



SHINY'S
MONSTER MENAGERIE

VOL I



PREFACE

Welcome to the first volume of Shiny's Monster Menagerie: a collection of specially crafted creatures for D&D 5e to be employed in interesting, dynamic encounters. This volume features five creatures based on the tales of Sir Gawain and the Green Knight - the eponymous Green Knight and four of his minions, the three Flower Squires, and the Headless Squire.

Additionally, the Green Chapel mechanics were made to make this a dynamic encounter with various possible courses of action for the players to take while they battle and try to undermine the Knight's powers.

SPECIAL THANKS

We'd like to thank all our supporters, be them from Patreon or APOIA.se, and all of our followers. It's been really close to a year since we began publishing and launching this new format is a new step in this path! You all are the reason we keep on working!

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THE MONSTERS

THE GREEN KNIGHT

There are many tales of a verdant knight who descends upon villages during the times of winter festivals. Seemingly an extension of the woods themselves, covered in wilting blades of grass, cracking leaves, and darkened bark, he announces his failing strength and issues a challenge: “those who wish for my powers, seek the Green Chapel of Spring.”

When he comes to town to challenge those who think themselves worthy, the Knight comes unarmed and does not resist if threatened or fought - he knows he'll be in the Chapel when spring comes, as he's linked to the wax and wane of seasons, granted to be reborn as nature blooms once again.

Certain of his eternal return, the Knight cares not about the result of the duels - about his or his challenger's possible deaths. He's a champion of the wilderness and represents the Chaos that presses against the Order of civilization. All he wishes to see is the balance slightly tilted either by powerful victors wielding his treasures or the defeated rising once again as his Flower Squires.

THE GREEN KNIGHT

Large plant, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 220 (30d10 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	12 (+1)	16 (+3)	12 (+1)

Skills Athletics +9, Perception +7
Saving Throws Constitution +8, Wisdom +7
Condition Immunities charmed, frightened
Senses darkvision (60 ft.), Green Sight, passive perception 17
Languages common, elven, sylvan
Challenge 9 (5,000 XP)

Chapel's Blessing. While the Green Knight is affected by at least 2 of the Green Chapel's Menhirs, he has resistance to bludgeoning, piercing and slashing damage.

Dueling Game. The Green Knight slumbers in the Green Chapel until awoken by a challenger. While slumbering, he's immune to all damage.

Fertile Beheadings. If the Green Knight kills a humanoid with the Broadleaf Axe, they are beheaded and transformed into a Flower Squire. Roll a d6 to determine the type of flower that sprouts from their neck: 1-2 Chrysanthemum, 3-4 Orchid, 5-6 Rose.

Green Sight. The Knight can perceive anything his Flower Squires perceive through their Blindsight while they remain on the same plane of existence and even while he slumbers.

Legendary Resistance (2/day). If the Knight fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiaction. The Green Knight makes two broadleaf axe attacks.

Broadleaf Axe. Melee Weapon Attack: +8 to hit, reach 10ft., one target. *Hit:* 17 (2d12 + 5) slashing damage. Also, if the Knight scores a critical hit, he can make a Broadleaf Attack against a creature within 5 ft. of the first attack's target.

Chapel of Radiance (Recharge 5-6). Burning light radiates outward from the Central Menhir and each creature of the Knight's choosing within 20 ft. of it must make a DC 17 Dexterity saving throw or suffer 28 (8d6) radiant damage and be blinded for 1 minute. On a success, a creature only suffers half as much damage and is not blinded.

A creature blinded in this way can make a DC 17 Constitution saving throw at the end of each of their turns, ending the condition on a success.

BONUS ACTIONS

Strangle. A creature restrained by Inescapable Game must make a DC 17 Strength saving throw or be squeezed by the vines, suffering 11 (2d8 + 3) bludgeoning damage. They only suffer half as much damage on a success.

REACTIONS

Inescapable Game. If a creature moves away from the Knight, they must make a DC 17 Strength saving throw or be restrained (escape DC 17) as vines sprout to get hold of them.



The Green Knight

THE FLOWER SQUIRES

Humanoids who fall in face of the Green Knight's Axe have their bodies taken by nature, being twisted by vines that writhe under their skin, thorns that puncture their flesh from the inside and flowers that bloom in the places of their heads, which are taken by the Knight as trophies.

The Squires are all connected to each other, as they all share the life-giving gifts of nature, and, therefore, are also connected to the Knight. The Knight sees all they see and knows all they know. They further their master's goals almost mindlessly, much like seeds being scattered by the wind to spread a tree's progeny through the forest.

This does not mean they are devoid of thought - they can strategize and combine their different strengths to lure challengers deeper into the forest and in the Green Chapel's way.

There are three types of Flower Squire, each dreamt by the Green Knight as he slept through winter, each inspired by a kind of flower that grows near the Green Chapel - chrysanthemums, orchids and roses.

Chrysanthemum Squires are attuned to magic, being able to aid their companions' efforts, to hinder the advances of their foes, and to assault brains with powerful reality-distorting illusions. Orchid Squires sap the vitality of their opponents, converting it into their own life-force through their parasitic spawn. Rose Squires, finally, are the most aggressive of the Flowers, eager to make enemies bleed with their thorns.

ORCHID SQUIRE

Medium plant, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 115 (20d8 + 25)

Speed 30 ft.

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

Condition Immunities blinded, charmed

Senses blindsight 60 feet (blind beyond this radius), passive perception 12

Languages understands the languages it spoke before dying, can't speak

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The Orchid Squire makes two parasite whip attacks.

Parasite Whip. *Melee Weapon Attack:* +6 to hit, 10 ft., one target. *Hit:* 7 (2d4 + 3) slashing damage and the target is covered in parasitic plants. A creature riddled with these parasites can use an action to remove them.

Orchid's Bloom. Each creature that has parasites from Parasite Whip must make a DC 15 Constitution saving throw or suffer 4 (2d4) necrotic damage, suffering half as much damage on a success. The Orchid Squire recovers half as many hit points as the damage suffered by affected creatures within 30 ft. of it.

CHRYSANTHEMUM SQUIRE

Medium plant, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 100 (17d8 + 24)

Speed 25 ft.

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

Condition Immunities blinded, charmed

Senses blindsight 60 feet (blind beyond this radius), passive perception 13

Languages understands the languages it spoke before dying, can't speak

Challenge 3 (700 XP)

Empowered Spells. While all menhirs are active, any spell cast by the Squire is cast at 1 spell level higher than its minimum level.

Innate Spellcasting. The Chrysanthemum Squire uses the power of nature to cast spells. Its spellcasting ability is Wisdom (spell save DC 15, +6 to hit with spell attacks).

- 3/day: *bless, inflict wounds*
- 2/day: *blindness/deafness, guiding bolt, hold person*
- 1/day: *dispel magic*

ACTIONS

Blooming Dart. Ranged Spell Attack: +6 to hit, range 60 ft. Hit: 9 (2d6 + 3) radiant damage and the next melee attack made against the target is made with advantage.

Thought Blossoms. When a creature that can see the Chrysanthemum Squire's head starts their turn within 10 feet of it, the Squire can force them to make a DC 15 Wisdom saving throw or be charmed on a failure.

A creature charmed in this way is tormented by psychedelic hallucinations of blooming flowers. While seeing them, the creature suffers 9 (2d6 + 3) psychic damage at the beginning of each of their turns and, when they make an attack against a creature, they must make a DC 15 Wisdom (Perception) check or mistake the target for the Chrysanthemum Squire who has charmed them. The check is made as part of their action.

At the end of each of their turns, the charmed creature can repeat the saving throw, ending the condition on a success.

ROSE SQUIRE

Medium plant, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 130 (20d8 + 40)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	8 (-1)	14 (+2)	8 (-1)

Condition Immunities blinded, charmed
Senses blindsight 60 feet (blind beyond this radius), passive perception 12
Languages understands the languages it spoke before dying, can't speak
Challenge 3 (700 XP)

Pinpricks. When the Rose Squire is hit by a melee attack from a creature within 5 ft. of it, the attacker suffers 6 (1d8 + 2) piercing damage. If the Squire suffers fire damage, this property has no effect until the end of its next turn.

ACTIONS

Multiattack. The Rose Squire makes two mace attacks.

Mace. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 3) piercing damage.

Road of Thorns (1/day). The Rose Squire casts spike growth but it does not affect the Squire itself and its allies. While in the area, the Squire's Pinpricks damage is raised to 11 (2d8 + 2).

CHARACTERS TURNED SQUIRES

When a Character is affected by the Green Knight's **Fertile Beheadings**, all of their statistics are converted to the ones of the type of Flower Squire they become.

A Flower Squire made from a character retains their weapon and armor proficiencies, being able to make weapon attacks and protect itself with the arsenal it previously carried.

Class features, boons, magic item attunement and other such characteristics, in turn, are lost.

HEADLESS SQUIRES

Once the life-brimming body of a Flower Squire is killed, it almost instantly spoils. Their flower-head wilts away, leaving their beheading wound through which poison-turned-blood spills until they are put down once again.

HEADLESS SQUIRE

Medium plant, chaotic neutral

Armor Class 13 (natural armor)
Hit Points 50 (8d8 + 14)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	7 (-2)	12 (+1)	8 (-1)

Condition Immunities blinded, charmed
Senses blindsight 60 feet (blind beyond this radius), passive perception 11
Languages understands the languages it spoke before dying, can't speak
Challenge 1 (200 XP)

Toxic Blood. The Headless spills toxic blood through the wound on its neck where its head used to be. Any non-plant creature that gets within 5 ft. of it for the first time or starts their turn within 5 ft. of it must make a DC 14 Constitution saving throw or suffer 7 (2d6 + 1) poison damage, suffering only half as much damage on a success.

A creature that suffers poison damage from Toxic Blood two turns in a row is poisoned until the end of their next turn.

ACTIONS

Multiattack. The Headless Squire makes two slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.



Chrysanthemum Squire

THE GREEN CHAPEL

This is the Green Knight's resting place where he slumbers for most of the year, waking when Spring comes to take Winter's place. While the Knight rests, he's nigh invulnerable and his Squires patrol the surrounding woods.

When Spring comes, a challenger can awaken the Knight with a challenge to a duel, which he'll always accept. During a duel, the Knight and his Squires try to stay near the Chapel, as it empowers them as a spring of natural energy. This is the only place he and his minions will fight in.

The Chapel sits in a forest clearing and consists of five menhirs arranged in a cross pattern: a central, Huge sized menhir, and four Large sized ones standing on the cardinal points in relation to the central one, 20 feet away from it.

The menhirs are ancient structures that sit atop natural pathways of magic on which mystical energy flows. While one of the smaller menhirs is precisely 20 feet away from the Central Menhir and on its respective cardinal direction and has more than 0 hit points, it channels the magic flowing underground, blessing plants in the area.

THE MENHIRS

All menhirs have 17 AC, the Central Menhir has 55 (10d10) hit points, and the cardinal ones have 36 (8d8) hit points.

CENTRAL MENHIR

Located at the center of the cross formed by the menhirs, this is a huge piece of uneven rock. There are no markings on it, just plain gray rock.

NORTH MENHIR

The Menhir placed at the northern point of the cross is decorated with pictographs representing swirling winds, running people, and sailing boats. There are druidic markings around its foot related to an incantation linked to swiftness.

While the North Menhir is channeling its magic, any plant that starts their turn within 15 feet of the Central Menhir has their speed increased by 10 feet until the end of that turn.

WEST MENHIR

The Menhir placed at the western point of the cross is decorated with pictographs related to light and brilliance, such as stars, suns and crystals. There are druidic markings around its foot related to an incantation linked to an empowering light.

While the West Menhir is channeling its magic, any plant that starts their turn within 15 feet of the Central Menhir deals an additional 1d6 radiant damage on their attacks.

SOUTH MENHIR

The Menhir placed at the southern point of the cross is decorated with pictographs representing life: hearts, fruits, animals, and children. There are druidic markings around its foot related to an incantation linked to rejuvenating forces.

While the South Menhir is channeling its magic, any plant that starts their turn within 15 feet of the Central Menhir receives 11 (2d8+3) temporary hit points.

EAST MENHIR

The Menhir placed at the eastern point of the cross is decorated with pictographs of protection like shields and armor. There are druidic markings around its foot related to an incantation linked to divine protection.

While the East Menhir is channeling its magic, any plant that starts their turn within 15 feet of the Central Menhir has a +1 bonus to AC.

DECIPHERING THE MAGIC

At the start of any creature whose type is plant's turn, the menhirs that are still channeling magic glow in golden light and their pictographs flow through the air in the direction of the Central Menhir, being absorbed by the rock.

Right after the absorption, the pictographs shine around the plant in question, applying their effects. In this dynamic encounter, communicating the role of each menhir and how they affect the plants is crucial, as they make foes more powerful and finding ways to deal with these buffs (such as moving or destroying the menhirs) can be lots of fun for the players.

Be sure to describe the pictographs in play, such as little shields that come from the East Menhir and protect the Squires, getting in the way of the characters' attacks, or the hearts from the south menhir vanishing in place of a the Knight being wounded. When the Headless advances, roiling winds push their legs for extra speed and their reckless attacks are made deadlier by the little suns that surround their hands with ardent light.

Skills such as arcana and religion are useful to reveal the Chapel's workings:

RELEVANT CHECKS

- DC 16 Arcana checks reveal that the magic flows from the outer menhirs into the Central one and that the plants must be close to the Central Menhir to be affected by it.
- DC 17 Arcana or Religion checks can be made to understand the effect of one of the menhirs' magic.
- DC 19 Arcana checks can be made to ascertain that the physical integrity of the menhirs is vital for the plants to be affected by their magic.
- DC 22 Arcana checks reveal that the menhirs being exactly positioned where they are in the cross formation is necessary for their magic to be channeled.

Bringing the menhirs down and seeing the Green Knight's forces crumble as their magical aid wanes should give your players enormous satisfaction!

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VERSION 1.0A

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