendary bogeyman should not be a foe that is easily dealt with. The players strike it down in an initial battle, but soon enough the legendary bogeyman manifests itself yet again, ready to take its revenge on the players! What is it what keeps it alive? A curse? A magic item? The very fear of the population that summons it again and again? Answering the permanent solution of dealing with a legendary bogeyman itself can create content for several sessions alone.

In summary, with a little effort on the side of a DM, a legendary bogeyman can be a centerpiece for a memorable story-arc for your game, if not be the grounds for an entire campaign. It all depends on how far you are willing to develop it.

- Dungeon Master Tuz