

# NIGHTFEEL

BESTIARY



A BESTIARY FOR 5TH EDITION, WITH MONSTERS FROM  
THE WORLD OF IÚRMEN, INSPIRED BY THE ITALIAN FOLKLORE

# NIGHTFELL

**Author & Art Director:** Angelo Peluso

**Writing:** Angelo Peluso, Andrea Lucca

**Editorial Supervisor:** Michele Paroli

**Stats Block Development:** Marco Fossati

**Cover Illustration:** Helge C. Balzer

**Endpapers Illustration:** Angelo Peluso

**Internal Illustrations:** Angelo Peluso, Roman Kuteynikov, Michele Esposito, Vincenzo Praticcò, Mirko Failoni, Domenico Cava, Anna Pavleeva, Tatiana Vetrova, Anton Solovianchyk, John Tedrick, Helge C. Balzer, Matteo Spirito, Andrea Piparo, Mauro Alocci, Jacopo Schiavo, Paola Andreatta, Davide De Bellis.

**Graphic Design & Layout:** Michele Paroli, Silvia De Stefanis, Angelo Peluso

**English Translation:** Umberto Longhi

**English Editing & Proofreading:** Umberto Longhi & Kevin Fannin

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# CHAPTER ONE

## INTRODUCTION

*Welcome, adventures of the night.*

*What you have in your hands is the Dòrve Iürmenvi, a volume written by the itinerant Master of Tradition known as Virhelio.*

*This scholar of the Gray Folk has spent his life traveling in the night of Iürmen, gathering inSTRmation and studying the multitude of abominations that infest the Known Lands.*

*We hope this manuscript will make your gaming experience even more insidious, offering the Night Master fearsome creatures and ideas to use within your Nightfell gaming sessions.*

*Embrace the darkness!*

This first chapter contains general information and new mechanics designed Str the monsters of Nightfell.





# CHAPTER ONE

## INTRODUCTION

### LAST LETTERS

*"I entrust to you, Thuristan, this manuscript, and as my last will I ask you to preserve it for the years to come. It is nourishment for those who hunger for knowledge and a warning for those who underestimate it. Here are described many of the dangers which our human curiosity impels us to seek, without caring about the risks.*

*I was blessed with long life and good fortune, in spite of the horrors that dulled my eyes. Unlike many of my peers, I could have chosen a life of seclusion and political games but, with great disappointment to my superiors, I instead travelled in search of what could really enrich the wisdom of our people. Now, at the end of my days, dear Thuristan, I want to share with you the revelations of a fool. There is nothing at the end of my path; except a deep darkness, an endless abyss I have mirrored myself into, and from which something in turn has called me back. Silver gates will not open for me. Neither bright-souled Mirithlen nor the arcane of Sidir await me, but the price of the corruption that my soul has gathered over time. That said, my wanderings through Iürmen were not completely in vain: in this volume I have poured all the knowledge about the terrible creatures of a hopeless world that I have managed to collect.*

*I hope that you and those with whom you decide to share this knowledge can benefit from what I have learned through grief and loss. When I am no longer, I fear you may continue my work, inspired by the vain fantasy of honoring my memory. Flee from the madness of this mission, my beloved! Instead, seek a safe life within the white walls of Erven's ancient abode, and don't try to confront my own demons.*

*The hour is late. Trembling is the hand that writes, and cold are my limbs. They are coming to take me, as agreed years ago in that black abyss, and like Lagoran I must pay the price of knowledge.*

*May the Moon keep you safe,*

*Vir"*

*taken from the last letter of the Master of Tradition Virhelio,  
found inside the only original copy of the Dòrve Iürmenvi*

### THE DÒRVE IÜRMEŒVI

This work was written by the most famous Master of Tradition of the Lunar Age: Virhelio the Mentor.

He was a skilled storyteller, a philologist who dedicated his life to searching for abject creatures and lost knowledge. The Old Tradition owes much to his work, which has shed new light on what lurks in the deep night of the world.

"Dòrve Iürmenvi" or: "The Horrors of Iürmen" owes its name to the First Language:

Root "Dòrv" + nominative plural "e" = "horrors";  
root "Iürmen" + genitive singular "vi" = "of Iürmen".

### HOW TO USE THIS BOOK

This manual is designed to be the official Bestiary of Nightfell.

This is a setting created to be widely compatible with any other product made under the SRD 5e license. However, we hope that the creatures that you will find in this manual, the additional mechanics and the elements that have been developed, can make your gaming experience truly unique, fully reflecting what the ideal atmosphere for Nightfell sessions is.

Similarly, the additional creatures and mechanics of this manual have been developed to make any Nightfell monster easily integrate with any session of the most famous role-playing game in the world.

By continuing in the reading of the Bestiary, we hope you will find that we have worked in order to make this volume not only a compendium of creatures suitable for the setting, but also a useful starting point for writing new adventures.

We would like each creature to stage unique encounters to challenge the party; choosing where and when to fight a creature and researching specific information to obtain advantages or looking for alternative ways to eliminate the threat are key factors in the Nightfell gaming experience.

Every type of creature is divided into thematic chapters preceded by an in-depth study of its folklore, in order to set them in the dark world of Iürmen. Within each of these chapters, the creatures are arranged in alphabetical order.

## MONSTERS IN THE WORLD OF NIGHTFELL

The monsters that infest Iürmen are innumerable, extremely diversified in features and nature.

They constantly threaten settlements, whose population they hunt down in order to feed on them, to slaughter them for fun, or to kidnap them for unknown purposes.

Diabolical entities, witches, as well as cultists devoted to unnameable gods, profess their beliefs and work to hasten the prophecy of the Fourth Truth, the ultimate annihilation of the Material Plane.

Almost all of these creatures are strongly linked to the legends of Iürmen, and it is not unlikely to find information and methods to counter them in folklore.

All the creatures of Nightfell are divided into two main categories:

### COMMON MONSTERS

Beasts and beings ascribed to a single monstrous species for affinity of appearance and behavior.

These creatures are usually spread in different places and may be slightly different, but they are almost always linked to a common origin, mythological or not.

Sometimes, it can happen that an ordinary monster obtains such power that it becomes a real threat to the area it infests, thus becoming a Unique Monster.

### UNIQUE MONSTERS

These legendary creatures have their own name, and usually dwell in a specific place, where they are feared and even revered as otherworldly beings.

Facing one of these entities means facing great risks, but victory leads to the change of the very fabric of the world.

Unique monsters have unpredictable behavior that often differs from that typical of common monsters of the same category. Facing a unique monster is always a long-term challenge that should be addressed over the course of multiple sessions and carefully planned.

## OTHER TYPE OF CREATURES

Finally, the tomes of the Ancient Tradition divide the creatures according to varying factors, such as appearance, habits, abilities, origins and, in the case of more or less sentient creatures, motives.

### Cultists

To this category belong both the members of blasphemous religions, and characters adhering to the cults that populate this world, such as the High Priestess Anvernia.

### Dragons

Sidereal chaos made flesh, their legendary power has survived the millennia.

### Echoes of Death

These are the beings spontaneously formed in the corruption of the Dark Mirror, involuntarily generated by the Primes. They are the greatest threat to all existence.

### Corrupt Faelings

Many kinds of goblins and fairy creatures have risen and fallen through the ages. In the Iürmen that we are going to explore, we will find their corrupt forms that are nothing but shadows of their kind.

### Born of Death

After the Last Sun, the evil that annihilated the sunlight and led the world to decline subverted the very laws of nature. Here are collected most of the beings who have risen from death in this dark age.

### Horrors

This category includes all creatures of uncertain origin. Defiled beings, corrupt beasts or people subject to mutations because of magic, curses or experiments.

### Witches

These evil beings, once relegated to the darkest corners of forests and swamps, have taken on new power and perfidy in the Lunar Age.





## NEW MECHANICS FOR MONSTERS

This section contains the new mechanics developed for the creatures of Nightfell.

Often the mechanics work generically for common monsters, and singularly for unique monsters.

Different cases for different types of monsters and the related mechanics are always reported in the introductory chapters of a type of monster or in its stat block.

As a general rule, creature-specific statistics must always come before a generic rule. For example, unique monsters always make use of specific mechanics that overwrite those explained for common monsters in a specific category.

### WHISPER OF THE ECHOES (OPTIONAL)

Some creatures of Iürmen communicate through the unholy language known as the Whisper of the Echoes.

Characters who find themselves listening to creatures pronouncing this dark tongue will be subject to severe mental trauma to resist the corruption caused by this Dark Mirror

language. Those who listen to a creature that speaks in this language must make a successful Wisdom saving throw whose DC is equal to 5 + the monster's Challenge Rating (minimum 1) or lose an amount of Soul Points equal to half of the monster's Challenge Rating (minimum 1).

This effect affects the same character only once a day, regardless of the result of the saving throw.

### LUNAR PHASES AND MONSTERS

Almost every creature of Nightfell is influenced by the Moon and her phases.

Different phases can increase the power of monsters or decrease it, and it is therefore essential to discover the propitious moment to face a creature.

As a rule, all common monsters of the same type are influenced by Lunar Phases in the same way. This information can be found in the introduction of the chapter dedicated to that monster type.

Unique monsters have specific Lunar Phases indicated in their sheet that overwrite those of the category to which they belong.

Based on this information, we ought to specify that the Challenge Rating of the monsters has been calculated in the average of their abilities and facing a creature in its favorable Lunar Phase or on a difficult terrain could increase the challenge for the players.

The rules for determination of the Lunar Phase during a session and its consequences can be found in the **Corebook of Nightfell**. In this volume we will refer exclusively to Lunar Phases (Ascending, Descending, New, Full), and not to Lunar Moments (Waxing Gibbous, First Quarter, Waxing Crescent, etc.).

## TERRAINS AND MONSTERS

In this setting, the terrain you stand on while facing a creature must always be taken into account.

In addition to specific mechanical effects that terrain can generate, we developed an additional mechanic that exploits Lair Actions and can be applied to any combat.

Entering the darkness of Türmen is very risky and we intend to offer you an experience that includes aspects of survival games and makes you feel as if the world itself represents a threat.

Common monsters' sheets show the terrains where they are more commonly found. These terrains have special effects that are activated each round of combat on initiative count 20, and that last until initiative count 20 of the next round.

The types of terrain and the different effects are listed below. Depending on the situation, and at the discretion of the Night Master, the terrain may change.

This Bestiary also serves as a cue for storytellers, so feel free to make changes or create new terrains with new features. It is also possible to ignore these mechanics if the characters have eliminated the peculiarities of that terrain in some way, or have managed to drag the creature to a place that is not affected by any unique features.

A necessary specification must be made. The monsters' stat blocks include the terrains where they are most commonly found, which should facilitate the organization of game sessions in narrative terms. That said, nothing prevents a monster from manifesting itself elsewhere, and different effects related to the new terrain can be activated. This could drastically change the fighting conditions and force players to adapt to new challenges and to solve different combinations of issues.

<b>Graveyards/ Mounds</b>	The environment seems to exude the horror of death, and chilling images of spirits torn apart by torment upset the minds of the characters. Make a successful DC 13 Wisdom saving throw or lose 5 (2d4) Soul Points.
<b>Caves</b>	The darkness of the place seems to hide the presence that stalks the characters, and a shiver of terror runs down their spines. Make a successful DC 13 Wisdom saving throw or take 5 (2d4) psychic damage.
<b>Dungeons/ Ruins</b>	The characters smell the stench of rot, and the unhealthy air of the place almost seems to corrode their skin. Make a successful DC 13 Constitution saving throw or be poisoned.
<b>Stream/Body of water</b>	Those who are near the water can see it move, as if it wants to wrap them and drag them down to drown, animated by dark invisible forces. Characters who are within 15 feet of the water must make a successful DC 13 Constitution saving throw or fall to the ground prone.
<b>Cultivated Fields/Plains</b>	Ravenous crows, gone mad with corruption, come to disturb the characters. Make a successful DC 13 Intelligence saving throw or have Disadvantage on your next attack roll and on saving throws to maintain concentration.
<b>Rocky</b>	The ground is shaken by sudden tremors. Small rocks suddenly detach from the natural walls. It seems that the world is shaking from its foundation, a symptom of the advancing corruption. Make a successful DC 13 Strength saving throw or fall to the ground prone.
<b>Swamp</b>	The muddy ground moves under the characters, who are sucked into the muck and risk getting stuck in it. Make a successful DC 13 Strength saving throw or be restrained.
<b>Forest</b>	The forest seems alive. The ancient breath of decrepit trees and the rustle of what dwells in the undergrowth whisper their threat. Vines try to wrap the legs of the characters. Make a successful DC 13 Dexterity saving throw or be grappled.
<b>Desert</b>	Walls of sand rise from the ground, moved by unnatural winds. Make a successful DC 13 Dexterity saving throw or be blinded.
<b>Holy Place</b>	In this place the presence of the divine is more vivid and resilient, granting favor to the characters. Enemy creatures of the <i>Aberration</i> , <i>Fiend</i> and <i>Undead</i> type must resist the radiant energies that attempt to counter them and must make a successful DC 13 Charisma saving throw or suffer a -2 penalty to armor class.

<b>Deconsecrated/ Cursed place</b>	The characters can sense the presence of the Abhorrent Entities that inhabit this place, corroding it with their wickedness. Exposure to these impure auras can wear down the spirits of those present. Make a successful DC 13 Charisma saving throw or lose 5 (2d4) Soul Points and be frightened.
<b>Towns</b>	Supernatural fog begins to thicken, cloaking the area and entailing dark omens. The characters standing in the area where the haze manifests itself are affected by an unusual bad mood. Make a successful DC 13 Charisma saving throw or lose 5 (2d4) Soul Points.
<b>Arctic/Snowy</b>	The burning frost of the place penetrates the numb limbs of the characters. Make a successful DC 13 Constitution saving throw or take 5 (2d4) cold damage.
Alternatively, the Night Master could arrange encounters in the total absence of moonlight, which would make the world even gloomier. Indeed, they could set sessions in the plane of the Dark Mirror, the original home of the Echoes of Death.	
<b>Day without light</b>	The darkness thickens around the characters and looks as if it is alive and ravenous, clouding their judgment. Make a successful DC 13 Wisdom saving throw or take 5 (2d4) psychic damage and lose the same amount of Soul Points.
<b>Ènferun</b>	The icy world of lost souls is not made for mortals, and exposure to its negative energy wears out the body and spirit of the characters. Make a successful DC 13 Constitution saving throw or take 5 (2d4) necrotic damage. In addition, make a successful DC 13 Constitution saving throw or lose 5 (2d4) Soul Points. If you fail both saving throws, you are also frightened.

This table is designed to be versatile, and Night Masters could modify it and adapt it to the gaming needs of their group or make it more dangerous for players who need high-level challenges.

## MONSTERS AND THEIR HABITS

The creatures that inhabit Iürmen have habits and behaviors that can be exploited to make a clash easier or to avoid direct combat altogether.

This information, if there is any, has been reported directly in the description of the creature and can be used by the game group to obtain advantages. In the same way, some other aspects, if ignored, can bring disadvantages.

It is always advisable to take time to investigate what forces are at play, before blindly launching into the hunt.

## MONSTERS AND SOUL POINTS

Some categories of monsters can damage characters' Soul Points simply by manifesting in their presence.

This particular feature is called "Vile Foe" and is described in Chapter Six of the **Corebook of Nightfell**.

When a creature possesses this trait, it is always reported in its sheet, followed by its effects.

## INVESTIGATING MONSTERS

There are many ways in which the characters can discover the peculiarities of the monsters of Nightfell and how to best deal with them with the knowledge they have learned.

## SEEKING KNOWLEDGE

Characters can actively search for information about monsters in places of knowledge or by interacting with; sages, hunters, guards, Masters of Tradition, cultists, or other non-player characters.

This is usually linked to a skill check on History, Religion or Arcana, depending on the information sought, with a difficulty equal to 10 + half the Challenge Rating of the creature.

The check can be made having Advantage or Disadvantage according to the types of details that the characters know, or considering the class, background, and history of the character.

For example, looking for details of an unknown monster, such as the shape of its footprints, will have Disadvantage, while if they can describe its appearance accurately or know its name they will have Advantage.

## TAKING TIME TO STUDY

Characters may decide to commit periods of inactivity (such as resting) to discovering specific information about a creature or study a category of monsters. The time needed to discover useful information, combined with the type of search, is shown in the table below.

It should be specified that even the choice of class or background can provide insights into the investigation of monsters, or related advantages. It is therefore very useful to have keepers of knowledge and researchers in the party.

OBJECT OF THE RESEARCH	SEARCH TIME
General information about a category (ex: Witches)	1 day
Challenge 1-4	2 days
Challenge 5-10	4 days
Challenge 11-15	8 days
Challenge 16-20	15 days
Challenge 21+	30+ days

Day-based downtime means that during inactivity you must spend a lot of time searching. To facilitate the search, the characters may find clues to analyze, tomes on the subject, or may have taken notes, preferably written, from past experiences.

## FOLKLORE

Not only academic sources can contain knowledge. Listening to the voice of the people, often considered naïve and mystifying, can lead to information that scholars have neglected, or it can divert, as it is often confusing and incomplete.

Players may decide to spend some of their time in settlements to collect rumors about both unique and common monsters. In this case, consult the relevant tables "Folklore" in the chapter introduction of each category of monsters. The more information the characters collect, the more likely they are to find useful and truthful things. The Night Master may decide to have the characters perform tests of Intelligence (Investigation) or Wisdom (Insight) to determine the veracity of the source.

The Night Master can arbitrarily decide what kind of knowledge will be transmitted by common people, either by following the order in which they are reported on the manual, or by rolling a die to determine it randomly. If desired, they could also enjoy creating their own, according to the needs of the campaign.

Do not underestimate these ideas, since some creatures have very peculiar behaviors and habits and knowing them in detail will provide you with an important strategic advantage.



# CHAPTER TWO

## BORN OF DEATH

*"Many of us aspire to something beyond life, in the hope that death is nothing more than a new beginning. No one knows what really awaits us, but we know for sure that for some, death is only the beginning of an endless horror."*

*tale of a wayfarer of the Lands of Alper*

In this chapter we will see some of the most horrifying undead of Iürmen, ready to haunt your gaming sessions.





# CHAPTER TWO

## BORN OF DEATH

### STRANGE LIGHTS

*"I was able to observe firsthand what many have told me. I saw with my own eyes the cerulean lights dancing in the darkness surrounding the lost souls.*

*During the day, when the darkness becomes thick and dense and there is no light to cheer up the travelers, you may happen to come across strange fires. Faint glimmers float woefully in the unhealthy haze of forests or on the horizon of deserts made black by the blood that has been shed there. Those who observe these lights for a long time are caught by a deep melancholy, as if they harbor a message from further worlds.*

*I saw them during my travels, while I was in the vicinity of the Lake of Mounds. As many did before me, I was tempted to follow them.*

*It was only thanks to my guide, an Alpern Dreamstrider, that I was able to wake up from my fantasies; he made me hide among the foliage covered with frost, so as to see the truth. These will o' wisps were nothing more than shards of wandering souls, visible thanks to the thinning of the veil that divides this world from the Dark Mirror.*

*Shortly thereafter, a multitude of creepy beings, which we have learned to call Lemures, appeared, walking around aimlessly.*

*From the barely hinted expression on their rotten faces, it seemed that these walking corpses were not aware of their own death, and that they moved in search of their lost identity.*

*It was the march of the sleepless who sadly crossed the darkness of the day, ready to vanish at the first light of the moon dawning."*

- Virhelio

### WHAT THE DEAD TELL US

There are many folk tales related to the living dead.

Given the vastness of revived beings that haunt the Material Plane, some Masters of Tradition have decided to specialize in the study of the most frequent and characteristic among them, although other resurrected have been classified in different categories.

### INFLUENCE OF ÈNFERUN ON THE UNDEATH

In the world of Iürmen, there may be many causes for the departed to return from beyond the veil of death: spells and unholy rites can confer dominion over death, but the source of such phenomena is not just necromancy.

When the Dark Mirror collided with the plane of the living, dark energies upset reality to such an extent that life and death could coexist on the same plane of existence.

**The great return.** With the extinguishing of the sun and the advent of the eternal night, myriads of dead creatures were awakened. Ancient adversaries came back to life, as well as long-defeated dragons and other beings who should not belong to the world of Iürmen.

The old crypts were opened, and the sleepers opened their eyes again. From the cemeteries rose an army of monstrous creatures, guided by a will alien to this world and the instinct to fill their emptied graves with the corpses of the living.

**Far from the light.** Where everything is darkness, the Dark Mirror lays its corrupt hand more easily, and where such an evil takes root it is possible to witness otherwise impossible phenomena.

Among the many undead that haunt the world, several are vulnerable to Mirithlen's radiant power, which harms them or puts them on the run. Many clergymen and cultists know that it is unwise to go in search of the dead without the protection of the Trifold Goddess.

**Nature of the Undead.** All creatures in this section do not need to breathe, eat, drink or sleep.



## FOLKLORE

- "It is said that the dead fear the moonlight. Vampires and Lemures, for example, are weakened by the power of Mirithlen." – **TRUE**
- "I heard of a cleric who, together with his disciples, managed to exorcise a vampire, making him mortal again." – **FALSE**
- "Those who are not able to perform abjurations find salt to be useful. It seems that the Arisen cannot trample on it." – **TRUE**
- "Lunar Cultists set fire to Lemures, to prevent them from coming back to life." – **TRUE**
- "Wooden weapons are very effective to fight vampires." – **FALSE**
- "When a house is haunted by a Guria, she will not show herself to the eyes of the inhabitants unless red wine is offered with bread and onion on a table with three lit candles. Do it during the daytime, however, because she sleeps when the Moon is out." – **TRUE**
- "Although it is very rare, Ammuntadores can haunt a dwelling in the city. The Old Tradition tells us that it is possible to spot a house haunted by these beings when fruit rots as soon as it enters it." – **TRUE**
- "Pandafecas can torment victims only in the Descending Moon phase." – **FALSE**
- "Beware when you feel incredibly weak and in a bad mood. If your soul is tired and discouraged, you may be unwitting victims of a Smara!" – **TRUE**
- "The mummies reawakened by glaciers seem to have affinities with Permafrost, resulting in resistance to cold and ice spells." – **TRUE**
- "I heard that Similau is a kind of undead sorcerer. Maybe it can be easily brought down by martial fighters." – **FALSE**
- "The spirits that haunt homes, like the Lenghelo, are extremely rancorous!" – **TRUE**
- "An Encaged One cannot in any way abandon the place where its soul is bound." – **TRUE**
- "Many claim that vampires are invulnerable to Grim Weapons." – **FALSE**
- "Erven the Mighty has returned from the dead, and what he craves most of all is to reconquer his land through war." – **FALSE**
- "It is said that Erven was great and wise in life. Many of us believe he still is." – **TRUE**
- "Acirenzia rules from the icy clouds that cloak the Elder Pinnacles. There are rumors about vampire infestations at Spear of Hislith." – **TRUE**

## AMMUNTADORE

These without form or identity, shaped by the horror of Ènferun. Their evil spirits materialize in places where death hovers, such as cemeteries or scenes of a heinous crime.

They are not ghosts of deceased living beings, but meta-physical agglomerations that take shape from the horror and frost of death.

**Lethal attraction.** The Ammuntadores mainly wander in the places that generated them, until their form begins to dissolve, and they feel the impulse to gather more terror which will give them enough energy to keep intact. At that point, they travel in search of victims, often ending up in inhabited centers, where they begin to haunt the dreams of sleepers, turning them into nightmares to assimilate as many negative feelings as possible.

**The stuff nightmares are made of.** The Ammuntadores appear as clusters of fluid and ever changing darkness, as blurred to the eyes of the living as are the images we see in dreams.



*Ammuntadore*

BORN OF DEATH

## AMMUNTADORE

*Medium Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	18 (+4)

**Armor Class** 14 (natural armor)

**Hit Points** 77 (14d8+14)

**Speed** 0 feet, fly 40 feet (hover)

**Saving Throws** Wis +4, Cha +7

**Skills** Intimidation +4

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 feet, passive perception 11

**Languages** -

**Challenge** 6 (2,300 XP)

**Vile Foe.** When a living creature that isn't blinded is in front of the Ammuntadore within 60 feet, that creature must make a DC 12 Wisdom saving throw, losing 6 Soul Points on a failed save. If that creature sees again the same or other Ammuntadori, it's immune to the Vile Foe effect Str the next 24 hours.

**Favored Terrain.** The Ammuntadore's favored terrain is graveyard.

**Innate Spellcasting.** The Ammuntadore's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material or verbal components:

**3/day:** *sleep*

**1/day each:** *dream*, *phantasmal killer*

**Misty Form.** The ammundadore can occupy another creature's space and vice versa. In addition, if air can pass through a space, the Ammuntadore can pass through it without squeezing. The Ammuntadore can manipulate objects in any way that requires fingers or manual dexterity

**Wilting Aura.** Any creature that moves within 30 feet of the Ammuntadore Str the first time on a turn or starts its turn there, is dried by negative energy that emanates from the Ammuntadore and must make a DC 16 Constitution saving throw. It takes 11 (2d10) necrotic damage on a failed save or half as much damage on a successful one. Plant creatures has disadvantage on the saving throw and are vulnerable to such damage.

### ACTIONS

**Multiattack.** The Ammuntadore makes 2 painful touch attacks.

**Painful Touch.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 21 (4d8+3) psychic damage plus 3 (1d6) Soul Points.

## ARISEN

The majority of the undead who wander in the Lunar Age are not related to special death circumstances or curses but have simply come back to life en masse because of the negative energies of Ënferun that now permeate the Material Plane.

These undead without belonging or purpose are called Arisen.

Multiple shapes. To this type of monsters belong many that can range from skeletons to rotting corpses, such as zombies. They are often mindless and lack specific powers.

They attack with the main purpose of feeding on the flesh of the living, even if they do not have an actual need for it. In other cases, they may be constrained or revived by dark sorcerers, who control their actions for their own ends.

Soulless. These creatures are defined by the fact that they are walking corpses, and not sentient beings.

Whatever the fate of their souls, their bodies wander aimlessly and without any memory.

Lost souls. In creatures like the Lemures, on the other hand, we can see a glimmer of reasoning: a vague awareness of having lived once, and a desperate search for their lost identity.



*Lemure*

These undead attack those they meet with the aim of feeding on their vital essence, as if for an unconscious need to find their own lost soul by stealing that of others.

Although they are not really able to tear the soul away from their victims, they can wear their spirit to the brink of death, making them susceptible to possession or leading them to death and loss of soul, which gives rise to their re-birth as new Lemures.

These daytime beings repudiate the moonlight and at night tend to remain in stasis in dark places, and then move when the pale satellite sets.

## LEMURE

*Medium Undead, neutral evil*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	9 (-1)	10 (+0)	13 (+1)

**Armor Class** 13 (natural armor)

**Hit Points** 60 (8d8+24)

**Speed** 25 feet

**Saving Throws** Con +5

**Skills** Athletics +5, Perception +2

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Damage Immunities (only during new moon)** necrotic, poison; bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Condition Immunities** poisoned

**Senses** darkvision 60 feet, passive perception 12

**Languages** The languages it knew in life but can't speak

**Challenge** 2 (450 XP)

**Bless of the Dark Moon.** During the new moon, the Lemure is immune to bludgeoning, piercing, and slashing damage from weapons that aren't grim weapons.

**Death by Fire.** When the Lemure reaches 0 hit points, it becomes unconscious and regenerates 6 hit points at the start of each of its next turn. When it reaches 12 hit points, it's no longer unconscious and can take actions. The Lemure can die only if fire damage takes it to 0 hit points or if it's burned while unconscious.

**Favored Terrain.** The Lemure's favored terrain is graveyard.

**Moonlight Sensitivity.** During full, waxing or waning moon, the Lemure has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Vile Foe.** When a living creature that isn't blinded is in front of the Lemure within 60 feet of it, that creature must make a DC 14 Wisdom saving throw, losing 2 Soul Points on a failed save. If that creature sees again the same or other Lemures, it's immune to the Vile Foe effect Str the next 24 hours.

### ACTIONS

**Multiattack.** The Lemure makes two Life Drain attacks.

**Life Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) necrotic damage. On a hit, target creature must make a DC 14 Wisdom Saving throw. On a failed save, it loses 2 (1d4) Soul Points.

## ROTTEN ARISEN

*Medium Undead, neutral evil*

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

**Armor Class** 12 (natural armor)

**Hit Points** 22 (3d8+9)

**Speed** 20 feet

**Saving Throws** Con +5

**Damage Resistances (only during ascending moon)** bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 feet, passive perception 9

**Languages** The languages it knew in life but can't speak

**Challenge** 1/4 (50 XP)

**Favored Terrain.** The Rotten Arisen's favored terrain is graveyards/ mounds.

**Undead Fortitude.** If damage reduces the Rotten Arisen to 0 Hit Points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the Rotten Arisen drops to 1 hit point instead

**Vile Foe.** When a living creature that isn't blinded is in front of the Rotten Arisen within 60 feet of it, that creature must make a DC 12 Wisdom saving throw, losing 1 Soul Points on a failed save. If that creature sees again the same or other Rotten Arisen, it's immune to the Vile Foe effect Str the next 24 hours.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +3 to hit, reach 5 feet, one target. *Hit:* 4 (1d6+1) bludgeoning damage. On a hit, target creature must make a DC 12 Wisdom Saving throw. On a failed save it loses 1 (1d2) Soul Points.



*Rotten Arisen*

BORN OF DEATH

## AZURE WOMAN

Inhuman wailing breaks the silence of the ancient ruins of Iürmen. Stones and bricks guard the secrets of tragic stories, while the glories of past eras give way to dereliction.

In forgotten places, ancient spirits of betrayed or rejected women roam without any comfort. The Azure Women are what remains of their lost desire.

**Aura of despair.** When you cross an abandoned place, at times, you can perceive an atmosphere of epidemic despair and hear a subdued cry in the dark.

Many have learned to connect this contagious discouragement with the presence of ghosts of women who have suffered in life and who spread these negative sensations in the environment they haunt.

**Abandoned.** The Azure Women are a particular type of ghosts, which take shape where a woman dies in despair or abandonment.

They can be sorrowful widows, mothers who have lost their children, victims of femicides.

Those who come into contact with these sad ghosts can perceive their anguish, and even begin to harbor suicidal thoughts.

## AZURE WOMAN

*Medium Undead, neutral evil*

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	17 (+3)	12 (+1)	15 (+2)	18 (+4)

**Armor Class** 15 (natural armor)

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

**Speed** 0 feet, fly 50 feet

**Saving Throws** Wis +5, Cha +7

**Skills** Deception +7 Performance +7

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from weapons that aren't magic weapons (see Resistance of the New Moon)

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 feet, passive perception 12

**Languages** understands all languages it knew in life, but can't speak

**Challenge** 5 (1.800 XP)

**Incorporeal Movement.** The Azure Woman can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Resistance of the New Moon.** During the new moon, the Azure woman has resistance to bludgeoning, piercing, and slashing damage from weapons that aren't grim.

**Vile Foe.** When a living creature that isn't blinded is in front of the Azure Woman within 60 feet of it, that creature must make a DC 15 Wisdom saving throw, losing 5 Soul Points on a failed save. If that creature sees again the same or other Azure Women, it's immune to the Vile Foe effect Str the next 24 hours.

### ACTIONS

**Life Drain.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 25 (5d8+3) necrotic damage plus 3 (1d6) Soul Points. On a hit, the target must make a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Gloomy Weep (1/day, only during new moon).** The Azure Woman begins to weep grimly. Each creature that isn't an *Undead* or a construct that can hear the weep within 60 feet of it must make a DC 15 Wisdom saving throw, taking 21 (6d6) psychic damage and being stunned Str 1 minute on a failed save, or half as much damage and no other ill effects on a successful one. An affected creature must make another Wisdom saving throw at the end on each of its net turns, ending the effect on itself on a success.



*Azure Woman*

## ENCAGED ONE

These tormented souls remain tied to the place of their death or to an area where they have been relegated by magic. Their appearance reminisces of what they looked like in life but devastated by discouragement and anguish.

**The curse.** The Encaged Ones are the souls of those who have died violently, due to a betrayal or similar tragedy, or because of a curse, and their laments echo in the gloomy places where they dwell.

The members of some clergy, moved to pity by the damned souls in the Ravines of the Encaged, tried to bless the crevasse to end the torment of these ghosts, but they never returned from the thick fog of that cursed place.

**Slaves of invisible chains.** In some cases, these ghosts can be summoned from the corpse of a cursed one on which blasphemous rites have been performed, but the procedure is known only to the most experienced necromancers.

This cruel procedure serves to voluntarily bind the Encaged Ones in place, to make them guard it or to protect an obscure master. A fate far more tragic than death.

They know no peace, these chained souls, and this makes them fiercely aggressive towards the living, on whom they pour all their resentment.

## ENCAGED ONE

*Medium Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	11 (+0)	11 (+0)	12 (+1)	12 (+2)

**Armor Class** 13 (natural armor)

**Punti Feriti** 36 (8d8)

**Speed** 0 feet, fly 50 feet (hover)

**Saving Throws** Wis +3, Cha +3

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from weapons that aren't magical

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 feet, passive perception 11

**Languages** understands all languages it knew in life, but can't speak

**Challenge** 1 (200 XP)

**Favored Terrain.** The Encaged One's favored terrain is graveyards/ mounds.

**Incorporeal Movement.** The Encaged One can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Vile Foe.** When a living creature that isn't blinded is in front of the Encaged One within 60 feet, that creature must make a DC 11 Wisdom saving throw, losing 1 Soul Points on a failed save. If that creature sees again the same or other Encaged Ones, it's immune to the Vile Foe effect Str the next 24 hours.

### ACTIONS

**Sucking Life.** *Melee weapon attack:* +5 to hit roll, range 1.5 meters, one target. *Hit:* 14 (5d8+3) necrotic damage and loss of 2 (1d4) Spirit Points. If hit, the target must pass a Constitution saving throw with CD 11 or see its maximum Hit Points reduced by an amount equal to the damage suffered. This reduction lasts until the target has completed a long rest. The target dies if the effect reduces its maximum Hit Points to 0.



*Encaged One*

## ERVEN THE MIGHTY

*"Firm was the fist that wielded the supreme hammer, and powerful the blow that hardened the Frontier.*

*Erven was one of the most prominent figures in the history of the First Men. Leaving the Empire of Thur to conquer unknown lands, with his strength and courage alone he created a new home for his people out of a desolate land, along with the few braves who had followed him and the heterogeneous people who had joined them during the conquest.*

*He is the forefather of the great people known as the Gray Folk. Such was his magnificence, that no ruler who came after him could match it, and therefore his will has been handed down through the centuries, and his memory is more important to today's people than the authority of the lords of their time. Now that his sacred lineage has been broken, the people of the Eastern Mark lost the two beacons that illuminated the road: the Sun vanished forever, and the blood of Erven can no longer guide them."*

*taken from "Myths and Superstitions of the White City"*

Erven is known to all as the progenitor of the Grey People. Born and lived in the First Age, he remains one of the most important figures in the history of Iürmen. The White City itself, Ervenrun, was built and reinforced around the huge fortress that was his home.

This is the legacy he left to the world, a refuge for anyone in need, needed more than ever now that the Lunar Age has arrived.

**The return.** Sometime after the Last Sun, as Ervenrun began to transform from fortress to city, something flouted in the city's dungeons.

The first to recognize that something unusual was happening were the Anireth, relegated to a life in the underground Enclave.

In the deepest catacombs of the mountain, the dead began to awaken. The wise Masters of Tradition took this as a sign that Erven had returned from the dead, like the multitude of souls throughout Iürmen.

Although many hoped that the figure of Erven had kept the honor he had in life, the underground mounds were sealed, in order to avoid invasions from the dead that would endanger the refugees who began to populate Ervenrun.

**The myth of the Gray Folk.** The news of his possible return to life soon turned into legend and took root in the popular narrative of the Gray Folk and all the inhabitants of the Eastern Mark.

The figure of Erven is now worshipped by many, who even use to pray to him and dedicate modest propitiatory rites to him.

Although his resurrection has never been confirmed, at least officially, many feel the need to believe that he is the same savior described in ancient historical texts.

## CATACOMBS OF ERVENRUN (LAIR)

This place was sealed in the very first years of the Lunar Age, when Ervenrun was used as a fortified refuge for war exiles.

From the darkness within the mountain came ghosts and undead creatures, and the Masters of Tradition feared that the king himself might be reborn. Their terror was such that they walled up the entrance to the catacombs in the castle, which is now the temple of Tradition and the center of political and spiritual power.

There are other secret entrances, such as the one in the courtyard of the castle, which was also closed, or alternative routes in the depths of the hypogea of the Enclave.

In the old catacombs, where the descendants of Erven and his most loyal soldiers or heroes of the Gray Folk were buried, stands the King's Crypt. This is now his throne, from which he exercises his dominion over the resurrected souls of people forgotten in the meanders of time, and over his new buried kingdom.

### Lair actions

On initiative count 20 (losing initiative ties), Erven takes a lair action to cause one of the following effects:

- Erven enters in a berserker's fury. He has advantage on his attack rolls until initiative count 20 of the next round. Attacks against him have advantage until initiative count 20 of the next round.
- Erven summons spirits of people that had served him in life. Each creature within 60 feet of Erven must make a DC 17 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save or half as much damage on a successful one.

# ERVEN THE MIGHTY

*Medium Undead, neutrals*

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+6)	12 (+1)	15 (+2)	17 (+3)

**Armor Class** 18 (natural armor), 20 during new moon

**Hit Points** 210 (20d8+120)

**Speed** 30 feet

**Saving Throws** Str +12, Con +12, Wis +8, Cha +9

**Skills** Athletics +12, Perception +8, History +7

**Damage Resistances** acid, cold, fire

**Damage Immunities** necrotic, poison; bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 60 feet, passive perception 18

**Languages** Common, First Tongue

**Challenge** 17 (18,000 XP)

**Favored Terrain.** Erven's favored terrain is graveyard/mounds.

**Improved Critical.** Erven's weapon attacks score a critical hit on a roll of 19 or 20.

**Legendary Save (3/day).** When Erven fails a saving throws, he can choose to succeed instead.

**Magic Resistance.** Erven has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Erven's weapon attacks are magical.

**Martial Prowess (works only during new moon).** Once per turn, Erven can deal additional 14 (4d6) damage to a creature it hits with a weapon attack.

**Vile Foe.** When a living creature that isn't blinded is in front of Erven within 60 feet of it, that creature must make a DC 20 Wisdom saving throw, losing 17 Soul Points on a failed save. If that creature sees again Erven, it's immune to the Vile Foe effect for the next 24 hours.

## ACTIONS

**Multiattack.** Erven makes four Greathammer attacks.

**Greathammer. Melee Weapon Attack:** +12 to hit, reach 5 feet, one target.

**Hit:** 19 (2d12+6) bludgeoning damage.

**Mark of the Enemy (works only during new moon).** As a bonus action, Erven targets a creature it can see within 30 feet. Target creature must make a DC 20 Charisma saving throw. On a failed save, that creature has disadvantage on attack rolls against Erven for 1 minute and loses 10 (3d6) Soul points when it is hit for the first time in a turn by Erven. At the end of each of its next turns, target creature can make another Charisma saving throw, ending the effect on a success. Erven can have only one Mark of the Enemy active.

## LEGENDARY ACTIONS

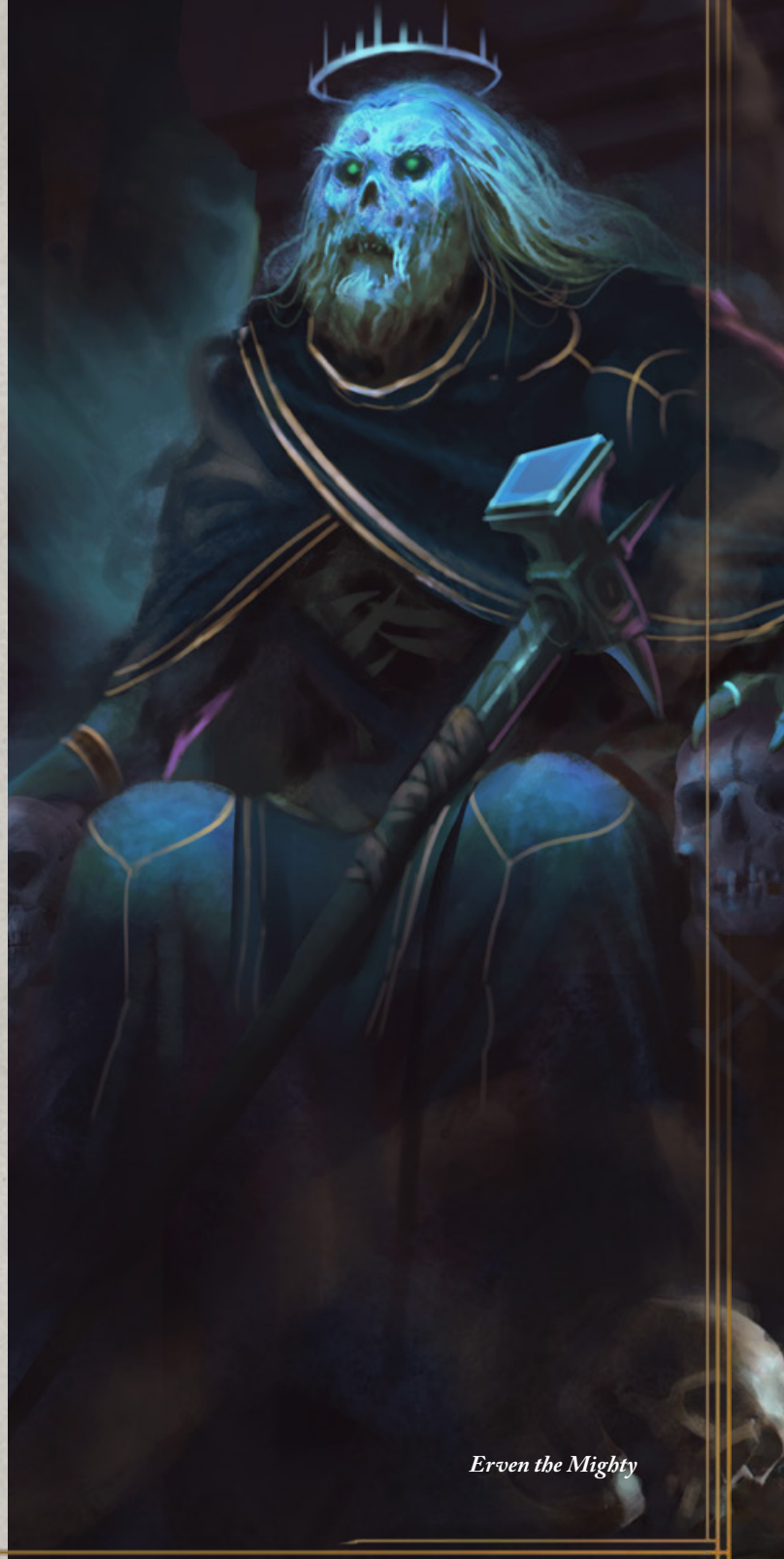
Erven can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Erven regains spent legendary actions at the start of its turn.

**Attack.** Erven makes a Greathammer attack.

**Detect.** Erven makes a Wisdom (Perception) check.

**Second Wind (costs 2 actions).** Erven regains 20 hit points.

**Frighten Foe (costs 2 actions, works only during new moon).** Erven targets one enemy he can see within 30 feet. If the target can see or hear, it must make a DC 20 Wisdom saving throw, taking 28 (8d6) psychic damage, losing 10 (3d6) Soul Points and being frightened until the end of Erven's next turn on a failed save, or half as much damage and Soul Points and no other ill effects on a successful one.



*Erven the Mighty*

## GURIA

Once acting as welcoming spirits and protectors of the hearth, to whom food was recurrently given as a gift so that they could continue the work of preserving the house.

The horror of the Dark Mirror did not spare even these benevolent spirits, and those who were the venerable guardians of the family and of everyday life are now cruel ghosts, bound to their protégés in an eternal cycle of torment and terror.

**The dark ladies of the house.** The Gurias of the past were fond of family and hearth, and this bond has remained intact, albeit adulterated in a diabolical and morbid way.

These evil spirits haunt the house, hating, yet loving, its inhabitants. When they target the new homeowners, they express their attachment by tormenting them relentlessly, killing them or driving them to madness, and then weeping over their loneliness.

**Serial tormentors.** Sometimes strange rumors can be heard in villages. There is talk of entire families gradually losing sleep, and then mental clarity, of lonely women and men who stop feeding to let themselves die and of mothers who kill their children, accusing them of being the source of their torment.

When possession is not involved, it means that these people are victims of a Guria, which has decided to wear them down to death. The Guria rules the house, and the living are her beloved toys.

**Hidden from view.** It is impossible to perceive a Guria, unless you are so spiritually exhausted as to get close to the realm of shadows.

When a house is suspected to hide one of these ghosts, rituals are used to bring them into light, so that they can be fought or exorcised.

Being spirits of the hearth, the Gurias maintain a predilection for food and drink offerings.

## GURIA

*Medium Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

**Armor Class** 13 (natural armor)

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

**Speed** 0 feet, fly 50 feet

**Skills** Stealth +10

**Damage Resistances** bludgeoning, piercing, and slashing from weapons that aren't grim weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 feet, passive perception 11

**Languages** understands Common but can't speak

**Challenge** 3 (700 XP)

**Favored Terrain.** The Guria's favored terrain is populated area.

**Invisibility.** The Guria is invisible.

### ACTIONS

**Multiattack.** The Guria makes a slam attack and uses its telekinesis on each of its turns.

**Slam. Melee Weapon Attack:** +4 to hit, reach 5 feet, one target. **Hit:** 12 (3d6+2) force damage plus 2 (1d4) Soul Points.

**Telekinesis.** The Guria targets an object that weighs up to 150 pounds within 30 feet of it and hurls it up to 30 feet in any direction. The Guria can use the object as a ranged weapon (+4 to hit), attacking one creature along the object's path and dealing 7 (2d6) bludgeoning damage on a hit.



*Guria*

## LENGHELO

These ghosts are quite rare, and their behavior is comparable to that of Gurias, as they choose a house and make it their own. However, they favor abandoned and ruined places, which they will protect fiercely.

**Origins lost in the mists of time.** Few ever had to deal with these particular spirits, and the documentation on their origins has been lost. They are known to be a corrupt and horrible version of those deceased loved ones who used to visit their living relatives.

**Time snatchers.** It seems that Lenghelos are very skilled in the distortion of space and time. A group of Dreamstriders had to deal with such a case, and their account is nightmarish.

Three entered the old ruin outside Mairan, but no one was able to get out of it, trapped as they were in the dimension the Lenghelo had made to imprison them in the house.

The battle raged for a few hours, and they managed to defeat the ghost, freeing themselves from the mental distortion that kept them trapped in the old dwelling. When they went out, however, they realized that several days had gone by.

Every hour, in a Lenghelo's house, is a whole day in the outside world.



Lenghelo

## LENGHELO

*Large Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	11 (+0)	12 (+1)	18 (+4)

**Armor Class** 16 (natural armor)

**Hit Points** 119 (14d10+42)

**Speed** 0 feet, fly 50 feet

**Saving Throws** Con +7, Wis +5

**Skills** Arcana +4, Stealth +8, Perception +5

**Damage Resistances** bludgeoning, piercing, and slashing from weapons that aren't grim weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 feet, passive perception 16

**Languages** Common

**Challenge** 9 (5,000 XP)

**Favored Terrain.** The Lenghelo's favored terrain is towns.

**Incorporeal Movement.** The Lenghelo can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

**1/day each (3/day each during new moon):** *banishment, forcecage, time stop*

**Vile Foe.** When a living creature that isn't blinded is in front of the Lenghelo within 60 feet of it, that creature must make a DC 16 Wisdom saving throw, losing 9 Soul Points on a failed save. If that creature sees again the same or other Lengheli, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** The Lenghelo makes two paralyzing touch attacks.

**Paralyzing touch.** *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 22 (4d8+4) force damage plus 3 (1d6) Soul Points. On a hit, the target must make a DC 16 Wisdom saving throw, being paralyzed for 1 minute on a failed save. An affected creature must make another Wisdom saving throw at the end on each of its net turns, ending the effect on itself on a success.

## MONACHICCHIO

Among the many nightmares in the Lunar Age, the Monachicchio is one of the most atrocious.

Infants who died without receiving any religious blessing, or died in macabre and blasphemous circumstances, return to this world as horrifying ghosts of deformed and ravenous children.

**The infants of evil.** Few hold the sight of a Monachicchio, and even fewer can recognize it for what it is; an undead monster that has nothing in common with the infant who was alive, and face it. The presence of one of these ghosts can wear down the psyche of the most hardened nocturnal adventurers, making them easy prey to darkness.

**Clinging to what they were.** A Monachicchio often appears to its parents, who are usually their first victims.

It seems that their vengeful spirit always returns during the first New Moon after their death, making those who failed to protect them pay.

## MONACHICCHIO

*Tiny Undead, neutral evil*

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	13 (+1)	10 (+0)	12 (+1)	16 (+3)

**Armor Class** 14 (natural armor)

**Hit Points** 35 (10d4+10)

**Speed** 0 feet, fly 40 feet

**Skills** Stealth +6

**Damage Resistances** bludgeoning, piercing, and slashing from weapons that aren't grim weapons

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from weapons that aren't grim weapons (only under new moon)

**Condition Immunities** exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 feet, passive perception 11

**Languages** understands Common but can't speak

**Challenge** 2 (450 XP)

**Dark Blessing of the New Moon.** The Monachicchio is immune to bludgeoning, piercing, and slashing damage during the new moon.

**Vile Foe.** When a living creature that isn't blinded is in front of the confined within 60 feet of it, that creature must make a DC 12 Wisdom saving throw, losing 1 Soul Points on a failed save. If that creature sees again the same or other Monachicchi, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Life Drain.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target.

*Hit:* 15 (3d4+4) necrotic damage plus 2 (1d4) Soul Points.

**Soul of Sorrow (Recharges 6, only during new moon).**

The Monachicchio emits a painful lament. Each creature that can hear it that isn't an *Undead* or a Construct within 60 feet of the Monachicchio suddenly has its soul filled with sorrow and pain, and must make a DC 13 Wisdom saving throw, taking 13 (3d8) psychic damage plus 3 (1d6) Soul Points on a failed save, or half as much damage and Soul Points on a successful one.



*Monachicchio*

NIGHTFELL

## MUMMIES

In the Known Lands, mummified corpses that come back to life after death are not uncommon, and they haunt mounds and old catacombs.

The most dangerous mummies of Iürmen, and the best known, are those that were buried under the eternal frost of the glaciers: ancient humanoid spoils of past eras, which have long since come out of the snows to wander in the winter of the Lunar Age.

**Glacial energy.** These peculiar undead often look like corpses preserved in Permafrost.

Their body is now connected to the magical energies of the frost, and they can use a basic form of cryomancy.

**Extreme environment.** According to folklore, these undead can be found in every corner of the Known Lands, provided that the climate is harsher than in the rest of Iürmen in the Lunar Age, since these are places that were cold even in past eras.

The glaciers of the Alper Lands, to the north, have buried many mounds over the centuries, and it is in these places that these monsters can be easily found.

## GLACIER MUMMY

*Medium Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	7 (-2)	10 (+0)	14 (+2)

**Armor Class** 12 (natural armor)

**Hit Points** 90 (12d8+36)

**Speed** 20 feet

**Saving Throws** Con +6

**Skills** Athletics +6

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhausted, frightened, paralyzed, poisoned

**Senses** darkvision 60 feet, passive perception 10

**Languages** The languages it knew in life

**Challenge** 5 (1.800 XP)

**Favored Terrain.** The Glacier Mummy's favored terrain is arctic/snowy.

**Innate Spellcasting.** The Glacier Mummy's spellcasting ability is Charisma (spell save DC 13, +5 to spell attacks). It can innately cast the following spells, requiring no material components:

*At will:* ray of frost

*2/day:* sleet storm

*1/day:* ice storm

**Revitalizing Ice (works only during ascending moon).** Each time the Glacier Mummy takes cold damage it regains as much hit points up to its maximum.

**Vile Foe.** When a living creature that isn't blinded is in front of the Glacier Mummy within 60 feet of it, that creature must make a DC 15 Wisdom saving throw, losing 5 Soul Points on a failed save. If that creature sees again the same or other glacial mummies, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** The Glacier Mummy can use its icy glare and then makes one attack with its icy fist.

**Icy Fist. Melee Weapon Attack:** +6 to hit, reach 5 feet, one target. **Hit:** 10 (2d6+3) bludgeoning damage plus 18 (4d8) cold damage.

**Icy Glare.** The Glacier Mummy targets one creature that isn't an Undead or construct within 60 feet of it. If the target can see the Glacier Mummy, it must succeed on a DC 15 Constitution saving throw or ice forms around its limbs being paralyzed for 1 minute and losing 3 (1d6) Soul Points). At the end of each of its next turns, and affected creature can make another Constitution saving throw, ending the effect on itself on a success. A target that succeeds on the saving throw is immune to the Icing Glare effect of all glacial mummies for the next 24 hours.



Glacier Mummy

## SIMILAU

*"There are many grim tales set in the impervious lands of the North, but none so much as the account of the discovery of Similau.*

*Years ago, my mother participated in an expedition among the glaciers. to a hill where in decades past many bodies of heroes and dignitaries, now resurrected, were mummified and buried.*

*The old mounds of the Alperns were now empty, and a large team of Wardens of the Dead were sent from Mairan to face the situation and protect the Innkelch Valley.*

*She and the few who returned told of a great battle, fought on the snow that shone with moonlight and stained with the scarlet drops of the blood of those fighting.*

*Many fell against the mummies, but victory was nigh.*

*Then, what no one could predict happened.*

*A figure emerged from a snowy gorge, and the blizzard followed it. It seemed to stand three times higher than an Alpern, and its features were almost completely hidden by ice incrustations, such as to make it appear as a part of the mountain itself.*

*This creature, to which the survivors gave the name of Similau, from the name of the gorge from which it had appeared, was unstoppable, and massacred many members of the expedition, forcing the others to flee followed by the wailing of this titan of the glaciers.*

*No one dared to set foot on that glacier again."*

*Norder, Mairan's watcher*

Similau is a powerful undead who has a strong connection to elemental magic. Its appearance resembles that of a golem almost more than a mummy, as it is composed more of ice stalactites than dead flesh.

The survivors of the 57 E.L. expedition were the only ones to see it and described it as a giant whose strength and endurance were such as to utterly annihilate a trained group of Wardens of the Dead.

Since there are no other testimonies on the subject, it is to be considered a unique creature.

Elemental spirit. Like the Glacier Mummies, this being draws energy from the Permafrost that has imprisoned it for centuries, perhaps even millennia.

Whatever the origins of such an abomination, it represents one of the most fearsome threats to the Lands of Alper, and everyone knows the history of the expedition it massacred.

## GLACIAL ALCOVE (LAIR)

Although Similau is believed to come out of its Lair to sow terror in the gorges of the glaciers, this is the only place where you are sure to find it, however difficult to reach.

The Glacial Alcove is located in an unidentified place among the most remote gorges of Alper, perhaps in the middle of the Northern Chains, or perhaps even further north, towards the World of Asvizert.

This cave is covered with walls composed of ice and only large enough to accommodate the countless skeletons of the victims of this mummy, now preserved in Permafrost. Here, columns of ice support the vault and countless stalagmites hang from the ceiling, close to falling.

### Lair actions

On initiative count 20 (losing initiative ties), Similau takes a lair action to cause one of the following effects:

- Similau creates a 60-foot icy square on the ground in a point within 120 feet of it that lasts until initiative count 20 of the next round. Each creature that moves on the square or starts its turn there must make a DC 15 Dexterity saving throw or falls prone.
- Ice shards fall from the ceiling above. Similau chooses up to three creatures within 120 feet of it, and then makes a ranged attack roll (+7 to hit) against each target. On a hit, the target creature takes 7 (2d6) bludgeoning damage and 5 (2d4) cold damage.



Similau

NIGHTFELL

- Similau is a powerful undead who has a strong connection to elemental magic. Its appearance resembles that of a golem almost more than a mummy, as it is composed more of ice stalactites than dead flesh.
- The survivors of the 57 E.L. expedition were the only ones to see it and described it as a giant whose strength and endurance were such as to utterly annihilate a trained group of Wardens of the Dead.
- Since there are no other testimonies on the subject, it is to be considered a unique creature.
- Elemental spirit. Like the Glacier Mummies, this being draws energy from the Permafrost that has imprisoned it for centuries, perhaps even millennia.
- Whatever the origins of such an abomination, it represents one of the most fearsome threats to the Lands of Alper, and everyone knows the history of the expedition it massacred.

## SIMILAU

*Large Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	10 (+0)	14 (+2)	18 (+4)

**Armor Class** 18 (natural armor), 20 during ascending moon

**Hit Points** 189 (18d10+90)

**Speed** 20 feet

**Saving Throws** For+ 11, Con +11, Wis +8, Cha +10

**Skills** Athletics +11, Perception +8

**Damages Resistances** acid

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Condition Immunities** charmed, exhausted, frightened, paralyzed, poisoned

**Senses** darkvision 60 feet, passive perception 18

**Languages** The languages it knew in life

**Challenge** 18 (20,000 XP)

**Favored Terrain.** Similau's favored terrain is arctic/snowy.

**Innate Spellcasting.** Similau's spellcasting ability is Charisma (spell save DC 18, +10 to spell attacks). It can innately cast the following spells, requiring no material components:

**At will:** *ray of frost*

**2/day each:** *cone of cold, ice storm, sleet storm*

**1/day each:** *freezing sphere, wall of ice*

**Legendary Save (3/day, 4/day during ascending moon).** When Similau fails a saving throws, it can choose to succeed instead.

**Magic Resistance.** Similau has advantage on saving throws against spells and other magical effects.

**Revitalizing Ice (works only during waxing moon).** Each time Similau takes cold damage it regains as much hit points up to its maximum.

**Vile Foe.** When a living creature that isn't blinded is in front of Similau within 60 feet, that creature must make a DC 20 Wisdom saving throw, losing 18 Soul Points on a failed save. If that creature sees again Similau, it's immune to the Vile Foe effect for the next 24 hours.

## ACTIONS

**Multiattack.** Similau can use its icing glare and makes one attack with its icy fist or its icy spike.

**Icy Fist. Melee Weapon Attack:** +11 to hit, reach 10 feet, one target.

**Hit:** 23 (4d8+5) bludgeoning damage plus 27 (6d8) cold damage.

**Icy Spike. Ranged Weapon Attack:** +11 to hit, range 60/240 feet, one target. **Hit:** 20 (3d10+5) bludgeoning damage plus 27 (6d8) cold damage.

**Icing Glare.** The Similau targets one creature that isn't an *Undead* or a Construct within 60 feet of it. If the target can see the Similau, it must succeed on a DC 20 Constitution saving throw or ice forms around its limbs being paralyzed for 1 minute and losing 12 (5d4) Soul Points). At the end of each of its next turns, and affected creature can make another Constitution saving throw, ending the effect on itself on a success. A target that succeeds on the saving throw is immune to the Icing Glare effect of all glacial mummies for the next 24 hours.

**Cold Rage (recharges on a short or long rest, works only during waxing moon).** As a bonus action, Similau can enter a rage at the start of its turn. The rage lasts for 1 minute or until Similau is incapacitated. While raging, Similau gains the following benefits:

- It has advantage on weapon attacks, but attacks made against it are made with advantage
- It has advantage on Strength checks and Strength saving throws
- When it makes a weapon attack, it deals additional 9 (2d8) damage and 12 (5d4) Soul Points damage

## LEGENDARY ACTIONS

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

**Attack.** Similau makes an icy fist or icy spike attack.

**Cantrip.** Similau casts ray of frost

**Detect.** Similau makes a Wisdom (Perception) check.

**Cast a Spell (costs 2 actions).** Similau casts one of its spells.

**Ice and Death (costs 2 actions).** Similau evokes ancient powers of death, buried in the ice. Each creature within 60 feet must make a DC 20 Wisdom saving throw. On a failed save, target creature takes 14 (4d6) necrotic and 14 (4d6) cold damage and can't regain hit points until the end of Similau's next turn. On a successful save, target creature takes half as much damage and no other ill effects.

**Freezing Soul (costs 3 actions, works only during waxing moon).**

Similau touches a creature within 10 feet that isn't behind total cover. Target creature must make a DC 20 Wisdom saving throw, taking 45 (10d8) cold damage, and losing 21 (6d6) Soul Points, or half as much damage and Soul Points on a successful save. When a target has been affected by Freezing Soul, can't be affected again for the next 24 hours.

## PANDAFECA

Many happen to wake up in a panic and see strange white figures staring at them maliciously from the corners of the room. Those whose spirit is worn out in their sleep are often victims of a Pandafeca, or Pandaff, as it is called by the Ejre.

When the lunar dawn arrives and the light returns to touch Iürmen, these diabolical spirits cease to absorb the souls of the victims and can be seen albeit for a few, nebulous moments, while waking up.

**Horrible crones.** These undead appear as old deformed women wearing a long white robe. When particularly wicked women die of old age, their soul returns as an evil presence that longs to feed on helpless victims, like sleepers.

**Restless.** Those who come across a place where a Pandafeca is will realize it very soon, because at the first rest she will come to haunt them.

This can also be a good method to attract her, using a victim as bait while it is day and there is no Moon. The spectre will not be able to resist the temptation of haunting the soul of the poor unfortunate.



Pandafeca

## PANDAFECA

*Medium Undead (shapechanger), neutral evil*

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	15 (+2)	10 (+0)	13 (+1)	18 (+4)

**Armor Class** 16 (natural armor)

**Hit Points** 117 (18d8+36)

**Speed** 0 feet, fly 40 feet

**Saving Throws** Des +8, Cha +8

**Skills** Deception +8, Perception +5

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from weapons that aren't grim

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from weapons that aren't grim weapons (see Blessing of the Dark Moon)

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 feet, passive perception 15

**Languages** -

**Challenge** 9 (5,000 XP)

**Blessing of the Dark Moon.** During the new moon, the Pandafeca is immune to bludgeoning, piercing, and slashing damage from weapons that aren't grim.

**Change Shape (functions only during new moon).** The Pandafeca magically polymorphs into a small or medium beast of CR 2 or lower or back into its true form. Its statistics are the same in each form. It disappears if it dies while polymorphed.

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

*3/day: sleep*

*1/day each: dream, phantasmal killer*

**Incorporeal Movement.** The Pandafeca can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Vile Foe.** When a living creature that isn't blinded is in front of the Pandafeca within 60 feet, that creature must make a DC 17 Wisdom saving throw, losing 9 Soul Points on a failed save. If that creature sees again the same or other Pandafecas, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** The Pandafeca makes 2 paralyzing touch attacks.

**Paralyzing Touch.** *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 26 (4d10+4) necrotic damage plus 5 (2d4) Soul Points. On a hit, target creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. At the end of each of its next turns, an affected creature can make another Constitution saving throw, ending the effect on itself on a success.

**Eye of the Dead Sleep (1/day, 2/day during new moon).**

The Pandafeca looks at a creature that isn't an *Undead* or a *Construct* within 60 feet of it. Target creature must make a DC 17 Wisdom saving throw. On a failed save, target creature falls asleep for 1 minute, suffering terrible nightmares. At the start of each of its next turns, an affected creature takes 22 (4d10) psychic damage. If that creature reaches 0 hit points, it dies. At the end of each of its next turns, an affected creature can make a Wisdom contest check with the Pandafeca, ending the effect on itself if it wins the contest. If the Pandafeca takes at least 50 damage on a round, the effect ends, and the affected creature awakes (It doesn't work during new moon).

## SMARA

There are threats invisible even to the most gifted psychics. Among these, one of the most disturbing is represented by the Smara.

Malevolent spectre of unknown origin, we only know that they are able to feed on the darkest secrets of the unconscious. These ghostly creatures may be attracted to individuals with a fragile spirit, a dark past, or suffering some form of trauma.

**Emotion Benders.** According to the stories, it is almost impossible to see a Smara, since only the victim can feel her presence.

These ghosts focus on a person and attach themselves to them like parasites, stealing all joy from them and fueling hatred and anguish to the point of causing irreversible damage to the psyche.

**Perceiving a Smara.** Someone targeted by a Smara can feel her influence only by realizing that their negative emotions have no cause.

These ghosts can also be seen by those with an extremely low Soul Points threshold, who begin to see the darkness beyond the veil of Ènferun.

One of the first symptoms caused by the influence of this creature is restless sleep.



Smara

**Loss of Soul Points.** A nocturnal adventurer could be targeted by a Smara while resting, when attention is lower.

When this happens, the victim may not understand what is happening. In some cases, the target may succeed, consciously or not, in resisting her yoke and forcing the Smara to reveal herself thanks to powerful spiritual reserves.

Being entangled by a Smara has serious consequences both on one's mood and on one's abilities, as well as a slow consumption of one's spiritual defenses.

Once the Smara is killed, the mood and spiritual defense of the character will return to normal.

**Summon a Smara.** If the victim of a Smara, or their companions, suspect the presence of a parasitic spirit, they can try to make it appear with a simple ritual.

This rite works only during the Ascending Moon Phases, and only if a mixture of wine and salt is poured on the feet of the afflicted. At least that's how some legends tell.

## SMARA

*Small Undead, neutral evil*

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	13 (+1)	14 (+2)	10 (+0)

**Armor Class** 14 (natural armor)

**Hit Points** 41 (10d6+6)

**Speed** 0 feet, fly 30 feet

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

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 feet, passive perception 14

**Languages** -

**Challenge** 2 (450 XP)

**Favored Terrain.** The Smara's favored terrain is dungeon/ruins.

**Invisibility.** The Smara is invisible. It becomes visible only when it doesn't succeed on its Soul Drain Action and when an affected creature breaks away from it (see below).

**Regeneration.** Each time the Smara drains Soul Points from a creature, it regains as much hit points up to its maximum. The Smara only dies when it reaches 0 hp and doesn't regenerate at the end of its next turn.

**Wretched Enemy.** When a living creature that isn't blinded is in front of the Smara within 60 feet of it, that creature must make a DC 13 Wisdom saving throw, losing 2 Soul Points on a failed save. If that creature sees again the same or other Smara, it's immune to the Wretched Enemy's effect for the next 24 hours.

### ACTIONS

**Withering Touch.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 11 (2d6+4) necrotic damage plus 2 (1d4) Soul Points.

**Soul Drain (1/day).** The Smara tries to stick to a creature that isn't an Undead or a Construct that it can see within 30 feet and that is taking a long rest.

Target creature must make a DC 12 Charisma saving throw. On a failed save, the Smara successfully sticks to target creature and when it finishes its long rest, it doesn't regain Soul Points losing 7 (2d6) Soul Points instead. The Smara remains stuck to that creature until it reaches 0 Soul Points, and when it is stuck to a creature, it cannot use its withering touch. On a successful save, the Smara doesn't stick to target creature and becomes visible. When it finishes each of its next long rests, an affected creature can make another Charisma saving throw. On a successful save, the Smara is no longer stuck to that creature and becomes visible.

## VAMPIRES

The accursed children of Acirenzia, Matriarch of the Blood Moon. These creatures are cursed by Mirithlen and are believed to be extremely dangerous.

In some cases, they gather in factions and possess resources that can upset the politics of an entire nation.

**Gifts of the night.** When they come back to undeath, vampires retain some sides of their personality, but turn out to be more ferocious, individualistic, and fickle. Some remain in this state and even sink further, becoming ferocious predators, while others regain control of their instincts, learning to refine their dark gifts.

It is difficult to say which of the two states is more dangerous for their victims and their opponents.

Mastering what many call the Dark Path defines what kind of creatures of the night they will become and will ensure these immortals see a progressive growth of their power.

**Blood is Life.** The main instinct of these creatures is to feed on the living. Some tend to the path of compassion, maintaining the sensitivity they had in life, others will indulge in the pleasure of the crimson fluid.

When a vampire decides to be accepted by a society, they tend to feed exclusively on enemies or consenting donors. Having a vampire as an ally can prove very useful, and it is not unusual for certain outposts to welcome members of the Progeny to this purpose. However, many indulge in their predatory nature, and as thirst for blood increases, so does the thirst for power and other unhealthy desires that would not touch the mind of a mortal. These ferocious specimens completely lose their humanity and become cunning and extremely lethal creatures.

**The Acolytes.** Among the vampires of Iürmen there are noble figures who are feared and respected by the rest of the Progeny. These are called Acolytes of Acirenzia. These ancient vampires were the first to be transformed by the Matriarch, and witnessed her blasphemous ritual of immortality, which instead gave rise to vampiric disease. Even today, they are her most faithful and deadly servants.

## ACIRENZIA

*"After stealing the most sacred of the relics, she disappeared, and none of us ever saw her again. However, we all felt that the world had changed again. Again, for the worse."*

*Anvernia from Mirithrun,  
High Priestess of the Lunar Cult*

When the world became dark and the Lunar Cult was established, among its priestesses was a young and promising Anireth named Acirenzia. She was among the most trusted acolytes of the High Priestess Anvernia, and her devotion and admiration for Mirithlen were unparalleled.

In time, her faith became a craving for emulation. Her growing obsession led her on paths that increasingly strayed from the loving precepts of the Trifold Goddess. She made the forbidden practices her own, seeking ways to ascend to immortality, and she understood that the lunar deity, whose nature was both divine and human, was the key to such a miracle.

One night during New Moon, Acirenzia stole the sacred silver ashes of Mirithlen, fleeing from the temple of Owlrock along with some of her disciples, driven by the longing for new power.

Acirenzia put her plan into action, making one of the followers believe that by sacrificing her mortal life she would obtain eternal life in return. But the naïve acolyte was deceived, and her blood was poured into the urn with Mirithlen's ashes and, through the engraving of dark symbols on the woman's corpse, the power of the Dark Mirror was summoned. That night, the New Moon, usually concealed, appeared in the dark sky like a blood-red sphere, and Acirenzia drank from that obscene mixture that had been created, and then took her own life. The other priestesses, subjugated to the will of their dark inspirer, buried her with the desecrated urn, and waited.

When the New Moon was back in the skies, Acirenzia returned to life, with new powers and a tormented immortality. She created a new lineage of creatures of the night that would feed on the blood of the living and dominate the devastated Known Lands. The first children of Acirenzia were her own acolytes, and from them descended a line of children of the Blood Moon.

The seriousness of Acirenzia's crime was such that, even today, it happens that the Moon dawns red, testimony to the fact that Mirithlen was sullied with a drop of cruelty that affected its perfect luminescence.

The Goddess, and with it the Lunar Cult, cursed these creatures, so that they would pay for the outrage against the pale star. At every Full Moon the vampires created by Acirenzia must hide with shame from her light, which burns their flesh and their eyes.

**Queen on the World Spire.** Only her acolytes, and very few among the other vampires, know where the Matriarch of the Night is, and what her plans are.

Nevertheless, assumptions have been made about it.

On the northern peaks of the Elder Pinnacles is the ruined castle of Hislith's Spear. The ancient and mighty stronghold lost in the clouds is a throne suitable for the arrogance of Acirenzia, and many of those who have ventured on those peaks claim to have seen something very similar to vampires.

To them we probably owe the disappearance of many civilians from Ervenrun, kidnapped by vampires to become slaves and food supplies.

In spite of these suspicions, no one knows what the Matriarch is plotting, but it is likely that Acirenzia, unlike the other living dead of Iürmen and most of the evil creatures, does not aim to destroy the world as she knows it, but rather to preserve its populous and vital, so that she can dominate it, and feed on it.

### THE NIGHT HALL (LAIR)

From the old fortress of Hislith's Spear, Acirenzia rules over all the vampiric offspring.

She dwells in the highest room of the tower of this ancient castle, where her sarcophagus is located and where she often organizes feasts with humanoid victims kidnapped from villages and settlements.

### Lair actions

On initiative count 20 (losing initiative ties), Acirenzia takes a lair action to cause one of the following effects; Acirenzia can't use the same effect two rounds in a row:

- Acirenzia creates a 30-foot sphere of fog centered on herself. The area is heavily obscured and attack rolls against her have disadvantage unless the attacker has true sight. Acirenzia sees normally through the fog.
- Acirenzia summons a giant bat, which appears in a point that she can see within 60 feet. It obeys any issue telepathically ordered by Acirenzia (no action required)

and disappears when it reaches 0 hit points or when dismissed by Acirenzia as a bonus action.

- Acirenzia rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slot of that level or lower, nothing happens.
- A sad music fills the lair. Each creature that can hear within 120 feet of Acirenzia must succeed a DC 15 Wisdom saving throw or be stunned until the end of its next turn.

## ACIRENZIA

*Medium undead, lawful evil*

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	22 (+6)	20 (+5)	21 (+5)

**Armor Class** 20 (natural armor) / 22 during new moon

**Hit Points** 241 (23d8+138)

**Speed** 40 feet, climb 20 feet

**Saving Throws** Dex +10, Con +12, Int +12, Wis +11

**Skills** Arcana +12, Athletics +11, History +12, Religion +12, Perception +11, Stealth +10

**Damage Resistances** acid, cold, fire, lightning, poison

**Damage Immunities** bludgeoning, piercing, and slashing from weapons that aren't grim weapons

**Senses** darkvision 120 feet, passive perception 21

**Languages** Common, First Tongue, Primordial Runic, Whisper of The Echoes

**Challenge** 18 (20,000 XP)

**Legendary Resistance** (3/day, 5/day during new moon). If Acirenzia fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** Acirenzia has advantage on saving throws against spells and any other magical effects.

**Moon Tormented Progeny** (works only during full moon). Acirenzia has disadvantage on attack rolls and sight-based Wisdom (Perception) checks when she or her target are directly hit by moonlight.

**Shapechanger.** If Acirenzia isn't in sun light or running water, she can use her action to Polymorph into a Tiny bat or a Medium cloud of mist, or back into her true form. While in bat form, Acirenzia can't speak, her walking speed is 5 feet, and she has a flying speed of 30 feet. Her Statistics, other than her size and speed, are unchanged. Anything she is wearing transforms with her, but nothing she is carrying does. She reverts to her true form if she dies. While in mist form, Acirenzia can't take any Actions, speak, or manipulate Objects. She is weightless, has a flying speed of 20 feet, can hover, and can enter a Hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and she can't pass through water. She has advantage on Strength, Dexterity, and Constitution Saving Throws, and she is immune to all nonmagical damage, except the damage she takes from sunlight.

**Special Item.** Acirenzia carries a *Wand of the Vampire Mother*. (see below)

**Spellcasting.** Acirenzia is a 15th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). She has the following spells prepared.

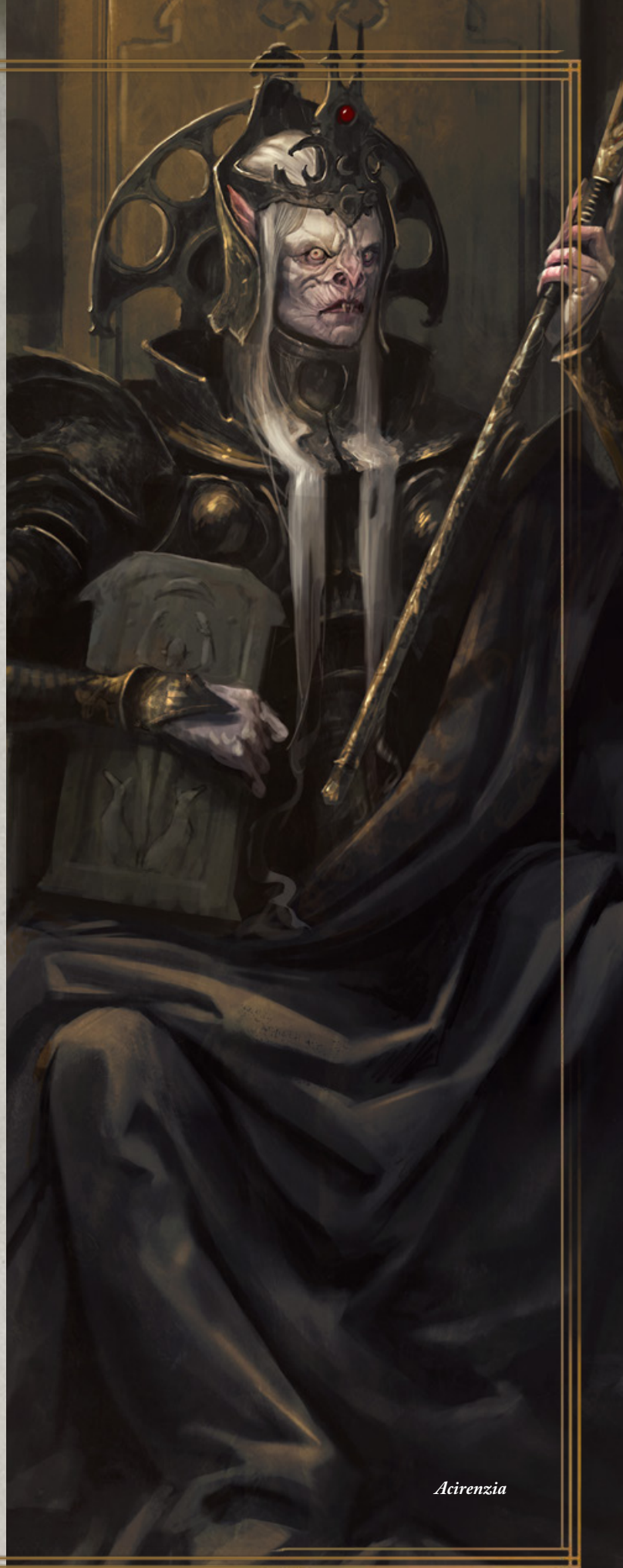
**Cantrip:** *chill touch, fire bolt, mage hand, poison spray, ray of frost*

**1st level (4 slots):** *charm person, fog cloud, magic missile, shield*

**2nd level (3 slots):** *invisibility, mirror, image, misty step, suggestion*

**3rd level (3 slots):** *animate dead, counterspell, dispel magic, fireball, hypnotic pattern*

**4th level (3 slots):** *blight, greater invisibility, resilient sphere*



*Acirenzia*



Progeny of Acirenzia

**5th level (2 slots):** animate objects, dominate person, cone of cold

**6th level (1 slot):** globe of invulnerability

**7th level (1 slot):** finger of death

**8th level (1 slot):** feeblemind

**Threat from above.** Acirenzia can climb at half her speed, being able to climb completely smooth surfaces and even upside down.

**Superhuman Prowess.** As a bonus action, Acirenzia can have advantage on the next Strength check made in that turn.

**Vile Foe.** When a living creature that isn't blinded is in front of Acirenzia within 60 feet, that creature must make a DC 20 Wisdom saving throw, losing 18 Soul Points on a failed save. If that creature sees again Acirenzia, it's immune to the Vile Foe effect for the next 24 hours.

**Vampire Weaknesses.** Acirenzia has the following flaws: Forbiddance. Acirenzia can't enter a residence without an invitation from one of the occupants. Harmed by Running Water. Acirenzia takes 20 acid damage if she ends her turn in running water. Stake to the Heart. If a piercing weapon made of wood is driven into Acirenzia heart while she is incapacitated in her resting place, Acirenzia is paralyzed until the stake is removed. Moonlight Hypersensitivity. Acirenzia takes 20 radiant damage when she starts her turn in moonlight. While in moonlight, she has disadvantage on attack rolls and ability checks.

## ACTIONS

**Multiattack (Vampire Form Only):** Acirenzia makes two attacks, only one of which can be a bite Attack.

**Unarmed Strike (Vampire Form Only):** *Melee Weapon Attack:* +11 to hit, reach 5 feet, one creature. Hit: 9 (1d8 + 5) bludgeoning damage. Instead of dealing damage, Acirenzia can grapple the target (escape DC 20).

**Bite (Bat or Vampire Form Only):** *Melee Weapon Attack:* +11 to hit, reach 5 feet, one willing creature, or a creature that is Grappled by the vampire, Incapacitated, or Restrained. Hit: 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage and target loses 12 (5d4) Soul Points. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Acirenzia regains Hit Points equal to that amount. The reduction lasts until the target finishes a Long Rest. The target dies if this Effect reduces its hit point maximum to 0. A Humanoid slain in this way and then buried in the ground rises the following night as a Vampiric offspring under Acirenzia's control.

**Charm:** Acirenzia targets one Humanoid she can see within 30 feet. If the target can see Acirenzia, the target must succeed on a DC 19 Wisdom saving throw against this magic or be Charmed by Acirenzia. The Charmed target regards Acirenzia as a trusted friend to be heeded and protected. Although the target isn't under Acirenzia's control, it takes Acirenzia's requests or Actions in the most favorable way it can, and it is a willing target for the vampire's bite Attack. Each time Acirenzia or Acirenzia's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Acirenzia is destroyed, is on a different plane of existence than the target or takes a bonus action to end the effect.

**Mother of Vampires (1/day, works only during new moon).** Acirenzia conjures up to 6 Progenies of Acirenzia, or up to 3 Bloodmoon Vampires, or up to 2 Acirenzia's Acolytes. They arrive at the end of that round in an unoccupied space within 60 feet of Acirenzia and remain at her service and obey her verbal commands for 1 hour, or until they die or are dismissed.

**Night creatures Supremacy (1/day):** Acirenzia summons a Swarm of Bats or 1d4 wolves. They arrive in 1d4 rounds and remain at her service and obey her verbal commands for 1 hour, or until they die or are dismissed.

## REACTIONS

**Body of Mists (recharges after a long rest).** When she's hit by a weapon attack made with a weapon that isn't grim, Acirenzia can cast the *gaseous form* spell.

## LEGENDARY ACTIONS

Acirenzia can take 3 (5 during new moon) 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. Spent legendary Actions are regained at the start of its turn.

**Cast a spell.** Acirenzia casts a spell of 3rd level or lower.

**Move.** Acirenzia moves up to her speed without provoking Opportunity Attacks.

**Unarmed Strike.** Acirenzia makes one Unarmed Strike.

**Bite (Costs 2 Actions):** Acirenzia makes one bite Attack.

**Wand of the Vampire Mother (costs 2 actions):** Acirenzia uses one or more charges of its Wand of Vampire Mother.

**Devotion of the Mother (costs 3 actions, works only during new moon).**

Acirenzia calls the aid of her vampire disciples. A vampire allied to Acirenzia that can hear her within 120 feet sacrifice themselves by committing suicide and willingly gift their own energy to Acirenzia, that chooses one of the following effects:

- Acirenzia gains as much hit points up to half of her maximum
- Acirenzia recovers up to 10 spell slot levels
- Acirenzia's armor class becomes no lower than 30 until the end of her next following turn
- Each time Acirenzia hits with an attack until the end of her next turn, she scores a critical hit
- Saving throws against Acirenzia's spells or other effects have disadvantage until the end of her next turn

## Wand of the Vampire Mother

*Wand, legendary (requires attunement by a vampire spellcaster)*

This magic wand has the combined properties of a wand of binding, a wand of fear and a wand of lightning bolts. 19 is the spell save DC for each spell cast through this wand.

The wand has 7 charges and regains 1d6+1 spent charges daily at dawn.

## ACIRENZIA'S ACOLYTE

*Medium Undead, lawful evil*

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

**Armor Class** 17 (natural armor), 19 during new moon

**Hit Points** 190 (20d8+100)

**Speed** 40 feet, climb 20 feet

**Saving Throws** Dex +9, Con +9, Int +10, Wis +8

**Skills** Arcana +10, Athletics +9, History +10, Religion +10, Perception +8, Stealth +9

**Damage Resistances** bludgeoning, piercing, and slashing from weapons that aren't grim weapons

**Senses** darkvision 120 feet, passive perception 18

**Languages** the languages they knew in life

**Challenge** 15 (13,000 XP)

**Legendary Resistance (3/day).** If the Acirenzia's Acolyte fails a saving throw, she can choose to succeed instead.

**Moon Tormented Progeny (works only during full moon).** The Acirenzia's Acolyte has disadvantage on attack rolls and sight-based Wisdom (Perception) checks when herself or her target are directly hit by moonlight.

**Shapechanger.** If the Acirenzia's Acolyte isn't in sun light or running water, she can use her action to Polymorph into a Tiny bat or a Medium cloud of mist, or back into her true form. While in bat form, the Acirenzia's Acolyte can't speak, her walking speed is 5 feet, and she has a flying speed of 30 feet. Her Statistics, other than her size and speed, are unchanged. Anything she is wearing transforms with it, but nothing she is carrying does. She reverts to her true form if she dies. While in mist form, the Acirenzia's Acolyte can't take any Actions, speak, or manipulate Objects. She is weightless, has a flying speed of 20 feet, can hover, and can enter a Hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and she can't pass through water. She has advantage on Strength, Dexterity, and Constitution Saving Throws, and she is immune to all nonmagical damage, except the damage she takes from sunlight.

**Spellcasting.** The Acirenzia's Acolyte is a 10th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). She has the following spells prepared.

**Cantrips:** *chill touch, fire bolt, mage hand, poison spray, ray of frost*

**1st level (4 slots):** *charm person, fog cloud, magic missile, shield*

**2nd level (3 slots):** *invisibility, misty step, suggestion*

**3rd level (3 slots):** *counterspell, fireball, hypnotic pattern*

**4th level (3 slots):** *blight, greater invisibility, resilient sphere*

**5th level (2 slots):** *dominate person, cone of cold*

**Threat from above.** The Acirenzia's Acolyte can climb at half her speed, being able to climb completely smooth surfaces and even upside down.

**Superhuman Prowess.** As a bonus action, the Acirenzia's Acolyte can have advantage on the next Strength check made in that turn.

**Vile Foe.** When a living creature that isn't blinded is in front of the Acirenzia's Acolyte within 60 feet of it, that creature must make a DC 17 Wisdom saving throw, losing 10 Soul Points on a failed save. If that creature sees again the same or other Acirenzia's Acolytes, it's immune to the Vile Foe effect for the next 24 hours.

**Vampire Weaknesses.** The Acirenzia's Acolyte has the following flaws: Forbiddance. The Acirenzia's Acolyte can't enter a residence without an invitation from one of the occupants. Harmed by Running Water. The Acirenzia's Acolyte takes 20 acid damage if she ends her turn in running water. Stake to the Heart. If a piercing weapon made of wood is driven into the Acirenzia's Acolyte's heart while the vampire is incapacitated in her resting place, the Acirenzia's Acolyte is paralyzed until the stake is removed. Moonlight Hypersensitivity. The Acirenzia's Acolyte takes 20 radiant damage when she starts her turn in moonlight. While in moonlight, she has disadvantage on attack rolls and ability checks.

## ACTIONS

**Multiattack (Vampire Form Only):** The Acirenzia's Acolyte makes two attacks, only one of which can be a bite Attack.

**Unarmed Strike (Vampire Form Only):** *Melee Weapon Attack:* +9 to hit, reach 5 feet, one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the Acirenzia's Acolyte can grapple the target (escape DC 17).

**Bite (Bat or Vampire Form Only):** *Melee Weapon Attack:* +9 to hit, reach 5 feet, one willing creature, or a creature that is Grappled by the vampire, Incapacitated, or Restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage and target loses 5 (2d4) Soul Points. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Acirenzia's Acolyte regains Hit Points equal to that amount. The reduction lasts until the target finishes a Long Rest. The target dies if this effect reduces its hit point maximum to 0. A Humanoid slain in this way and then buried in the ground rises the following night as a Vampiric Offspring under the Acirenzia's Acolyte's control.

**Charm:** The Acirenzia's Acolyte targets one Humanoid she can see within 30 feet of it. If the target can see the Acirenzia's Acolyte, the target must succeed on a DC 16 Wisdom saving throw against this magic or be Charmed by the Acirenzia's Acolyte. The Charmed target regards the Acirenzia's Acolyte as a trusted friend to be heeded and protected. Although the target isn't under the Acirenzia's Acolyte's control, it takes the Acirenzia's Acolyte's requests or Actions in the most favorable way it can, and it is a willing target for the vampire's bite Attack.

Each time the Acirenzia's Acolyte or the Acirenzia's Acolyte's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the Acirenzia's Acolyte is destroyed, is on a different plane of existence than the target, or takes a Bonus Action to end the Effect

**Night creatures Supremacy (1/day, works only during new moon):** The Acirenzia's Acolyte summons a Swarm of Bats or 1d4 wolves. They arrive in 1d4 rounds and remain at her service and obey her verbal orders for 1 hour, or until they die or are dismissed.

### REACTIONS

**Body of Mists (recharges after a long rest).** When it's hit by a weapon attack made with a weapon that isn't grim, the Acirenzia's Acolyte can cast the *gaseous form* spell.

### LEGENDARY ACTIONS

The Acirenzia's Acolyte 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. Spent legendary Actions are regained at the start of her turn.

**Move.** The Acirenzia's Acolyte moves up to her speed without provoking Opportunity Attacks.

**Unarmed Strike:** The Acirenzia's Acolyte makes one Unarmed Strike.

**Bite (Costs 2 Actions):** The Acirenzia's Acolyte makes one bite Attack.

**Cast a spell.** The Acirenzia's Acolyte cast a spell of 3rd level or lower.



Acirenzia's Acolyte

## BLOODMOON VAMPIRE

*Medium Undead, lawful evil*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	16 (+3)	16 (+3)	19 (+4)

**Armor Class** 17 (natural armor), 19 during new moon

**Hit Points** 118 (14d8+56)

**Speed** 40 feet, climb 20 feet

**Saving Throws** Des +9, Con +9, Wis +8

**Skills** Athletics +9, Stealth +9, Perception +8

**Damages Resistances** bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Senses** darkvision 120 feet, passive perception 18

**Languages** the languages it knew in life

**Challenge** 10 (5.900 XP)

**Legendary Resistance (1/day, 3/day during new moon).** If the Bloodmoon Vampire fails a saving throw, they can choose to succeed instead.

**Moon Tormented Progeny (doesn't work during new moon).**

The Bloodmoon Vampire has disadvantage on attack rolls and sight-based Wisdom (Perception) checks when themselves or their target are directly hit by moonlight.

**Shapechanger.** If the Bloodmoon Vampire isn't in sun light or running water, they can use its action to Polymorph into a Tiny bat or a Medium cloud of mist, or back into their true form.

While in bat form, the Bloodmoon Vampire can't speak, their walking speed is 5 feet, and has a flying speed of 30 feet. Their Statistics, other than size and speed, are unchanged. Anything they are wearing transforms with it, but nothing they are carrying does. They revert to their true form if they die. While in mist form, the Bloodmoon Vampire can't take any Actions, speak, or manipulate Objects. They are weightless, have a flying speed of 20 feet, can hover, and can enter a Hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. They have advantage on Strength, Dexterity, and Constitution Saving Throws, and are immune to all nonmagical damage, except the damage they take from sunlight.

**Threat from above.** The Bloodmoon Vampire can climb at half their speed, being able to climb completely smooth surfaces and even upside down.

**Superhuman Prowess.** As a bonus action, the Bloodmoon Vampire can have advantage on the next Strength check made in that turn.

**Vile Foe.** When a living creature that isn't blinded is in front of the Bloodmoon Vampire within 60 feet, that creature must make a DC 17 Wisdom saving throw, losing 10 Soul Points on a failed save. If that creature sees again the same or other Bloodmoon Vampires, it's immune to the Vile Foe effect for the next 24 hours.

**Vampire Weaknesses. The Bloodmoon Vampire has the following flaws:**

**Forbiddance.** The Bloodmoon Vampire can't enter a residence without an invitation from one of the occupants. Harmed by Running Water. The Bloodmoon Vampire takes 20 acid damage if they end their turn in running water. Stake to the Heart. If a piercing weapon made of wood is driven into the Bloodmoon Vampire's heart while the vampire is incapacitated in their resting place, the Bloodmoon Vampire is paralyzed until the stake is removed.

**Moonlight Hypersensitivity.** The Bloodmoon Vampire takes 20 radiant damage when they start their turn in moonlight. While in moonlight, they have disadvantage on attack rolls and ability checks.

## ACTIONS

**Multiattack (Vampire Form Only):** The Bloodmoon Vampire makes two attacks, only one of which can be a bite Attack.

**Claw (Vampire Form Only):** *Melee Weapon Attack:* +9 to hit, reach 5 feet, one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the Bloodmoon Vampire can grapple the target (escape DC 16).

**Bite (Bat or Vampire Form Only):** *Melee Weapon Attack:* +9 to hit, reach 5 feet, one willing creature, or a creature that is Grappled by the vampire, Incapacitated, or Restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage and target loses 5 (2d4) Soul Points. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the Bloodmoon Vampire regains Hit Points equal to that amount. The reduction lasts until the target finishes a Long Rest. The target dies if this Effect reduces its hit point maximum to 0. A Humanoid slain in this way and then buried in the ground rises the following night as a Vampire Offspring under the Bloodmoon Vampire's control.

**Charm:** The Bloodmoon Vampire targets one Humanoid they can see within 30 feet. If the target can see the Bloodmoon Vampire, the target must succeed on a DC 16 Wisdom saving throw or be Charmed by the Bloodmoon Vampire. The Charmed target regards the Bloodmoon Vampire as a trusted friend to be heeded and protected. Although the target isn't under the Bloodmoon Vampire's control, it takes the Bloodmoon Vampire's requests or Actions in the most favorable way it can, and it is a willing target for the vampire's bite Attack. Each time the Bloodmoon Vampire or the Bloodmoon Vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the Bloodmoon Vampire is destroyed, is on a different plane of existence than the target or takes a bonus action to end the effect.

**Night creatures Supremacy (1/day, works only during new moon):** The Bloodmoon Vampire summons a Swarm of Bats or 1d4 wolves. They arrive in 1d4 rounds and remain at their service and obey their verbal commands for 1 hour, or until they die or are dismissed.

## REACTIONS

**Body of Mists (recharges after a long rest).** When they are hit by a weapon attack made with a weapon that isn't grim, the Bloodmoon Vampire can cast the *gaseous form* spell.

## LEGENDARY ACTIONS

The Bloodmoon Vampire can take 2 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. Spent legendary Actions are regained at the start of their turn.

**Move.** The Bloodmoon Vampire moves up to their speed without provoking Opportunity Attacks.

**Claw.** The Bloodmoon Vampire makes one Unarmed Strike.

**Bite (Costs 2 Actions, works only during new moon).** The Bloodmoon Vampire makes one bite Attack.

## PROGENY OF ACIRENZIA

*Small Undead, neutral evil*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	13 (+1)	10 (+0)	16 (+3)

**Armor Class** 15 (natural armor)

**Hit Points** 105 (14d8+42)

**Speed** 40 feet, climb 20 feet

**Saving Throws** Des +6, Con +6

**Skills** Athletics +6, Stealth +6, Perception +3

**Damages Resistances** bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Senses** darkvision 60 feet, passive perception 13

**Languages** The languages it knew in life

**Challenge** 5 (1.800 XP)

**Moon Tormented Progeny (doesn't work during new moon).**

The Progeny of Acirenzia has disadvantage on attack rolls and sight-based Wisdom (Perception) checks when themselves or their target are directly hit by moonlight.

**Threat from above.** The Progeny of Acirenzia can climb at half their speed and is able to climb completely smooth surfaces and even upside down.

**Superhuman Prowess.** As a bonus action, the Progeny of Acirenzia can have advantage on the next Strength check made in that turn.

**Vile Foe.** When a living creature that isn't blinded is in front of the Progeny of Acirenzia within 60 feet of it, that creature must make a DC 14 Wisdom saving throw, losing 5 Soul Points on a failed save. If that creature sees again the same or other Progenies of Acirenzia, it's immune to the Vile Foe effect for the next 24 hours.

**Vampire Weaknesses.** The Progeny of Acirenzia has the following flaws: Forbiddance. The Progeny of Acirenzia can't enter a residence without an invitation from one of the occupants. Harmed by Running Water. The Progeny of Acirenzia takes 20 acid damage if it ends its turn in running water. Stake to the Heart. If a piercing weapon made of wood is driven into the Progeny of Acirenzia's heart while the vampire is incapacitated in its resting place, the Progeny of Acirenzia is paralyzed until the stake is removed. Moonlight Hypersensitivity. The Progeny of Acirenzia takes 20 radiant damage when it starts its turn in moonlight. While in moonlight, it has disadvantage on attack rolls and ability checks.

## ACTIONS

**Multiattack.** The Progeny of Acirenzia makes two claw attacks. Alternatively, the Progeny of Acirenzia can try to grapple a target and then makes a bite attack.



BORN OF DEATH

# CHAPTER THREE

## CULTISTS

*"They could be your neighbor, a dear friend of yours, the beggar at the entrance to the village.*

*Among us, people with an unholy heart and a black soul support the advance of darkness and swear allegiance to the edicts that crave the annihilation of reality."*

*last testimony of a hunter of necromancers*

This chapter explores the various members of cults and sects that can be met in the Known Lands, as well as characters belonging to the main religions.





# CHAPTER THREE

## CULTISTS

### UNHOLY MEMORIES

*"I cannot forget the horror that the citizens of Ervenrun faced in the first decades of the Lunar Age. What I saw lingered in my childhood mind, forever poisoned.*

*At the time, I wasn't an acolyte of the Ancient Tradition yet, but I saw things that convinced me to hold onto my darkest memories, vowing to study what devastated this lost world. When the White City was fortified, and from a fortress it became a citadel, we met for the first time with the followers of the Unholy Sacrament, fiendish people who chose to leave any form of humanity behind, devoting themselves to the worship of Lagoran. It was then that the Warden of the Dead was established, and the war against those who tried to tear down the Temple of Truth began. Their creed sees Lagoran as a reborn messiah: in ancient times he had brought lost truths to light, now he sought those same truths in the shadows. His followers were convinced that his return had turned the world upside down, and death had now come to take the place of life. Their void eyes, dead skin, sewn lips: I remember every horrendous detail of their gruesome faces as they attacked my people. What haunts my sleep, though, is mostly the sound of the terrible words they whispered as they took the lives of our loved ones.*

*Those were dark times, and this new century is no different. These memories will never stop tormenting me, I fear.*

*I am convinced that the root of all fear is born within the unknown, within ignorance, and that is why I wandered in search of every unlikely rumor, every faded fragment of parchment that would unravel the mysteries and horrors behind the various forms of occult fanaticism that have haunted this world over the centuries.*

*I offer this knowledge to you, night travelers, in the hope that those who come after you do not have to see what my eyes have seen."*

*Virbelio*

## CULTS AND SUPERSTITIONS

Religions, philosophies, and superstitions have inspired people since the dawn of time. The inhabitants of Iürmen have always identified themselves with something; out of spiritual necessity or to find a meaning to the reality that surrounds them. So it was for the Archeists of Thurinthian, for the philosophers of the First Men, and so it is in the Lunar Age, where the extreme situation of crisis has led to greater religious radicalization.

### CULTS IN A NIGHT ETERNAL

The fleeting lives of mortals are nothing in the face of the eternity of the divine. Often, miserable mankind seeks easy consolations for their own mortality and pursues the path of vice and sin.

The songs of the Ages describe many forms of religion, some rooted and lasting, others vanished in the swirls of time. What we do know is that, in the dark times we are called to face, we have seen the birth of sects of death worshippers; some destroyed by despair and ensnared by eternal darkness, and some ancient enemies of Iürmen returned from their damned sleep.

**Among us.** Not all ruthless worshippers of emptiness are far from civilization. Not all the abject followers of the Necromancer Supreme find their home in the recesses of the world. Many, too many, creep into the outposts and corrode the settlements from within. In Iürmen, terror awaits you on your way back home, it hides among your neighbors, friends, even family.

**More than darkness.** In Iürmen, the last hope survives in the forms of spirituality that do not surrender to the end. To stem the rampant despair and the formation of dark sects there are still those who promise salvation and fight with desperate bravery against the silence that threatens to descend on everything.

### RITEs OF OLD AND NEW

Among the faiths of our time that are known to us, some are newborn children of the events that followed the Last Sun.

Among these, there are the Lunar Cult and the Apostates of Rahidra, opponents of the death of the world, a newfound light in darkness. These two beliefs do not have a good relationship. The cultists of Mirithlen look to the sky, to the future, to a hope that can only reside outside this world. The

followers of the Primes look to the earth, to its forgotten roots, to the force hidden inside. Those of us who maintain some form of common sense know that both these realms are fundamental and should be valued in their coexistence, and not in their dichotomy.

**Good and Evil.** In Iürmen, good and evil are confusing concepts. Such ideals have been largely supplanted by more pragmatic inclinations, such as the right, and duty to survive, but without completely eliminating ideologies centered on ethical concepts that aspire to higher goals for the entire population.

## FOLKLORE

### FOLKLORE ON LUNAR CULTISTS AND APOSTATES

- "Apostates will always put Rahidra's security before their own lives." – **TRUE**
- "It is known that the death of an Ejre or any other follower of Rahidra turns them into Sylvan Behemoths." – **FALSE**
- "Manifesting inclinations towards occult and forbidden powers in front of a soldier of the Lunar Cult can result in imprisonment." – **TRUE**
- "Lunar Cultists draw power from the cycle of the Moon, but often specialize in mastering energies given by a specific Lunar Phase." – **TRUE**
- "It seems that Mirithlen, the Lunar Goddess, was a Satyr in life." – **FALSE**
- "Anvernia is the High Priestess of the Lunar Cult, as well as its founder." – **TRUE**

### FOLKLORE ON THE UNHOLY SACRAMENT

- "Salt on the door of one's own home causes a small explosion when trampled by an acolyte of the Unholy Sacrament, reacting to their evil spirit." – **TRUE**
- "Some think the followers of this ungodly religion possess the victims whose spirit is worn out, instead of the Echoes of Death." – **FALSE**

- "During the New Moon, it is not uncommon for blasphemous cultists to creep into outposts to find sacrificial victims." – **TRUE**
- "The center of their power and the cathedral of their worship is the lost city of Thurinthian, where Lagoran himself rules." – **TRUE**
- "Apparently, wooden weapons such as clubs and sticks are especially effective against the undead adepts of this religion." – **FALSE**
- "A mortal who intends to join this forbidden religion must give his soul to the Dark Mirror and be reborn as a walking dead!" – **TRUE**

### FOLKLORE ON THE CULT OF THE SERPENT

- "It is well known that these undead priests possess powers of draconic origin, including their poisonous breath." – **TRUE**
- "It is thought that Inordhur can only be killed by a dragon's fang stuck in his chest." – **FALSE**
- "Beware the draconic language they speak, for it poisons the mind!" – **FALSE**
- "When a Priest of the Serpent dies, their limbs release the magic of chaos that animated them, exploding and emanating destructive energy." – **TRUE**

### FOLKLORE ON THE NECROMANTIC HERESY

- "The Tome of the Fifth is the most sought-after object by Iürmen's necromancers." – **TRUE**
- "Only humans practice the dark art of necromancy." – **FALSE**
- "During the periods of the Descending Moon and New Moon, you can find heretics looking for corpses in burial places, so they can use them in their rituals!" – **TRUE**
- "It is possible to identify evil necromancers because they gradually lose their attachment to the material world. They can be more cold than normal, have an almost cadaveric appearance or even an unusual purplish light in their eyes." – **TRUE**



CULTISTS



Archdruid of Rahidra

## APOSTATES

Most of the Apostates of Rahidra dwell in the small settlements scattered in the Grasslands of the Ancients or in Old Civis, throne of Rahidra. There are, however, some wandering adepts and small tribes of nomads: those are called Wild Apostates or Primeval Wanderers.

**Skilled hunters.** These apostates, who roam the lands of Lost Aresya, prove to be extremely skilled in hunting and survival, being accustomed to facing the dangers of the eternal night of Iürmen. Their mission is the same that beats in the hearts of those who are loyal to Rahidra, to preserve the life of the Primes and hunt down the abominations of darkness that threaten them.

**Distrustfulness.** The Wild ones usually keep away from civilization, so their encounters with civilized individuals often result in conflicts. Their motive is noble, as it is moved by an unshakable moral code, but they hardly trust strangers.

**The Archdruids.** Among the followers of Rahidra, especially among the Ejre, there are also priests of nature, sworn to the protection of the Primes and of the sources of ancient magic. They are often elite druids, as well as knowledgeable ascetics, who settle only to erect small shrines that can accommodate other Apostates. They tend to use violence only as a last resort.

## ARCHDRUID OF RAHIDRA

*Medium humanoid (Ejre), lawful good*

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

**Armor Class** 16 (hide armor, shield)

**Hit Points** 91 (14d8+28)

**Speed** 20 feet

**Saving Throws** Int +4, Wis +7

**Skills** Arcana +4, Medicine +4, Nature +4, Perception +6, Survival +6

**Damage Resistances** necrotic; poison: bludgeoning, piercing, and slashing from weapons that aren't magical

**Senses** passive perception 16

**Languages** Common, Wild Jargon, Primordial Runic

**Challenge** 6 (2,300 XP)

**Spellcasting.** The Archdruid of Rahidra is a 8th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). They have the following druid spells prepared:

**Cantrips (at will):** druidcraft, guidance, shillelagh

**1st level (4 slots):** cure wounds, entangle, faerie fire, speak with animals

**2nd level (3 slots):** flaming sphere, lesser restoration, pass without trace

**3rd level (3 slots):** conjure animals, speak with plants, wind wall

**4th level (2 slots):** blight

## ACTIONS

**Club. Melee Weapon Attack:** +6 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) bludgeoning damage. The club is enchanted through the shillelagh cantrip.

**Beast Shape (2/day).** As a bonus action the Archdruid of Rahidra magically polymorphs into a beast with a challenge rating of 4 or less and can stay in this form for up to 7 hours. The Archdruid of Rahidra can choose whether their equipment falls to the ground, melds with their new form, or is worn by the new form. The Archdruid of Rahidra reverts to their true form if they die or fall unconscious. The Archdruid of Rahidra can revert to their true form using a bonus action on their turn. While in a new form, the Archdruid of Rahidra retains their game statistics and ability to speak, but their AC, movement, Strength, and Dexterity are replaced by those of the new form, and they gain any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that they lack. They can cast spells with verbal or somatic components in the new form.

Additionally, the beast has the following changes:

- Its type is *Undead* instead of beast
- It is vulnerable to radiant damage
- It has darkvision 60 feet
- When it hits with a weapon attack, the target takes 6 (1d12) cold or necrotic damage (chosen by the blackdruid when it assumes the form)
- While in darkness or dim light, on each of its turns, it can take the Hide action as a bonus action

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

## WILD APOSTATE

*Medium humanoid (Ejre), any good*

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	15 (+2)	13 (+1)

**Armor Class** 14 (hide armor)

**Hit Points** 58 (9d8+18)

**Speed** 40 feet

**Skills** Animal Handling +2, Stealth +4, Nature +2, Perception +4, Religion +4, Survival +4

**Senses** passive perception 14

**Languages** Common, Wild Jargon, Primordial Runic

**Challenge** 3 (700 XP)

**Favored Terrain.** The Wild Apostate's favored terrain is forest.

**Innate Spellcasting.** The Wild Apostate's spellcasting ability is Wisdom (spell save DC 12, +4 to spell attack). The Wild Apostate can innately cast the following spells, requiring only verbal components:

*At will:* *guidance*, *shillelagh*

**Life Bond.** The Wild Apostate has a peculiar affinity with the Primes. They have advantage on saving throws against being poisoned or petrified, or against effects that can immediately kill them.

**Primeval Fury (recharges after a short or long rest).** The Wild Apostate can deal an extra 7 (2d6) damage to a creature they hit with a weapon attack.

**Wild Weapons Expert.** When the Wild Apostate hits with an axe or short bow, they deal 1 additional damage (already included in the attack).

## ACTIONS

**Multiattack.** The Wild Apostate makes two melee or ranged weapon attacks.

**Axe. Melee Weapon Attack:** +4 to hit, reach 5 feet, one target. *Hit:* 6 (1d8+3) slashing damage.

**Short Bow. Ranged Weapon Attack:** +4 to hit, range 80/320., one target *Hit:* 6 (1d6+3) piercing damage.

## CULT OF THE SERPENT

*"Dragons are children of chaos, and Serpents and their Cult are children of dragons, but they cannot bear the touch of chaos, and therefore they are madmen, and as madmen they must be destroyed!"*

*sermon by Gberek Viitur against dragon worshippers*

The Serpent Cult is a long-lost cult that worshipped dragons and the chaos that shaped these mythological beings. From the eternal power of the Sidereal Plane, they draw the power that animates the ancient draconic creatures, and their highest purpose is to see Iürmen under the rule of the most ferocious of dragons: Roghudi.

**Shadows from the First Age.** The Cult was almost destroyed in the Great War of the First Age. Confident in their own power and their draconic allies, who at the time were not yet on the verge of extinction, the cultists advanced against the First Men and their empire.

Under Inordhur's leadership, the dream of a dragon-dominated world came very close to becoming a reality, but not even dragons could stand against the power of the First Men in the days of their glory.

The doctrine was extinguished, and the corpses of its followers were scarred and buried in the farthest corners of the earth. Curses were placed to seal those places, so that no one would ever dare to set foot there.

**Rebirth.** There was a moment, in the fabric of time that weaves the story of Iürmen, when the eternal night began, and with it all the forgotten evils reopened their eyes. Those who were buried have returned to new life in a new era and have joined the host of dangerous nightmares that yearn for the defeat of Iürmen.

The resurrected cultists of the Serpent, as well as the undead carcasses of their draconic masters, aim at revenge against the kingdoms of men and all other living beings. They infest the same corridors where they were buried, and in darkness, they plot and perform rituals so that what remains of the dragon lineage reigns over a world of darkness and silence.

**Nature of the undead.** Cultists of the Serpent do not need to breathe, eat, drink or sleep.

# INORDHUR, THE HIEROPHANT

"There is little historical documentation on who this priest was before his name was smeared with shame. Little is known about his deeds as hierophant of the cult, almost as if to erase the misdeeds of a person who was close to the devastation of the first empire. At the dawn of the First Age, a religious cult was born under the leadership of the Hierophant Inordhur, and dragons became objects of veneration for the first time. This society of worshipers could only be manipulated by the powerful Roghudi, the greatest and most terrible of all the dragons; according to the doctrine of chaos from which he was born, chaos that he unleashed against our empire, the only bulwark of human civilization. Endless massacres took place before the war came to an end, and even the dragons came one step closer to extinction, dispersing and hiding in remote places.

Little else is known about this ruthless tyrant and his immense power. The place of his burial is unknown to all but the Elders, and now he lies in eternal darkness, far from the known world, stripped of his crown and locked up in an inviolable sarcophagus."

*from a manuscript dating back to the Year 19 of the Second Age,  
found in the ruins of Xivanis*

The ancient enemy of the First Men has returned to seek revenge, brought back to life by the dark energy that invested Iürmen after the Last Sun.

**The Serpent returns.** With the rebirth of Inordhur and his followers, the dragon cult also revived and, after a few years, these walking dead began to recall the ancient power of dragons.

**Nature of the undead.** Inordhur does not need to breathe, eat, drink or sleep.

## POPULAR SUPERSTITION

Its legend is known mainly in the areas north of the Eastern Mark, where it seems that the cult has resumed plotting conquest, and where there have been sightings of undead dragons and Thralls of the Serpent.

Among those who wander in the Marshes of the Unknown Sea there are rumors of strange lights that pierce the mist of the northern seas, a sign that something alive, or undead, dwells there and perhaps weave evil plots. It is suspected that in the distant islands there is the lair of this powerful sorcerer, and that he has come back to life to exact revenge from the descendants of the First Men, who confined him to the most remote place of the Known Lands.

# INORDHUR

*Medium Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	22 (+6)	14 (+2)	18 (+4)	22 (+6)

**Armor Class** 20 (natural armor)

**Hit Points** 315 (30d8+180)

**Speed** 30 feet

**Saving Throws** Con +12, Wis +10, Cha +12

**Skills** Deception +12, Perception +10, Persuasion +12, Religion +8

**Damage Resistances** cold, fire

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from weapons that aren't magical

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 60 feet, passive perception 20

**Languages** Common, Draconic, Stone Tongue

**Challenge** 20 (25,000 XP)

**Chaos of the Serpent.** The powers of the serpent are old, almost forgotten, and hard to be mastered. When Inordhur casts a spell or uses Breath of the Serpent or Children of the Serpent, roll a d20 to see if an unpredictable effect happens:

1-14 nothing unusual happens

15 Inordhur gains advantage on his attack rolls, saving throws, and ability checks until the start of his next turn

16 Inordhur's armor class becomes 22 until the start of his next turn

17 Inordhur is immune to all damage until the start of his next turn

18 Inordhur gains disadvantage on his attack rolls, saving throws, and ability checks until the start of his next turn

19 Inordhur loses his damage resistances and immunities until the start of his next turn

20 Inordhur recharges his Breath of the Serpent. If it's already recharged, Inordhur gains one more use of it as a bonus action until the end of his next turn.

**Immolation of the Serpent.** When Inordhur dies, his body explodes. Each creature within 20 feet of him must make a DC 16 Constitution saving throw, taking 22 (4d10) damage on a failed save, or half as much damage on a successful one. Roll 1d6 to determine the type of damage:

1 acid

2 lightning

3 poison

4 fire

5 cold

6 necrotic

**Innate Spellcasting.** Inordhur's innate spellcasting ability is Charisma (spell save DC 20, +12 to spell attack). He can innately cast the following spells, requiring no material components:

**At will:** guidance, poison spray, resistance

**3/day:** bane, false life, hold person, speak with animals, suggestion

**2/day:** darkness, fear, misty step, stinking cloud

**1/day:** cloudkill, commune, contagion

**Magic Resistance.** Inordhur has advantage on saving throws against spells and other magical effects.

**Serpent's Strength.** When Inordhur makes a weapon attack and hits, the target takes extra 10 (3d6) damage. Roll 1d6 to determine the type of damage:

1 acid

2 lightning

3 poison

4 fire

5 cold  
6 necrotic

**Turn Resistance.** Inordhur has advantage on saving throws against any effect that turns *Undead*.

**Vile Foe.** When a living creature that isn't blinded is in front of Inordhur within 60 feet, that creature must make a DC 20 Wisdom saving throw, losing 20 Soul Points on a failed save. If that creature sees again Inordhur, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** Inordhur makes three attacks: two with his claws and one with his bite.

**Bite. Melee Weapon Attack:** +8 to hit, reach 5 feet, one target. **Hit:** 9 (3d4+2) piercing damage plus 10 (3d6) damage (see Serpent's Strength).

**Claw. Melee Weapon Attack:** +9 to hit, reach 5 feet, one target. **Hit:** 10 (2d6+3) slashing damage plus 10 (3d6) damage (see Serpent's Strength).

**Breath of the Serpent (Recharge 5-6).** Inordhur exhales a poisonous gas in a 15-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 42 (12d6) damage on a failed save, or half as much damage on a successful one. Roll 1d6 to determine the type of damage:

1 acid  
2 lightning  
3 poison  
4 fire  
5 cold  
6 necrotic

**Children of the Serpent (Recharges after a Short or Long Rest).**

Inordhur can conjure small dragons at his service. As an action, he can conjure a dragon wyrmling. Inordhur can telepathically issue orders to it, and it acts in its own turn. It disappears when it dies or after 1 hour. Roll 1d4 to determine the type of dragon:

1 black  
2 blue  
3 red  
4 white

### REACTIONS

**Serpent's Kiss.** When Inordhur is hit by a melee attack and his attacker is within 5 feet, he can make a bite attack.

*A dead cult? Well, maybe it's completely unknown and its priest are foul Undead creatures, but when you encounter some of them, you quickly realize that its priests are deadly.*

*Katryna Silvermoon*

## PRIEST OF THE SERPENT

*Medium Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	10 (+0)	14 (+2)	18 (+4)

**Armor Class** 17 (natural armor)

**Hit Points** 135 (18d8+54)

**Speed** 30 feet

**Saving Throws** Con +7, Wis +6, Cha +8

**Skills** Deception +8, Perception +6, Persuasion +8, Religion +4

**Damage Resistances** cold, necrotic; bludgeoning, piercing and slashing from weapons that aren't magical

**Damage Immunities** poison

**Condition Immunities** poisoned, exhausted

**Senses** darkvision 60 feet, passive perception 16

**Languages** Common, Draconic, Stone Tongue

**Challenge** 11 (8,400 XP)

**Chaos of the Serpent.** The powers of the serpent are old, almost forgotten, and hard to be mastered. When the Priest of the Serpent casts a spell or uses Breath of the Serpent or Children of the Serpent, roll a d20 to see if an unpredictable effect happens:

1-14 nothing unusual happens

15 the Priest of the Serpent gains advantage on their attack rolls, saving throws, and ability checks until the start of their next turn

16 the Priest of the Serpent's armor class becomes 22 until the start of their next turn

17 the Priest of the Serpent gains resistance to all damage until the start of their next turn

18 the Priest of the Serpent has disadvantage on their attack rolls, saving throws, and ability checks until the start of their next turn

19 the Priest of the Serpent is vulnerable to all damage until the start of their next turn

20 the Priest of the Serpent recharges their Breath of the Serpent. If it's already been recharged, the Priest of the Serpent gains one more use of it as a bonus action until the end of their next turn.

**Immolation of the Serpent.** When the Priest of the Serpent dies, their body explodes. Each creature within 20 feet of the Priest of the Serpent must make a DC 16 Constitution saving throw, taking 22 (4d10) damage on a failed save, or half as much damage on a successful one. Roll 1d6 to determine the type of damage:

1 acid  
2 lightning  
3 poison  
4 fire  
5 cold  
6 necrotic

**Innate Spellcasting.** The Priest of the Serpent's innate spellcasting ability is Charisma (spell save DC 16, +8 to spell attack). They can innately cast the following spells, requiring no material components:

**At will:** *guidance, poison spray, resistance*

**3/day:** *bane, false life, hold person, speak with animals, suggestion*

**2/day:** *darkness, fear, misty step, stinking cloud*

**1/day:** *cloudkill, commune, contagion*

**Magic Resistance.** The Priest of the Serpent has advantage on saving throws against spells and other magical effects.

**Serpent's Strength.** When the Priest of the Serpent makes a weapon attack and hits, the target takes extra 10 (3d6) damage. Roll 1d6 to determine the type of damage:

1 acid  
2 lightning

CULTISTS

- 3 poison
- 4 fire
- 5 cold
- 6 necrotic

**Turn Resistance.** The Priest of the Serpent has advantage on saving throws against any effect that turns *Undead*.

**Vile Foe.** When a living creature that isn't blinded is in front of the Priest of the Serpent within 60 feet, that creature must make a DC 15 Wisdom saving throw, losing 11 Soul Points on a failed save. If that creature sees again the same or other Priests of the Serpent, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** The Priest of the Serpent makes three attacks. Two with its claw, and one with its bite.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (3d4+1) piercing damage plus 10 (3d6) damage (see Serpent's Strength).

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (2d6+1) slashing damage plus 10 (3d6) damage (see Serpent's Strength).

**Breath of the Serpent (Recharge 6).** The Priest of the Serpent exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 28 (8d6) damage on a failed save, or half as much damage on a successful one. Roll 1d6 to determine the type of damage:

- 1 acid
- 2 lightning
- 3 poison
- 4 fire
- 5 cold
- 6 necrotic



*Priest of the Serpent*

### Children of the Serpent (Recharges after a Short or Long Rest).

The Priest of the Serpent can conjure small dragons at their service. As an action, they can conjure a dragon wyrmling. The Priest of the Serpent can telepathically issue orders to it, and it acts in its own turn. It disappears when it dies or after 1 hour. Roll 1d4 to determine the type of dragon:

- 1 black
- 2 blue
- 3 red
- 4 white

### REACTIONS

**Serpent's Kiss.** When the Priest of the Serpent is hit by a melee attack and their attacker is within 5 feet, they can make a bite attack.

## THRALL OF THE SERPENT

*Medium Undead, neutral evil*

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

**Armor Class** 13 (natural armor)

**Hit Points** 52 (8d8+16)

**Speed** 30 feet

**Saving Throws** Con +4

**Skills** Athletics +5, Deception +2, Sleight of Hand +4, Religion +2

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from weapons that aren't magical

**Damage Immunities** poison

**Condition Immunities** poisoned, exhaustion

**Senses** darkvision 60 feet, passive perception 10

**Languages** Common, Draconic, Stone Tongue

**Challenge** 2 (450 XP)

**Chaos of the Serpent.** The powers of the serpent are old, almost forgotten, and hard to be mastered. When the Thrall of the Serpent casts a spell or uses Breath of the Serpent, roll a d20 to see if an unpredictable effect happens:

1-14 nothing unusual happens

15 the Thrall of the Serpent gains advantage on their attack rolls, saving throws, and ability checks until the start of their next turn

16 the Thrall of the Serpent's armor class becomes 18 until the start of their next turn

17 the Thrall of the Serpent gains resistance to all damage until the start of their next turn

18 the Thrall of the Serpent has disadvantage on their attack rolls, saving throws, and ability checks until the start of their next turn

19 the Thrall of the Serpent is vulnerable to all damage until the start of their next turn

20 the Thrall of the Serpent recharges their Breath of the Serpent. If it's already been recharged, the Thrall of the Serpent gains one more use of it as a bonus action until the end of its next turn.

**Innate Spellcasting.** The Thrall of the Serpent's innate spellcasting ability is Charisma (spell save DC 12, +4 to spell attack). They can innately cast the following spells, requiring no material components:

*At will:* guidance, poison spray, resistance

*3/day:* false life, hold person, suggestion

**Serpent's Strength.** When the Thrall of the Serpent makes a weapon attack and hits, the target takes extra 7 (2d6) damage. Roll 1d6 to determine the type of damage:

- 1 acid
- 2 lightning

- 3 poison
- 4 fire
- 5 cold
- 6 necrotic

**Vile Foe.** When a living creature that isn't blinded is in front of the Thrall of the Serpent within 60 feet, that creature must make a DC 11 Wisdom saving throw, losing 2 Soul Points on a failed save. If that creature sees again the same or other Thralls of the Serpent, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** The Thrall of the Serpent makes three attacks: two with their claws and one bite.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (2d4+3) piercing damage plus 7 (2d6) damage (see Serpent's Strength).

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) slashing damage plus 7 (2d6) damage (see Serpent's Strength)

**Breath of the Serpent (Recharge 6).** The Thrall of the Serpent exhales a draconic breath in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 21 (6d6) damage on a failed save, or half as much damage on a successful one. Roll 1d6 to determine the type of damage:

- 1 acid
- 2 lightning
- 3 poison
- 4 fire
- 5 cold
- 6 necrotic



Thrall of the Serpent

## LUNAR CULTIST

Since its birth, the Lunar Cult has established itself among the dominant religions of the Lunar Age, leveraging proselytism and showing power thanks to its proximity to Lunar Magic. They extended the arcane studies that have the Trifold Goddess as their Source of Power, and their philosophy was easily shared by the population, which can now hope for a way out of the darkness and towards the radiance of Mirithlen, ascending to the pale satellite that alone sheds light on this new era.

**Devoted soldier.** Although many are dedicated to this form of spirituality, it is not always easy to find acolytes who join the hierarchies of the creed and swear allegiance to the rigid dictates of Anvernia. This is due both to merciless training, and to the fact that many fear the prospect of being the first line of defense against the horrors of the night.

The devotion of these soldiers, who give themselves to the protection of ordinary people and lunar priestesses, is unshakable, as they are severely indoctrinated to have a strong spirit and a mind of steel. In addition to the power of the Moon, their reckless fervor is their true strength.

**Popular customs.** Many cultists remain at Owrock as soldiers of Anvernia and protectors of the Lunar Temple of Mirithrun. Others leave the nest, traveling to bring the word to the derelicts and to fulfill the sacred task of standing as a wall to protect the weakest against the horrors of the night.

For them there is nothing more honorable than to die for the cause, leaving this gloomy world to join the Goddess.

## ANVERNIA FROM MIRITHRUN

*"The survival of my people is pointless if I do not show the strength necessary to give hope for a better life. It took years for the new cult to be born and may Mirithlen help me as I welcome the lost ones of these devastated lands.*

*I have seen my Rizadrin brothers regain confidence in others, after millennia of isolation in the World Below, and I have seen the desperate people who lived under the sky welcome our coming with warmth and renewed joy. We have created a feeling of worship towards the Goddess who is not only ours, but of all peoples who have their hearts ready to welcome the only light that remains in this land of misery."*

*from "Rebirth of the Rizadrin"*



Anvernia

She is the High Priestess of the Lunar Cult and the living propheticess of Mirithlen's will. Known to most for being a living miracle, having led the Satyrs of the World Below to safety on the surface, a place they had avoided for centuries.

Arriving on the surface, she admired the glow of the Goddess and understood that she was the only source of hope for light in that nocturnal world.

**Blessed and long-lived.** Anvernia has ruled for over a century, blessed by the longevity of her species and the knowledge of lunar magic that has given her an almost inexhaustible vigor.

Although she is old, even for the customs of the Rizadrin, her appearance is that of a woman in the prime of her years and seems to preserve herself over time without any semblance of artifice or witchcraft. The secret of this long life is kept by her secretly, especially after the betrayal of one of her acolytes, Acirenzia, who tried to steal a method for immortality, generating the vampire progeny.

**She who rules.** All the Lunar Cult is under her rule, as well as the Rizadrin people throughout all Iürmen. At Owlrock she rules fiercely, wisely, and severely, but also mercilessly, if necessary. She is a paragon of nobility and virtue and a source of hope for those she rules.

Over time, she has shown capable of great courage and tenacity in averting all kinds of dangers, and if the Eastern Mark still stands is only thanks to her.

## ANVERNIA

*Medium humanoid (Rizadrin), lawful good*

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	18 (+4)	20 (+5)	20 (+5)	17 (+3)

**Armor Class** 18 (robe of the archmagi)

**Hit Points** 204 (24d8+96)

**Speed** 20 feet

**Saving Throws** Int +11, Wis +11, Cha +9

**Skills** Arcana +11, Insight +11, Perception +11, Persuasion +9, History +11

**Damage Resistances** cold, fire: bludgeoning, piercing, and slashing from weapons that aren't magical

**Senses** truesight 60 feet, passive perception 21

**Languages** Common, Stone Tongue

**Challenge** 17 (18,000 XP)

**Legendary Resistance (3/day).** When Anvernia fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** Anvernia has advantage on saving throws against spells and other magical effects.

**Special Equipment.** Anvernia wears a white robe of the archmagi (accounted for in her statistics) and wields a sun blade shortsword.

**Spellcasting.** Anvernia is a 18th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 21, +13 to spell attack).

Anvernia has the following wizard spells prepared:

**Cantrips:** *fire bolt, light, mage hand, minor illusions, ray of frost*  
**1st level (4 slots):** *burning hands, detect magic, magic missile, shield*  
**2nd level (3 slots):** *flaming sphere, invisibility, misty step*  
**3rd level (3 slots):** *counterspell, fireball, fly*  
**4th level (3 slots):** *banishment, greater invisibility*  
**5th level (2 slots):** *cone of cold, geas*  
**6th level (1 slot):** *globe of invulnerability*  
**7th level (1 slot):** *teleport*  
**8th level (1 slot):** *power word stun*  
**9th level (1 slot):** *time stop*

### ACTIONS

**Multiattack.** Anvernia makes three attacks with her sun blade. she can cast one of her cantrips or 1st level spells after or before making these attacks.

**Sun Blade.** *Melee Weapon Attack:* +12 to hit, reach 5 feet, one target. *Hit:* 9 (1d6+6) radiant damage. If the target is an *Undead*, she deals an additional 1d8 damage.

### REACTIONS

**Reactive Spells.** When Anvernia takes damage, she can cast one of her 3rd level or lower spells.



Lunar Militia

## LUNAR MILITIA EQUIPMENT

They usually carry with them an abjurer's kit, robes, armor, and weapons, but it is not unusual for them to have enchanted objects such as moonkeeper weapons or moon armaments.

Generally, this special equipment is awarded only to a few brave members of the militia or to members of high rank.

## LUNAR MILITIA

*Medium humanoid (human), any good*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	16 (+3)	13 (+1)

**Armor Class** 18 (scale mail plus shield)

**Hit Points** 52 (8d8+16)

**Speed** 20 feet

**Saving Throws** Str +5, Wis +5

**Skills** Arcana +2, Intimidation +3, Insight +5

**Senses** *passive* perception 13

**Languages** Common, Primordial Runic

**Challenge** 4 (1.100 XP)

**Dueling.** When Lunar Militia hits with a melee weapon and they are not wielding other weapons, they deal additional 2 damage (included in attack).

**Innate Spellcasting.** Lunar Militia's spellcasting ability is Wisdom (spell save DC 13, +5 to spell attack). Lunar Militia can innately cast the following spells, requiring only verbal components:

*At will:* *resistance, thaumaturgy*

*1/day:* *shield of faith*

**Merciless Moon.** When they make a weapon attack against an *Aberration*, a *Fiend* or an *Undead*, the Lunar Militia scores a critical hit on a roll of 19 or 20.

**Moonstrike.** When the Lunar Militia hits a creature with a melee weapon attack, it can expend a spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st level spell slot, plus 1d8 for each spell level higher than 1st. the damage increases by 1d8 if the target is an *Aberration*, a *Fiend* or an *Undead*.

**Silversight (3/day).** As a bonus action, the Lunar Militia can see invisible creatures within 60 feet of it for 1 minute.

**Spellcasting.** The Lunar Militia is a 4th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 13, +5 to spell attack). The Lunar Militia has the following cleric spells prepared:

**1st level (4 slots):** *cure wounds, guiding bolt, hellish rebuke*

**2nd level (2 slots):** *augury, spiritual weapon*

### ACTIONS

**Multiattack.** The Lunar Militia makes two melee attacks.

**Mace.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (1d6+5) bludgeoning damage.

### REACTIONS

**Painful Glow (3/day).** When the Lunar Militia is hit by a melee attack, it can use their reaction to deal 1d6 radiant damage to the attacker.

## NECROMANTIC HERESY

The darker the night becomes, the more people allow themselves to be corrupted by it. In the Lunar Age there are men and women of all kinds who practice necromancy and who indulge in obscene rites and dangerous practices.

These blasphemous magicians already existed in more peaceful ages, but now that they have the opportunity to draw power directly from the Ènferun. They have become more arrogant and, without fear of being persecuted by ordinary people, they kidnap and subject to inhuman experiments all the people on whom they lay their gaze.

*In the shadows.* In old mounds, in remote caves, in the forgotten dungeons of a ruin or in the cellars of an old house: Necromantic Heretics can hide anywhere, and everywhere

they try to contact those who are beyond the veil of death and to invoke the favor of Heliodorus, the Necromancer Supreme.

*The black druids.* Endless forests of rotting trees extend throughout Iürmen, and within them dormant powers as old as Iürmen itself stand guard. Some Masciari deviate from all forms of ethics and benevolence and become irreparably corrupted by the power of dying nature.

These powerful necromancers combine ancient Druidic knowledge with forms of forbidden esotericism, becoming enchanter of lethal power.

What we do know is that they are crazy followers of a savage spirituality, and in the remote places of the wilderness they gather in mysterious rituals. Almost no one ever survived after meeting them, and some of them are said to have been raised and instructed by witches.



*Black Druid*

## BLACK DRUID

*Medium humanoid (any race), lawful evil*

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	18 (+4)	11 (+0)

**Armor Class** 16 (hide armor, shield)

**Hit Points** 130 (20d8+40)

**Speed** 20 feet

**Saving Throws** Int +5, Wis +8

**Skills** Arcana +5, Medicine +5, Nature +5, Perception +8. Survival +8  
**Damage Resistances** cold, necrotic; poison: bludgeoning, piercing, and slashing from weapons that aren't magical

**Senses** passive perception 18

**Languages** Common, Wild Jargon, Primordial Runic

**Challenge** 10 (5.900 XP)

**Magic Weapon.** The enchanted club attack is magical.

**Spellcasting.** The Black Druid is a 14th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). They have the following druid spells prepared:

**Cantrips (at will):** druidcraft, guidance, poison spray, shillelagh

**1st level (4 slots):** cure wounds, entangle, faerie fire, speak with animals

**2nd level (3 slots):** flame blade, flaming sphere, pass without trace

**3rd level (3 slots):** conjure animals, speak with plants, wind wall

**4th level (3 slots):** blight, conjure minor elementals, ice storm

**5th level (2 slots):** insect plague, tree stride

**6th level (1 slot):** conjure fey

**7th level (1 slot):** fire storm

### ACTIONS

**BEnchanted Club.** *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 7 (1d6+4) bludgeoning damage. The club is enchanted through the shillelagh cantrip.

**Foul Beast Shape (2/day).** As a bonus action the Black Druid magically polymorphs into a beast with a challenge rating of 4 or less and can remain in this form for up to 7 hours. The Black Druid can choose whether their equipment falls to the ground, melds with their new form, or is worn by the new form. The Black Druid reverts to their true form if they die or fall unconscious. The Black Druid can revert to their true form using a bonus action on their turn. While in a new form, the Black Druid retains their statistics and ability to speak, but their AC, movement, Strength, and Dexterity are replaced by those of the new form, and they gain any special senses, proficiencies, features, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but that they lack. They can cast their spells with verbal or somatic components in their new form.

Additionally, the beast has the following changes:

- Its type is *Undead* instead of beast
- It is vulnerable to radiant damage
- It has darkvision 60 feet
- When it hits with a weapon attack, the target takes 6 (1d12) cold or necrotic damage (chosen by the Black Druid when it assumes the form)
- While in darkness or dim light, on each of its turn, it can take the Hide action as a bonus action

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

*They follow the blackest ways of Nature and they have twisted it to their foul ideals...*

## HELIODORUS

*"I once saw an elderly man from Northern Lookout who never parted from his old tome. I didn't notice it at first, but a strange feeling caught me when I saw him walking away from his table at the tavern. The bony fingers squeezed the tome as if they were calcified, and he seemed to whisper at the book itself, and, but it must have been only my impression, it almost seemed that the book whispered to him in response. A few days later I learned that this old man was burned at the stake on the main bastion of the citadel, but there was no trace of that odd book."*

*testimony of a Garnar about an alleged sighting of the Tome of the Fifth*

Any Necromantic Heretic knows of Heliodorus, whose soul resides in his infamous compendium of witchcraft, which is said to contain his darkest secrets.

That grimoire is Heliodorus, and Heliodorus is the grimoire. Yet, his followers know that he has only temporarily lost his physical form and awaits a sorcerer capable enough to regain access to this world.

It seems that the Tome of the Fifth gives knowledge in exchange for souls, and those souls are confined within it to feed its power in perpetuity.

One day, the book will contain enough power to bring back to reality the legendary necromancer scourge of the city of Katàn.

**The Second Age Adversary.** Heliodorus was driven out of the Eastern Mark, where he was known from a young age for his inclinations toward the occult and for his terrifying experiments. When he arrived in Katàn, he left behind a trail of dead and quartered corpses found at night on the streets.

After months of research, he was tracked down in his underground laboratory, while using parts of human bodies to perform magical rites and invoke energies from the Dark Mirror. On that occasion, he exterminated his persecutors, but too many soldiers were hunting him, and so he fled, vanishing into the nightair. There are those among the few survivors of the battle who claim to have seen the bookslip through their fingers like a thread of smoke. The book was taken into custody by one of those who had fought him, but soon there was no trace of either.

**Legendary sorcerer.** Since then, the myth of Heliodorus animates the darkest desires of the necromancers of Iürmen, who evoke his power and ask for his favor, following in his footsteps as researchers of the forbidden and practitioner of the dark arts.

**Nature of the undead.** Heliodorus does not need to breathe, eat, drink or sleep.

CULTISTS



Heliodorus

## HELIODORUS

*Medium Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	18 (+4)	20 (+5)	18 (+4)	17 (+3)

**Armor Class** 18 (natural armor) 21 during new moon

**Hit Points** 255 (30d8+120)

**Speed** 0 feet, fly 40 feet

**Saving Throws** Con +10, Wis +10

**Skills** Arcana +11, Stealth +9, Perception +10, Religion +11, History +11

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from weapons that aren't grim

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhausted, poisoned, restrained, prone, paralyzed, petrified, grappled

**Senses** truesight 60 feet, passive perception 20

**Languages** Whisper of the Echoes, Common, Primordial Runic, Stone Tongue

**Challenge** 19 (22,000 XP)

**Bond of the Tome.** As a bonus action, Heliodorus can instantly go back and forth to the Tome of the Fifth. When Heliodorus reaches 0 hit points, he instantly goes back into the book and has to stay there for at least 24 hours. Heliodorus can only die if he reaches 0 hit points and the Tome of the Fifth is destroyed.

**Incorporeal Movement.** Heliodorus can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) force damage if he ends his turn inside an object.

**Legendary Resistance (3/day, 2/day during full moon).** When Heliodorus fails a saving throw, he can choose to succeed instead.

**Magic Resistance.** Heliodorus has advantage on saving throws against spells and other magical effects.

**Moonlight Sensitivity.** While in moonlight, Heliodorus loses its Magic Resistance and Turn Resistance traits.

**Spellcasting.** Heliodorus is a 20th level spellcaster. His spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). He has the following wizard spells prepared:

**Cantrips (at will):** *chill touch, fire bolt, mage hand, ray of frost, shocking grasp*

**1st level (4 slots):** *grease, identify, magic missile, sleep*

**2nd level (3 slots):** *hold person, misty step, ray of enfeeblement*

**3rd level (3 slots):** *lightning bolt, counterspell, dispel magic*

**4th level (3 slots):** *blight, banishment, ice storm*

**5th level (3 slots):** *contact other plane, cone of cold, conjure elemental*

**6th level (3 slots):** *circle of death, disintegrate, sunbeam*

**7th level (3 slots):** *finger of death, prismatic spray, planeshift*

**8th level (2 slots):** *dominate monsters, maze*

**9th level (2 slots):** *gate, power word kill*

**Turn Resistance.** Heliodorus has advantage on saving throws against effects that turn *Undead*.

**Vile Foe.** When a living creature that isn't blinded is in front of Heliodorus within 60 feet, that creature must make a DC 20 Wisdom saving throw, losing 19 Soul Points on a failed save. If that creature sees again Heliodorus, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Life Drain.** *Melee Spell Attack:* +9 to hit, reach 5 feet, one target. *Hit:* 30 (6d8+3) necrotic damage plus 5 (2d4) Soul Points. The target must succeed on a DC 18 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a Long Rest. The target dies if this effect reduces its hit point maximum to 0.

## LEGENDARY ACTIONS

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

**Cast a spell.** Heliodorus casts one of its 3rd level or lower spells **Attack.** Heliodorus makes a Life Drain attack.

**Detect.** Heliodorus makes a Wisdom (Perception) check.

**Curse of the Book (costs 3 actions, doesn't work during full moon).** Heliodorus target a creature that it can see within 60 feet of it. Target creature must make a DC 19 Charisma saving throw. On a failed save, that creature is instantly teleported into the Tome of the Fifth for 1 minute. Inside there, that creature has horrible visions, and at the start of each of its next turn it takes 22 (4d10) psychic damage and loses 9 (2d8) Soul Points. At the end of each of its next turns, target creature can make another Charisma saving throw. On a successful save it instantly returns to the space it was occupying before. If a creature reaches 0 hit points while in the book, it instantly dies, and its soul is consumed and only a wish spell can bring it back to life. On a successful save, a creature is immune to this effect for the next 24 hours.

## SILENT NECROMANCER

*Medium humanoid (any), chaotic evil*

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	14 (+2)	18 (+4)	12 (+1)	13 (+1)

**Armor Class** 12 (15 with mage armor)

**Hit Points** 58 (9d8+18)

**Speed** 20 feet

**Saving Throws** Int +7, Wis +4

**Abliti** Arcana +7, Perception +4, Religion +7, History +7

**Damage Resistances** cold, necrotic, poison

**Senses** passive perception 14

**Languages** can't speak, understands Common, and other three languages

**Challenge** 6 (2,300 XP)

**Deathpact (1/day).** The Silent Necromancer has mastered the ways of death. When it dies, it instantly instead drops to 1 hp, then it can use its reaction to cast a spell.

**Grave Stench.** Any creature that starts its turn within 10 feet of the Silent Necromancer must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to this effect for 24 hours.

**Silent Spellcasting.** The Silent Necromancer has made a vow of silence. Through its knowledge of death, it cast its spells without using verbal components.

**Spellcasting.** The Silent Necromancer is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following wizard spells prepared:

**Cantrips (at will):** chill touch, light, mage hand, ray of frost

**1st level (4 slots):** mage armor, shield, ray of sickness

**2nd level (3 slots):** blindness/darkness, ray of enfeeblement, scorching ray

**3rd level (3 slots):** bestow curse, counterspell, vampiric touch

**4th level (3 slots):** banishment, blight

**5th level (1 slot):** cone of cold

## ACTIONS

**Conjure the Legion (Recharges after a Long Rest).** The Silent Necromancer evokes the powers of death, giving unlife to the dead. Up to 6 corpses within 90 feet of the Silent Necromancer rise up as its *Undead* servants. They can be either skeleton or zombies and act in the Silent Necromancer's turn. The Silent Necromancer can mentally issue orders to them as a bonus action. They return to be corpses when they reach 0 hp or after 1 hour.



*Silent Necromancer*

CULTISTS

## UNHOLY SACRAMENT

Since İürmen fell into the darkness of Ènferun, many have allowed themselves to be ensnared by evil. Succumbing to a promise of power and with the ambition to reunite with the cosmic One of Sidir after the annihilation of the Material Plane.

**The oath of the damned.** When someone wishes to join the Unholy Sacrament, they must undergo a risky ritual of invocation of the Echoes, and be ready to have their soul torn apart. The acolyte takes their own life and allows their body to welcome the deepest darkness, becoming a pathway to the Dark Mirror. This rite, just like the creation of portals to Ènferun, involves the engraving of indecipherable symbols on the flesh of the dead, perhaps a kind of written form of the Whispers of the Echoes. This form of high necromantic art causes the acolyte to be reborn and join the cult that worships Lagoran and the Echoes of Death.

**A macabre silence.** The cultists of the Unholy Sacrament sew their lips and harbor dark presences in their body as a replacement of the soul they have lost. They express themselves only

through the Whisper of the Echoes, which they utter without moving either tongue or lips. Others think this makes their figure even more disturbing, this way of communicating symbolizes their ultimate goal of annihilation of life: a world in which silence will never end.

**The very face of dark cultists.** The hierarchy of this religion provides for various forms of adepts, among which the Fanatics are the most common. They are either newly co-opted or undead acolytes who performed the rite decades ago. Beyond them, we know the power and threat of those who stand as black priests of Lagoran, namely the Profane Sorcerers. These horrible beings devoted to evil move the ranks of the Fanatics to carry out Lagoran's plans. The most notorious and ancient among them is known as Marekur, who witnessed the rebirth of the Archmaester during the Last Sun.

Nature of the undead. Followers of the Unholy Sacrament do not need to breathe, eat, drink, or sleep.

### CURSED FANATIC

*Medium Undead, neutral evil*

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	14 (+2)

**Armor Class** 14 (leather armor, shield)

**Hit Points** 37 (5d8+15)

**Speed** 20 feet

**Skills** Intimidation +4, Religion +2

**Damage Resistances** necrotic; bludgeoning, piercing and slashing from weapons that aren't magical

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 feet, passive perception 10

**Languages** Common, First Tongue, Whisper of the Echoes

**Challenge** 2 (450 XP)

**Dark Resistance.** The Cursed Fanatic has advantage on saving throws against being charmed or frightened.

**Fanatical Attack.** The Cursed Fanatic gains strength from the dark powers it serves. On each of their turns, they can have advantage on one of their attacks. If they hit, target creature suffers additional 7 (2d6) damage.

**Vile Foe.** When a living creature that isn't blinded is in front of the Cursed Fanatic within 60 feet, that creature must make a DC 11 Wisdom saving throw, losing 2 Soul Points on a failed save. If that creature sees again the same or other Cursed Fanatics, it's immune to the Vile Foe effect for the next 24 hours.

#### ACTIONS

**Multiattack.** The Cursed Fanatic makes three attacks. Two with their longsword and one with their bite.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 7 (2d4+2) piercing damage.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 6 (1d8+2) slashing damage



## ELITE FANATIC

*Medium Undead, neutral evil*

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

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**Armor Class** 15 (natural armor)  
**Hit Points** 67 (9d8+27)  
**Speed** 20 feet

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**Saving Throws** Des +6, Cha +6  
**Skills** Intimidation +6, Religion +3  
**Damage Resistances** necrotic; bludgeoning, piercing and slashing from weapons that aren't magical  
**Damage Immunities** poison  
**Damage Immunities** poisoned  
**Senses** darkvision 60 feet, passive perception 11  
**Languages** Common, First Tongue, Whisper of the Echoes  
**Challenge** 5 (1,800 XP)

**Agonizing Blast.** When the Elite Fanatic casts eldritch blast, they add their Charisma modifier to the damage they deal on a hit.  
**Armor of Shadows.** The Elite Fanatic can cast mage armor on themselves at will, without using a spell slot or material components.  
**Dark Resistance.** The Elite Fanatic has advantage on saving throws against being charmed or frightened.  
**Fanatical Attack.** The Elite Fanatic gains strength from the dark powers they serve. On each of their turns, they can have advantage on one of their attacks. If they hit, target creature takes additional 10 (3d6) damage.  
**Spellcasting.** The Elite Fanatic is a 6th level spellcaster. Their spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). They regain their expended spell slots when they finish a short or long rest. They know the following warlock spells:  
**Cantrips (at will):** *chill touch, eldritch blast, mage hand*  
**1st–3rd level (2 3rd-level slots):** *counterspell, darkness, bellish rebuke, invisibility, misty step*  
**Vile Foe.** When a living creature that isn't blinded is in front of the Elite Fanatic within 60 feet, that creature must make a DC 12 Wisdom saving throw, losing 5 Soul Points on a failed save. If that creature sees again the same or other Elite Fanatics, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** The Elite Fanatic makes three attacks. Two with its withered hand and one with its bite.  
**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 7 (2d4+2) piercing damage.  
**Withered Hand.** *Melee Spell Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 12 (2d8+3) necrotic damage. On a hit, target creature must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. At the end of each of its next turns, that creature can make another saving throw, ending the effect on itself on a success. On a successful saving throw, target creature is immune to this effect for the next 24 hours.

## MAREKUR

*"I was there when the gates of evil opened wide before us. Quiman was dead and his corpse paved the way that plunged Iurmen into the eternal night. I felt that something catastrophic was about to happen when my breathing and that of those present stopped. A horrible figure appeared as a darker flash in darkness, and a distant voice deeper than the tomb and sharper than a blade shouted the name of Lagoran, the ancient bearer of the Truths who had now appeared before our eyes.*

*Some of us fled screaming, while the darkness whispered endless torments and our rationality wavered in the face of this evidence of the impossible. Others remained in the great hall; some too terrified to move, some already sinking into madness and laughing hysterically.*

*Only one of us was struck, even moved, by that vision. Marekur was the first to approach the monster that had proclaimed himself Archmaester. The last thing I saw before I fled, was that man who prostrated himself to kiss the hem of Lagoran's rotting robes, and several among the fools and terrified following in his steps.*

*I ran at breakneck speed, heedless of my companions who were swallowed up by the surrounding darkness. I ran without turning around.*

*When I returned to the surface, I saw the catastrophe I had foreseen moments before.*

*Sùlen, our morning star, had dissolved into a cosmic cloud of ashes. "*

*from the diary of Marval, survivor of the excavations in Thurinthian*

Marekur was one of the first to fall prey to the dark force that manifested in Thurinthian at the beginning of the Lunar Age, fascinated by the concept of death as eternal life and by the promise of power and tyranny. Thus, he became the first and most powerful member of the Unholy Sacrament.

Deathbound. This immortal priest dominates all the other profane sorcerers and black cultists of the Sacrament. He draws his strength from the close bond that he has with the Echoes of Death, and he is the most faithful servant of the reincarnated Archmaester and carries out his direct orders. His magical power is unparalleled among the dark acolytes.

**Nature of the undead.** Marekur does not need to breathe, eat, drink, or sleep.

CULTISTS

# MAREKUR

*Medium Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	18 (+4)	15 (+2)	22 (+6)	18 (+4)

**Armor Class** 19 (natural armor)

**Hit Points** 229 (26d8+54)

**Speed** 20 feet

**Saving Throws** Con +10, Wis +12

**Skills** Arcana +8, Perception +12, Religion +8

**Damage Resistances** cold, fire

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from weapons that aren't magical

**Condition Immunities** exhausted, charmed, poisoned, frightened

**Senses** darkvision 60 feet, passive perception 22

**Languages** Whisper of the Echoes, understands Common and First Tongue

**Challenge** 18 (20,000 XP)



Marekur

**Chilling Aura.** When a creature ends its turn within 10 feet of Marekur, it must make a DC 20 Constitution saving throw, taking 10 (4d4) cold and 10 (4d4) necrotic damage, or half as much damage on a successful one.

**Fury of Darkness (3/long rest).** Once on each of his turns, when Marekur hits a creature with a spell attack, he can cause the attack to deal extra 18 (4d8) necrotic damage.

**Legendary Save (3/day).** When Marekur fails a saving throw, he can choose to succeed instead.

**Magic Resistance.** Marekur has advantage on saving throws against spells and other magical effects.

**Silent Spellcasting.** Marekur has his lips sewed up. Through the Whisper of the Echoes, he can cast his spells without using verbal components.

**Spellcasting.** Marekur is a 20th level spellcaster. His spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). He has the following cleric spells prepared:

**Cantrips (at will):** *guidance, resistance, sacred flame, thaumaturgy*

**1st level (4 slots):** *bane, command, detect magic, inflict wounds, shield of faith*

**2nd level (3 slots):** *blindness/deafness, hold person, silence, spiritual weapon*

**3rd level (3 slots):** *animate dead, bestow curse, dispel magic, spirit guardians*

**4th level (3 slots):** *banishment, freedom of movement, guardian of faith*

**5th level (3 slots):** *contagion, flame strike, insect plague*

**6th level (2 slot):** *harm, word of recall*

**7th level (2 slot):** *divine word, fire storm*

**8th level (1 slot):** *antimagic field*

**9th level (1 slot):** *gate*

**Vile Foe.** When a living creature that isn't blinded is in front of Marekur within 60 feet, that creature must make a DC 19 Wisdom saving throw, losing 18 Soul Points on a failed save. If that creature sees Marekur, it's immune to the Vile Foe effect for the next 24 hours.

## ACTIONS

**Multiattack.** Marekur makes three Death Bolt attacks.

**Death Bolt. Ranged Spell Attack:** +12 to hit, range 120 feet, one target. **Hit:** 19 (3d8+6) necrotic damage. If hit, target creature must make a DC 20 Strength saving throw. On a failed save, it is pushed 10 feet away from the profane magus in a straight line.

**Death Touch. Melee Spell Attack:** +12 to hit, reach 5 feet, one target.

**Hit:** 14 (3d8+1) necrotic damage. On a hit, if the target creature has 50 hit points or less, it must make a DC 20 Constitution saving throw. On a failed save, that creature instantly dies. On a successful saving throw, target creature is immune to this effect for the next 24 hours.

## LEGENDARY ACTIONS

Marekur 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. Spent legendary actions are regained at the start of each of his turns.

**Attack.** Marekur makes a Death Bolt or Death Touch attack.

**Cast a Spell.** Marekur casts a spell of 3rd level or lower

**Spell Recover.** Marekur regains a spent spell slot of 5th level or lower.

**Eyes of Death (costs 2 actions).** The eyes of a creature that Marekur can see within 60 feet becomes black and start to cry black tears. That creature must make a DC 20 Constitution saving throw taking 55 (10d10) necrotic damage and one level of exhaustion on a failed save, or half as much damage and no other ill effects on a successful one.

The Unholy Sacrament is only for those  
that can hear the Echo's Whisper.  
But who can bear those silent words?  
The Unholy Sacrament is only  
for those that can hear the Whisper of the Echoes.  
But who can bear those silent words?

## UNHOLY MAGUS

*Medium Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	16 (+3)	12 (+1)	20 (+5)	16 (+3)

**Armor Class** 16 (natural armor)  
**Hit Points** 135 (18d8+54)  
**Speed** 20 feet

**Saving Throws** Con +7, Wis +9

**Skills** Arcana +5, Perception +9, Religion +5

**Damage Resistances** cold, necrotic; bludgeoning, piercing and slashing from weapons that aren't magical

**Damage Immunities** poison

**Condition Immunities** poisoned, exhausted

**Senses** darkvision 60 feet, passive perception 19

**Languages** Whisper of the Echoes, understands Common and First Tongue

**Challenge** 12 (8,400 XP)

**Dark Resistance.** The Unholy Magus has advantage on saving throws against being charmed or frightened.

**Fury of Darkness (3/day).** Once on each of its turns, when the Unholy Magus hits a creature with a spell attack, it can cause the attack to deal extra 2d8 necrotic damage.

**Magic Resistance.** The Unholy Magus has advantage on saving throws against spells and other magical effects

**Silent Spellcasting.** The Unholy Magus has its lips sewed up.

Through the Echo's Whisper, it cast its spells without using verbal components.

**Spellcasting.** The Unholy Magus is a 18th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spells prepared:

**Cantrips (at will):** guidance, resistance, sacred flame, thaumaturgy

**1st level (4 slots):** bane, detect magic, inflict wounds, shield of faith

**2nd level (3 slots):** blindness/deafness, silence, spiritual weapon

**3rd level (3 slots):** animate dead, bestow curse, dispel magic

**4th level (3 slots):** banishment, freedom of movement, guardian of faith

**5th level (3 slots):** contagion, flame strike, insect plague

**6th level (1 slot):** harm

**7th level (1 slot):** divine word

**8th level (1 slot):** antimagic field

**9th level (1 slot):** gate

**Vile Foe.** When a living creature that isn't blinded is in front of the Unholy Magus within 60 feet of it, that creature must make a DC 16 Wisdom saving throw, losing 12 Soul Points on a failed save. If that creature sees again the same or other Unholy Magus, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** The Unholy Magus makes two death bolt attacks.

**Death Bolt.** Ranged Spell Attack: +9 to hit, range 120 feet, one target.

**Hit:** 14 (2d8+5) necrotic damage. If hit, target creature must make a DC 17 Strength saving throw. On a failed save, it is pushed 10 feet away from the Unholy Magus in a straight line.

**Death Touch.** Melee Spell Attack: +9 to hit, reach 5 feet, one target. **Hit:** 10 (2d8+1) necrotic damage. On a hit, if the target creature has 50 hit points or less, it must make a DC 17 Constitution saving throw. On a failed save, that creature instantly dies. On a successful saving throw, target creature is immune to this effect for the next 24 hours.

Unholy Magus

CULTISTS

# CHAPTER FOUR

## DRAGONS

*"When the shadow covers everything,  
The dragon slayer looks up to the sky.  
When the jaws devour everything,  
The dragon slayer wields the spear.  
When the flames burn everything,  
The dragon slayer holds the icon of the Saint close."*

*Taken from the code of the lost  
Order of the Red Dragoners*

This chapter explores the superstition and traditions that revolve around the powerful dragons that terrorize the nights of Iürmen.





# CHAPTER FOUR

## DRAGONS

### THE SLAUGHTER OF RINALTA

*"After the terrible events of Benistat, I came to the ruins of what was once the town of Rinalta, which stands near the large lake from which it took its name.*

*I was shocked when I learned that people had begun to inhabit this cursed place, having nowhere else to go.*

*The inhabitants of the ruins were shy and aloof. Distrust of travelers is an attitude that you soon get used to when you decide to wander under the Moon and, despite my young age, by that time I had already seen several suspicious things. The inhabitants of Rinalta's ruins, however, were different: they seemed to hide an unspeakable shame. Most of them walked with their heads bowed and their eyes dull, as if a heavy burden weighed on their shoulders.*

*I had already heard legends about the draconic lords, and many of them concerned Tarantasius, the Great Wyrms that inhabited the lake. This was the main reason why, in my youthful stupidity, I decided to investigate the ruins of the city.*

*Shortly after I arrived, the encampment fell into great turmoil: apparently some of the younger people had decided to sail on the lake, a practice that I discovered was absolutely forbidden by the elderly, the only real guide of this group of refugees. They were convinced that they could put an end to the threat of the terrible creature that inhabited the lake and terrorized the refugees.*

*The young were convinced that, by eliminating the creature, the city could be reborn from its ashes and for this goal they had long been preparing in secret.*

*Looking back on it today, it was clear that I had not learned much from my experience with witches and from the many dangers I had already run into on my journey, because I convinced some of the young people to take me on one of their boats, boasting my academic skills and, and before I realized it I found myself on the placid waters of the lake, part of an improvised fleet.*

*The Full Moon illuminated everything, reflecting on the body of water; the youths of the village were tense: everyone was holding their breath, afraid to make the slightest noise.*

*Suddenly, the water around us began to ripple, as if we had found ourselves in the middle of an immense vortex. Without*

*emitting any sound except that of the water falling as in an endless waterfall, his majesty Tarantasius emerged from the lake, standing out against the Moon.*

*At that moment I realized the mistake I had made: this was not a simple monster that the hunter hunts with traps and wit and then banishes him with the knowledge handed down from father to son. What I had in front of me was a divine creature, a king of an ancient era when the world was inhabited only by immortal beings, and we in his presence were less than annoying flies that dared to buzz around his home.*

*The dragon, before he began to destroy the fleet, decided to honor us with his voice. He spoke in an ancient and forgotten language, scarier than a moonless night, a sound whose memory alone still torments my mind.*

*Then, the dragon lord moved, and his coils tightened around us. It all ended before we knew it.*

*I remember little of those confused moments: many of the others jumped into the water in mad terror, while some vainly tried to fight the beast. As splinters of wood flew in every direction and the ship I was on broke into multiple parts, I fell on my knees, with my hands raised in a desperate prayer for my life, and then I fell into darkness.*

*I woke up on the shore of the lake among the corpses and wrecks. I later discovered that I was the only survivor of the massacre, and I fled from Rinalta and the hateful looks of the village elders as quickly as I could.*

*For years I refused to do further research on the dragons of Iürmen, and even today in my heart I do not know if it was that distorted act of faith that prevented the wrath of the dragon from killing me, or the simple luck of the fly fleeing out of the window before suffering the wrath of the home's owner."*

*Virhelio*

### LEGENDS OF TERROR

The dragons of Iürmen are creatures of enormous power dating back to a forgotten time. Although even the most powerful dragons today are only the shadow of the ancient heritage, they still manage to exert on other creatures an absolute terror that makes them worthy of worship.

### ANCIENT KINGS

Before man began to compute time, when the world was but a canvas on which the Primes imprinted their power, dragons ruled the skies.

They were the ultimate expression of the chaos and destruction that the forces of nature can cause if guided by primitive and violent emotions.

There are no reliable sources on the origin of dragons: there are those who claim that the first great brood was born from the powerful Roghudi, who used his immense power to bend the Echoes of Death to his own will so as to channel their destructive wickedness into his children.

For centuries, the great dragons originating from the first brood sowed death and destruction on Iürmen in a fratricidal war for absolute domination.

In the beginning, they gave great importance to bloodlines, which they agreed to merge only with broods of high lineage dating back to the original, but as the centuries passed and countless draconic lives were lost in battle, the greater dragons began to allow the generation of lower broods, which led to the birth of dragons of reduced power and intellect. This inferior spawn has over time given rise to some specific races of lesser dragons that are the progenitors of today's common dragons. Despite having only a crumb of the might of their ancestors, the last dragons of Iürmen still have their wickedness and violence, and still represent a tremendous danger for those who want to live in peace.

## The Worship and the End of the War

At the dawn of the First Age a religious cult was born under the leadership of Hierophant Inordhur, and dragons were first seen as deities, especially the ancient Roghudi, supreme figure in the Cult of the Serpent's pantheon.

The Dark Dragon did not hesitate to exploit the power obtained by the cult to ascend to demigod status. He aspired to turn Iürmen into a ruin of chaotic desolation in which the few, unfortunate survivors lived in terror of dragons, and so declared war on the ancient empires of humans.

This war ended after years of catastrophes: the Cult of the Snake vanished forever, and the dragons were brought almost to extinction, becoming rare and solitary creatures.

## Slumbering Overlords

After the Cult of the Serpent's wars, the few largest dragons left alive hid in their burrows, and only those who are fool enough to enter them can admire their hidden might, even if they will not be able to return to tell it.

The lower rank broods, used for centuries by greater dragons as soldiers and servants, have mated with each other to generate some specific species of lesser power that now roam alone, or in small herds, in search of ideal places to hunt and nest.

This does not mean that dragons let the other peoples of Iürmen live in peace. Any creature that dwells near a lair of a great dragon lives in an almost reverential terror, which makes the beast the true lord, albeit dormant, of that land.

Throughout history, there have been other wars, although not as fierce as ancient wars, between dragons and other sentient species, including the war of the Red Dragoners against the great dragon Thyrus.

However, it is rather difficult to meet dragons wandering the lands of Iürmen, unless you are fool enough to rouse them out of their centuries-old rest.

## HABITS

Despite the great differences between dragon kinds, there are some features they share that are closely linked to the primordial chaos from which they originate.

*An incomprehensible lust for destruction.* Although there is no unambiguous source on how exactly the dragons originated, all the sages agree that these creatures are the material representation of the chaos generated by the creative forces that slipped between the fingers of the Primes, as their hands shaped the world.

It is important to remember that these creatures are endowed with almost eternal life, and therefore have a perception of time very different from that of any other living being. An event that occurred centuries ago, for a dragon is a recent event. It is perhaps for this reason that it is difficult to grasp the motivations of their indiscriminate destructive impetus. Just as the insect does not understand why the human destroys its hive, so the human can never come to understand why their village has been razed to the ground, and therefore any form of dialogue or diplomacy is impractical.

*Living cataclysms.* Despite their enigmatic nature, it is beyond doubt that dragons pursue individual goals, and that the fall of their wrath on the unsuspecting inhabitants of Iürmen is caused by the unaware interference of the latter with the aims of the dragon in question.

The extent of the consequences of such an act is different according to the nature of the angry dragon.

Lesser dragons can destroy villages and small communities and make those territories uninhabitable for years to come, where great dragons are known to have wiped out entire kingdoms, and the scars they inflict on the earth will remain until the end of time.

There are, however, some great dragons of a more subtle nature who, instead of raining down from above to devastate indiscriminately, enjoy sowing terror and suffering among the lower creatures, playing a more subtle and long-term game.

This can happen in different ways: a great dragon can use its power to poison land, air and water, causing famines and spreading pestilences, or it can exercise its authority over minor dragons and send them to torment settlements, without ever destroying them ultimately.

**Worship and terror.** Although apparently in contradiction with their primitive nature, it happens that dragons set in motion schemes not devoted to destruction and torment, but rather constructive.

The great dragons, in ancient times, had a taste of what it means to be worshipped as gods, and once every few centuries it happens that one of these creatures wants to experience again the power that comes from prayer.

Although the Cult of the Serpent has now disappeared, and the veneration of dragons is considered an ungodly and perverse act, several cases have been recorded in which the inhabitants of the villages adjacent to the lair of a great dragon have begun to develop reverential attitudes towards the beast.

The inhabitants of these places usually leave gifts or sacrifices near the dragon's lair and have created iconographies and sacred symbols with parts obtained from their molting.

No one knows what might happen if a dragon succeeded in converting these acts of prayer into true power: in the past, Roghudi took full advantage of his knowledge of the Echoes of Death to do so, and the consequences of such an act were disastrous.

According to some scholars, the oldest dragons can draw very real power from their faithful in various ways, but how this happens, and what are the consequences of the act, is today a mystery.

## DRAGON FLIGHTS

It is possible that lesser dragons move in small flights of 2-3 individual dragons, usually to hunt a numerous prey, or to carry out the commands of a greater dragon.

Common dragons that move in flocks obtain "pack tactics" until one of the Dragons in this flock is killed.

Common dragons that move in flocks under a unique dragon get "pack tactics" as long as they act by its orders, or as long as the unique dragon is present and visible.

Common dragons are all non-unique dragons.

## FOLKLORE

- "Great dragons love to be revered as lords: doing so could save your life." – TRUE
- "Possessing the eye of a dragon allows you to control its power." – FALSE
- "Sprinkling with the blood or excrement of a dragon makes you less perceptible by their powerful sense of smell." – TRUE
- "Dragons are greedy and love gold and gems, tending to accumulate them in their burrows." – TRUE
- "Dragons can hibernate for a very long time, remaining in a state of deep sleep and yet able to perceive their surroundings." – TRUE
- "It's easier to catch a dragon in hibernation by surprise." – FALSE
- "Fighting a dragon in its lair is very dangerous: it is better to try to attract it on a neutral field." – TRUE
- "Not all dragons are evil." – FALSE
- "You always have to be very careful about how you behave with a dragon: absolutely harmless gestures can be perceived as threats or provocations." – TRUE
- "Fighting a dragon with a weapon forged from one of his scales allows you to injure them more easily" – FALSE
- "The Descending Moon weakens the power of dragons." – TRUE
- "Dragons have been seen moving in small flights." – TRUE

## AMPHISBAENA

The fearsome Amphisbaenas are a kind of common dragon that, according to many, were born from imperfect broods, since it seems that the greater dragons used to abandon the offspring that did not meet their standards of purity.

Amphisbaenas are wild and violent creatures that love wet and swampy places. The two heads that are their most distinctive trait are definitely not the only thing to fear. Almost all of their bodily fluids are venomous, and the beast exploits this peculiarity every time it hunts or kills.

**Two heads.** Amphisbaena is also often called "two-headed snake" or "two-headed basilisk". Among the common dragons it is certainly the best known in popular rumors, as it prefers the territories adjacent to waterways, which is usually close to where humanoid species settle. The fact that the creature

has two heads has generated many myths and legends of a symbolic nature, such as the belief that one of the heads is always sincere and the other always lying or the idea that the two heads can come into conflict and devour each other. Very interesting stories, but without foundation. The only truth is that fighting with a two-headed dragon almost always poses a mortal danger.

**Masters of the swamp.** It is not uncommon to hear about an Amphisbaena that has become the ruler of a swamp, making it a place where people do not dare to approach or, even worse, where they leave offerings and sacrifices of various kinds to appease the hunger of the creature.

### Spoils of the Amphisbaena

The bodily fluids of an Amphisbaena, when extracted correctly, can be used to produce very powerful poisons or acids.



Amphisbaena

## AMPHISBAENA

*Huge dragon, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	6 (-2)	13 (+1)	11 (+0)

**Armor Class** 16 (natural armor), 19 during ascending moon, 14 during descending moon

**Hit Points** 200 (16d12+96)

**Speed** 20 feet, fly 20 feet (hover)

**Saving Throws** Str +11, Con +11

**Skills** Athletics +11, Perception +6

**Damage Resistances** bludgeoning, piercing, and slashing from weapons that aren't magical

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 feet, passive perception 16

**Languages** -

**Challenge** 13 (10,000 XP)

**Favored Terrain.** The Amphisbaena's favored terrain is swamp.

**Mooneyes (only during ascending moon).** The Amphisbaena's eyes shine with silver light, and it gains truesight 120 feet.

**Reactive Heads.** When the Amphisbaena uses its reaction to make an opportunity attack, it makes an attack for each of its heads.

**Two Heads.** The Amphisbaena has advantage on Wisdom (Perception) check and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

**Wakeful.** When one of the Amphisbaena's head is asleep, its other head is awake.

### ACTIONS

**Multiattack.** The Amphisbaena makes four attacks: two with its claw, one with its front bite, and one with its rear bite.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 feet, one target. *Hit:* 13 (2d6+6) slashing damage.

**Front Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 feet, one target. *Hit:* 17 (2d10+6) piercing damage plus 9 (2d8) poison damage.

**Rear Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 feet, one target. *Hit:* 17 (2d10+6) piercing damage plus 9 (2d8) acid damage.

**Acid Breath (Recharges 6, 4-6 under ascending moon).** From its rear head the Amphisbaena exhales acid in a 60 foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.

**Poison Breath (Recharges 6, 4-6 under ascending moon).** From its front head the Amphisbaena exhales poisonous gas in a 60 foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.



## NECRODRAGON

During their prehistoric fratricidal wars, countless dragons lost their lives, and their carcasses remain buried under the earth as terrifying reminders of a might that, if resurrected, would have no equal in today's world.

Depending on the type of soil where they died, the state of deterioration of their remains can vary: thanks to their magical nature, it is possible that the carcasses of a dragon preserved in the frozen earth or even in the glaciers are still perfectly intact.

After the Last Sun, some of these fallen myths have reopened their dead eyes.

**The Rebirth of Dragons.** Some species of dragons have managed to survive, others have gradually become extinct. In past eras of human rule, seeing a dragon was rare, but in the Lunar Age, these mammoth creatures have returned to sow terror and destruction.

The Necrodragons are, in fact, all that remains of the lost draconic lineages of ancient times, and can vary in size, have or have no horns, and be mummified or skeletal.

All of them are animated by the necrotic energies of the Ènferun, which now gives them more power than chaos did in ancient times.

**Mystical Beings.** Necrodragons may be different in appearance, but they all share a dual nature: they are dragons, and they are undead.

This makes them solemn, frightening, and fearsome magical creatures. The destructive breath of many of them is corrupt and poisonous, even necrotic, but some of them still have a glimmer of that elemental energy that animated them in life. These rare Necrodragons may still have a breathing weapon that exudes electricity, acid, or pure frost, manifesting itself in corrupt form as purplish lightning bolts, cerulean flames or vapors as dark as the night.

Most of them inspire pure terror, as only a soulless titan can do.

**Servants of Death.** Necrodragons travel alone or, in rare cases, in small groups. They dominate territories far from any form of civilization and still have a will of their own. Most of them, however, are subservient to the Cult of the Serpent, and are used as a weapon of mass destruction. Each Necrodragon hears the call of Roghudi, ancient ruler of their species, who has also returned to life.

These undead creatures make up most of the ancient dragons present on Iürmen during the Lunar Age.

**Nature of the Undead.** A Necrodragon does not need to breathe, eat, drink or sleep.

## SPOILS OF THE NECRODRAGON

Necrodragons can vary in conformation, as has been said. What unites them, however, are their bones imbued with dark power: some believe that just touching them can wear down the soul of the thieves. However, among necromancers, clandestine markets or shopkeepers of esoteric objects, these bones can prove to be a very precious bargaining chip.

## NECRODRAGON

*Huge Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	22 (+6)	18 (+4)	14 (+2)	16 (+3)

**Armor Class** 18 (natural armor), 21 during descending moon, 16 during ascending moon

**Hit Points** 225 (18d12+108)

**Speed** 40 feet, fly 40 feet

**Saving Throws** Str +12, Con +11, Int +9

**Skills** Arcana +9, Athletics +12, Perception +7, History +9

**Damages Resistances** psychic; bludgeoning, piercing, and slashing from weapons that aren't magical

**Damage Immunities** necrotic, poison

**Condition Immunities** exhausted, poisoned

**Senses** darkvision 120 feet, passive perception 20

**Languages** Common, Draconic, Stone Tongue, Whisper of the Echoes

**Challenge** 15 (13,000 XP)

**Favored Terrain.** The Necrodragon's favored terrain is cave.

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

**Magic Resistance (doesn't work during ascending moon).**

The Necrodragon has advantage on saving throws against spells and other magical effects.

**Spellcasting.** The Necrodragon is a 11th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It requires no material components to cast its spells. The Necrodragon has the following wizard spells prepared:

**Cantrips:** acid splash, chill touch, mage hand, fire bolt, ray of frost

**1st level (4 slots):** detect magic, false life, magic missile, shield

**2nd level (3 slots):** darkness, ray of enfeeblement, scorching ray

**3rd level (3 slots):** animate dead, counterspell, vampiric touch

**4th level (3 slots):** black tentacles, blight, phantasmal killer

**5th level (2 slots):** cloudkill

**6th level (1 slot):** circle of death

**Turn Resistance (doesn't work during ascending moon).**

The Necrodragon has advantage on saving throws against any effect that turns *Undead*.

**Vile Foe.** When a living creature that isn't blinded is in front of the Necrodragon within 90 feet, that creature must make a DC 17 Wisdom saving throw, losing 15 Soul Points on a failed save. If that creature sees again the same or other Necrodragons, it's immune to the Vile Foe effect for the next 24 hours.

## ACTIONS

**Multiattack.** The Necrodragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 feet, one target. *Hit:* 20 (2d12+7) piercing damage plus 7 (2d6) necrotic damage.

**Claw. Melee Weapon Attack:** +12 to hit, reach 5 feet, one target. **Hit:** 14 (2d6+7) slashing damage.

**Tail. Melee Weapon Attack:** +12 to hit, reach 15 feet, one target. **Hit:** 16 (2d8+7) bludgeoning damage.

**Death Breath (Recharges 5-6, 4-6 during ascending moon).**

The Necrodragon exhales black gas in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one.

**Frightful Presence.** Each creature of the Necrodragon's choice that is within 120 feet of the Necrodragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Necrodragon's Frightful Presence for the next 24 hours.

### LEGENDARY ACTIONS

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

**Cantrip.** The Necrodragon casts a cantrip.

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

**Tail Attack.** The Necrodragon makes a tail attack.

**Death Wings (Costs 3 Actions) (only during crescent moon).**

The Necrodragon beats its wings. Each creature within 15 feet of the Necrodragon must make a DC 20 Constitution saving throw. On a failed save, target creature takes 18 (3d6 + 8) necrotic damage or half as much damage on a successful one. A creature reduced to 0 hit points by this damage dies, and a skeleton rises from its corpse and acts immediately after the Necrodragon in the initiative count. The Necrodragon can then fly up to half its flying speed.

## ROGHUDI

*"Dark Father, hear our supplication,  
allow us to ascend to a higher form.*

*Dark Father, we distrust the lie that was imposed,  
and we see in you the one true God. We see in you the creator  
of the darkness that emerges from the Chaos of the Sempiternal.*

*Dark Father, give us power.*

*Together we shape the world as you will."*

*Cult of The Serpent canticle*

Whatever the truth beyond the myths and legends that tells of the birth of dragons, Roghudi is still considered the father of all dragons, and the most powerful of his race; a god, more than a myth, in the eyes of inferior creatures.

No matter that his quest for divine power led to the ruin of his race and his own death, Roghudi still is a legendary and dreadful figure closely linked to the fate of Iürmen itself.

With the coming of darkness, Roghudi, like many other dark creatures, was brought back to this world in the form of a living dead.

Because of his undead state, the dragon cannot have full access to all his powers of the past, which exacerbates its frustration and makes it crueler than ever, and therefore equally dangerous.

In life as well as in undeath, Roghudi is the pure embodiment of a chaotic and unpredictable energy. Unlike other major dragons, he does not aspire to treasures and lands to dominate: his only goal is to ascend as the unique, malevolent absolute deity of Iürmen.

The Dark Father has tasted the immense power that can be obtained from the worship of mortals, and therefore the inhabitants of Iürmen play a fundamental role in his plans of conquest.

In the depths of the island that has become his lair, the creature waits patiently for his followers to return to him, and to help him regain his complete form. If this were to happen, nothing could stop the Original Dragon, now strong in the knowledge that only those who have defeated death can possess.

**Nature of the Undead.** Roghudi does not need to breathe, eat, drink or sleep.

### SUPERSTITION ABOUT ROGHUDI

Commoners do not fully know the story of the Dark Father of dragons.

References can be found in the most ancient legends, but the awakening of the dragon and his settling in Katàn is most certainly not common knowledge.

The misdeeds committed in his name, however, echo in the collective memory of the peoples, and those who profess to be worshippers of Roghudi attract grudges that can easily lead to persecution and lynching.

Although few know of the awakening of Roghudi, many tell of the great shadow that has enveloped Katàn, of how the island is a cursed place that no one should dare to approach, but also a place where there is an enormous power, for those who are reckless enough to seek it.

### THE VOLCANIC ISLAND OF KATÀN (LAIR)

When the dragon awoke from the endless darkness, he realized that he had somehow returned to life in a cold and dark world, different from the one over which he had ruled in ancient times.

Weak and confused, Roghudi sought a suitable place to regain his strength. Sensing a great primitive energy coming from an island that once housed a great empire and



*Roghudi*

was now little more than a pile of ruins, the Dark Dragon established his lair inside the great volcano in the center of the island, absorbing and exhausting day after day the power of earth's fires.

The volcanic lair of Roghudi is a labyrinth of lava and desolation located on a desolate and almost completely lifeless island. Anyone who sets foot in this place is looking for a new god to worship and serve, or for endless torments followed by an atrocious death.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Roghudi takes a lair action to cause one of the following effects (Roghudi can't use the same effect two rounds in a row):

- Lava jets surge from the ground in a point that Roghudi can see within 120 feet of it. Each creature within 30 feet of that point must make a DC 17 Dexterity saving throw. On a failed save, that creature takes 18 (4d8) fire damage, or half as much damage on a successful one.
- Part of the ceiling collapses above one creature that Roghudi can see within 120 feet of it. That creature must succeed on a DC 17 Dexterity saving throw or take 18 (4d8) bludgeoning damage and be knocked prone and buried. The buried creature is restrained and unable to breathe or stand up. A creature can take an action to make a DC 13 Strength (Athletics) check to dig the creature out, ending the buried state on a success.
- Volcanic gases form a cloud in a 30-foot radius sphere centered on a point that Roghudi can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn there must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

## TREASURE OF ROGHUDI

This mammoth being has hoarded heaps of priceless treasures, looted from the island that is now his lair, and others brought by his Necrodragon servants. Among these precious items, there is something blasphemous and corrupt, something that makes Roghudi's aura even darker.

- 58,000 gp
- 37,000 pp
- 85,000 gp worth gems
- 1 *Armor +1, studded leather*
- 1 *Sword of sharpness*
- 1 *Spellguard shield*
- 1 *Rod of security*
- 1 *Lost page of Lagoran* (see **Corebook of Nightfell**)

## ROGHUDI

*Huge Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
28 (+9)	18 (+4)	30 (+10)	24 (+7)	20 (+5)	26 (+8)

**Armor Class** 18 (natural armor), 21 during descending moon

**Hit Points** 495 (30d12+300)

**Speed** 40 feet, fly 50 feet

**Saving Throws** Str +17, Des +13, Wis +12

**Skills** Arcana +16, Athletics +17, Perception +12, History +16

**Damages Resistances** cold, fire, psychic; bludgeoning, piercing and slashing from weapons that aren't grim

**Damage Immunities** necrotic, poison

**Condition Immunities** exhausted, poisoned

**Senses** darkvision 120 feet, passive perception 22

**Languages** Common, Draconic, Stone Tongue, Whisper of the Echoes

**Challenge** 27 (105,000 XP)

**Legendary Resistance** (3/Day, 5/day during descending moon). If Roghudi fails a saving throw, it can choose to succeed instead

**Limited Magic Immunity.** Unless it wished to be affected, Roghudi is immune to spells or 3rd level (4th level during descending moon) or lower. It has advantage on saving throws against all other spells and magical effects

**Innate Spellcasting.** Roghudi's innate spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks. Roghudi can innately cast the following spells, requiring no material components:

*At will:* *dispel magic, mage hand, magic missile*

*3/day each:* *counterspell, fireball, cone of cold*

*2/day each:* *blight, phantasmal killer*

*1/day each:* *finger of death, disintegrate, teleport*

**Turn Immunity.** Roghudi is immune to effects that turn *Undead*.

This trait doesn't work during ascending moon, when Roghudi has advantage on saving throws against effects that turn *Undead*.

**Vile Foe.** When a living creature that isn't blinded is in front of the Roghudi within 90 feet of it, that creature must make a DC 23 Wisdom saving throw, losing 27 Soul Points on a failed save. If that creature sees Roghudi again, it's immune to the Vile Foe effect for the next 24 hours.

## ACTIONS

**Multiattack.** Roghudi can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws

**Bite.** *Melee Weapon Attack:* +18 to hit, reach 10 feet, one target. *Hit:* 28 (3d12+9) piercing damage plus 7 (2d6) Soul Points.

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 5 feet, one target. *Hit:* 19 (3d6+9) slashing damage.

**Tail.** *Melee Weapon Attack:* +18 to hit, reach 15 feet, one target. *Hit:* 22 (3d8+9) bludgeoning damage. On a hit, target creature must succeed on a DC 21 Strength saving throw or be knocked prone.

**Breath of The Ultimate Dragon (Recharges 5-6, 4-6 during descending moon).** Roghudi exhales a breath. Roll a d6 to choose the type of breath. Each creature in the breath's area must make the saving throw for that type of breath, taking that damage on a failed save, or half as much damage on a successful one.

- 1 to 60-foot cone of poisonous gas. DC 21 Constitution saving throw, 66 (12d10) poison damage.
- 2 to 90-foot cone of fire. DC 22 Dexterity saving throw, 52 (8d12) fire damage
- 3 to 120 foot line, 10 feet wide. DC 22 Dexterity saving throw, 52 (8d12) lightning damage
- 4 to 60-foot cone of cold. DC 21 Constitution saving throw, 66 (12d10) cold damage
- 5 to 90 feet line, 10 feet wide. DC 22 Dexterity save, 52 (8d12) acid damage.
- 6 to 60-foot cone of black smoke. DC 22 Wisdom saving throw, 22 (4d10) Soul Points.

**Frightful Presence.** Each creature of Roghudi's choice that is within 120 feet of Roghudi and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Roghudi's Frightful Presence for the next 24 hours

## LEGENDARY ACTIONS

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

**At will spells.** Roghudi casts one of its at will spells.

**Detect.** Roghudi makes a Wisdom (Perception) check.

**Tail Attack.** Roghudi makes a tail attack.

**Death Wings (Costs 2 Actions).** Roghudi beats its wings. Each creature within 15 feet of Roghudi must make a DC 21 Constitution saving throw. On a failed save, target creature takes 22 (4d6 + 8) necrotic damage or half as much damage on a successful one. A creature reduced to 0 hit points by this damage dies, and a skeleton rises from its corpse and acts immediately after Roghudi in the initiative count. Roghudi can then fly up to half its flying speed.

## SCULTON

It is said that Scultons descend from the offspring abandoned by some dragons who hid in the depths of the earth, and for this reason they usually dwell in underground caves.

Although they are less violent and quick than other common dragons, they should not be underestimated, as their scaly skin is as hard as stone.

**Cave Terror.** Slow and inexorable, the Scultons move in the depths of the ground through ancient tunnels and natural caves.

Sometimes, the beasts dig new paths, and it is rare but not impossible for Scultons to climb back to the caves closest to the surface, usually when the creatures nest and need to feed the young, or when they have consumed all the resources they could find in the depths.

**Harbingers of Ruin.** A famous saying goes: "when you feel the earthquake, there may be a Sculton under your house". As always, folklore beliefs conceal more truth than one might think. The movements of the Scultons can cause earthquakes and create chasms in the ground large enough to swallow entire buildings.

## Spoils of the Sculton

It is said that the fragments of the rocky skin of a Sculton can be grafted inside metal alloys to produce armor of considerable hardness and strength.





*Sculpton*

## SCULTON

*Huge dragon, neutral evil*

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	6 (-2)	10 (+0)	10 (+0)

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**Armor Class** 16 (natural armor), 19 during ascending moon, 14 during descending moon  
**Hit Points** 172 (15d12+75)  
**Speed** 20 feet, burrow 30 feet

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**Saving Throws** Str +10, Con +9  
**Skills** Athletics +10, Perception +4  
**Damage Resistances** poison; bludgeoning, piercing, and slashing from weapons that aren't magical  
**Damage Immunities** bludgeoning, piercing, and slashing damage (only during crescent moon)  
**Condition Immunities** prone  
**Senses** darkvision 120 feet, passive perception 14  
**Languages** -  
**Challenge** 10 (5.900 XP)

**Evasive Burrower.** The Sculton's burrowing movement doesn't cause attacks of opportunity.

**Favored Terrain.** The Sculton's favored terrain is cave.

**Petrifying Gaze.** If a creature starts its turn within 30 feet of the Sculton and the two of them can see each other, the Sculton can force the creature to make a DC 17 Constitution saving throw if the Sculton isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the Sculton until the start of its next turn, when it can avert its eyes again. If it looks at the Sculton in the meantime, it must immediately make the save. If the Sculton sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

**Stoneskin (only during crescent moon).** The Sculton's skin becomes hard as a solid rock during the crescent moon and it's immune to bludgeoning, piercing, and slashing damage.

### ACTIONS

**Multiattack.** The Sculton makes two attacks: one with its bite and one with its tail.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 5 feet, one target. *Hit:* 17 (2d10+6) piercing damage plus 9 (2d8) poison damage. On a hit, the target must make a DC 17 Constitution saving throw. On a failed save the target is poisoned for 1 minute. At the end of each of its next turns, the target creature can make another saving throw, ending the effect on itself on a success.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 15 feet, one target. *Hit:* 19 (2d12+6) piercing damage. On a hit, the target creature must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the Sculton can make one bite attack against it as a bonus action.

**Tremor of the Earth (1/day, only during ascending moon).** The Sculton causes a tremor on the ground in a 60-foot radius centered on it. Each creature in that area must make a DC 17 Strength saving throw. A creature takes 28 (8d6) bludgeoning damage and is knocked prone on a failed save, or half as much damage and no other ill effects on a successful one.

## TARANTASIUS

*"Plants wither in his breath,  
his mouth devours it all,  
his endless hunger is like death's,  
his trifold tongue is downfall.  
Human blood he longs, and a king's more,  
for a crown on the head he's always worn."*

*unknown author*

Tarantasius is one of the most notorious dragons in Iürmen. The rumors about the downfall of Rinalta are one of the main sources of the terror that even today the population feels towards dragons that they have never seen.

As the great draconic lineages of old began to decay, he waited for centuries in the depths of Lake Rinalta, hoarding the treasures of ships that mysteriously disappeared in the waves.

He is known as the Great Wyrm, as he has no wings and a sinuous and streamlined body. However, his inability to fly does not make him less dangerous than the other dragons of Iürmen, as it is abundantly compensated by his mysterious powers of controlling the elements. These powers, if used in the lake that the dragon, cleverly, has chosen as a den, prove to be a weapon with no escape for those who sail the waves of Rinalta.

### SUPERSTITION ABOUT TARANTASIUS

Often called the King of Snakes or the Great Wyrm because of his serpentine appearance, Tarantasius is a recurring figure in the mythology of every culture.

He is also famous for its tri-forked tongue which, according to legends, allows the creature to unleash the power of fire, venom, and lightning.

Very little is known about the origins of Tarantasius and his purposes: unlike the other large dragons, the creature sleeps for centuries on the bottom of the lake, and then unleashes his wrath on the villages near the shore without warning.

Therefore, scholars think that Tarantasius does not have goals of destruction or conquest like the other great dragons, but is purely driven by greed, and that he only wants to defend his treasures.



*Tarantasius*

## LAKE RINALTA (LAIR)

In ancient times, Tarantasius conquered the Lake of Rinalta, wrought havoc on the surrounding settlements, and then disappeared into the depths where he would stay for centuries.

During his sleep, wars between humans and dragons raged, almost leading to the extinction of the latter, while Tarantasius acquired new powers and knowledge thanks to the arcane secrets in the sunken ruins of Rinalta.

Lake Rinalta is the ideal lair for the great Tarantasius. Despite his gigantic size, he manages to appear suddenly from below the surface of the water, breaking the hulls of ships before anyone knows.

For this reason, any attempt to claim the lake back from the dragon or to rebuild in its vicinity has proven to be totally vain and even harmful, as the beast does not tolerate these intrusions and decides to remind the world with the fiercest destruction.

Facing Tarantasius and facing Lake Rinalta are two sides of the same coin: the dragon moves the waters as if they were the blood that flows in his veins, and the lake hides the beast as if he were an integral part of it.

The result of this symbiosis are storms and violent waves that occur suddenly, disguising the surfacing of the dragon as it manifests all its wraith without distinction from the fury of the elements themselves.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Tarantasius takes a lair action to cause one of the following effects:

- A pool of water within 120 feet of Tarantasius surges outward in a grasping tide. Each creature on the ground within 30 feet of such a pool must succeed on a DC 17 Strength saving throw or take 14 (4d6) bludgeoning damage, be pulled up to 20 feet into the water and knocked prone.
- The water of Tarantasius's lair becomes electrically charged. Each creature in the water must make a DC 21 Constitution saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

## TREASURE OF TARANTASIUS

The real treasure of Tarantasius are the arcane relics that he recovered from the sunken ruins of Rinalta.

- 34,000 gp
- 37,000 pp
- 27,500 gp worth art objects
- 1 *Rod of Alertness*
- 1 *Mace of Smiting*
- 1 *Staff of Withering*
- 1 Ring of Free Action

## TARANTASIUS

*Gargantuan dragon, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	24 (+7)	20 (+5)	22 (+6)

**Armor Class** 22 (natural armor), 25 during ascending moon, 20 during descending moon

**Hit Points** 512 (25d20+250)

**Speed** 50 feet, swim 40 feet

**Saving Throws** Str +17, Des +7, Con +17, Wis +12

**Skills** Arcana +14, Athletics +17, Perception +12, History +14

**Damage Resistances** cold, fire, thunder, lightning

**Damage Immunities** poison; bludgeoning, piercing, and slashing from weapons that aren't magical

**Senses** darkvision 120 feet, truesight 60 feet, passive perception 22

**Languages** Common, Draconic, Stone Tongue

**Challenge** 23 (50,000 XP)

**Amphibious.** Tarantasius can breathe air and water.

**Favored Terrain.** Tarantasius's favored terrain is river/lake.

**Legendary Resistance (5/Day, 3/day during descending moon).**

If Tarantasius fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** Tarantasius has advantage on saving throws against spells and other magical effects.

**Spellcasting.** Tarantasius is a 16th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). It requires no material components to cast its spells. Tarantasius has the following wizard spells prepared:

**Cantrips:** *acid splash, fire bolt, mage hand, mending, message*  
**1st level (4 slots):** *burning hands, detect magic, magic missile, thunderwave*

**2nd level (3 slots):** *flaming sphere, hold person, scorching ray*

**3rd level (3 slots):** *counterspell, dispel magic, fireball, tongues*

**4th level (3 slots):** *confusion, hallucinatory terrain, ice storm, polymorph*

**5th level (2 slots):** *animate object, cone of cold, dominate person*

**6th level (1 slot):** *chain lightning*

**7th level (1 slot):** *teleport*

**8th level (1 slot):** *incendiary cloud*

### ACTIONS

**Multiattack.** Tarantasius can use its Frightful Presence and then make three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +17 to hit, reach 15 feet, one target. *Hit:* 23 (2d12+10) piercing damage plus 19 (3d12) poison damage and the target is grappled (escape DC 22). Until this grapple ends, the target is restrained, and Tarantasius can't bite another target.

**Claw.** *Melee Weapon Attack:* +17 to hit, reach 10 feet, one target. *Hit:* 17 (2d6+10) slashing damage.

**Tail.** *Melee Weapon Attack:* +17 to hit, reach 20 feet, one target. *Hit:* 19 (2d8+10) bludgeoning damage.

**Breath Weapons (Recharges 5-6, 4-6 during ascending moon, 6 during descending moon).** Tarantasius uses one of the following breath weapons:

- **Fire Breath.** Tarantasius exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.
- **Foul Breath.** Tarantasius exhales gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw. On a failed save a creature takes 49 (14d6) poison damage and becomes infected with a disease, or half as much damage and no other ill effects on a successful save. If a creature is infected with the disease, its Constitution score is reduced by 2d4 at each dusk until the disease is removed. The creature dies if this reduces its Constitution to 0.
- **Lightning Breath.** Tarantasius exhales lightning in a 120 foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

**Frightful Presence.** Each creature of Tarantasius's choice that is within 120 feet and aware of its presence must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Tarantasius's Frightful Presence for the next 24 hours.

### LEGENDARY ACTIONS

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

**Cantrip.** Tarantasius casts a cantrip.

**Detect.** Tarantasius makes a Wisdom (Perception) check.

**Tail Attack.** Tarantasius makes a tail attack.

**Spell (costs 2 actions).** Tarantasius casts a spell of 3rd level or lower.

**Swallow (costs 2 Actions).** Tarantasius makes one bite attack against a Large or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside Tarantasius and it takes 27 (6d10) acid damage at the start of each of Tarantasius's turns. Tarantasius can have only one target swallowed at a time. If Tarantasius dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

**Breath Weapon (costs 3 Actions) (usable only during ascending moon).** Tarantasius uses one of its Breath Weapons.

## TATZELWURM

The Tatzelwurm is the last descendant of the ancient dragons of the North.

These creatures now possess almost nothing of the pure blood of the great white dragons that retreated to the great mountains before disappearing, and this can be easily understood from their appearance that seems to derive from the hybridization of the great reptiles with other monstrous creatures that inhabited the mountain: this process generated over time a chimerical and totally new race. How this could have happened remains a mystery.

What is certain is that the Tatzelwurm are wild and tremendously aggressive creatures, since they are rarely disturbed in their territories, and therefore not at all inclined to talk or even observe intruders: they attack suddenly and mercilessly. Their nests are located in places where the climate is severe, and therefore those who go looking for them are often prematurely killed by frost. This is merciful, as it is said that death by natural frostbite is like gently falling asleep, while the cold breath of the Tatzelwurm freezes to the point of scorching, and so its victims spend their last moments among atrocious tortments, imprisoned in an ice cage before the time needed to realize their recklessness.

**Hunters in the Snow.** Tatzelwurm nest in cold, isolated places. These creatures are usually spotted on the highest peaks or in the frozen heart of the mountain.

This means that these dragons have honed an innate ability to exploit snow and ice in their favor. A Tatzelwurm can move with incredible ease in the snow and even camouflage itself, suddenly appearing with the roar of an avalanche.

**Power of the Mountain.** The chimerical nature of the Tatzelwurm allowed it to maintain, despite its inferior blood, some of the powers of the ancient draconic dynasties along with peculiarities inherited from other beasts.

Tatzelwurms can exploit the ancient powers of the mountain. They know spells that allow them to become practically invisible in the snow they cross at great speed or to cause bad weather and avalanches to confuse or annihilate the prey before inflicting the final blow.

Facing a Tatzelwurm in its natural environment means fighting the mountain itself.

## Spoils of the Tatzelwurm

Like all dragons, the Tatzelwurm also tend to amass the most precious goods of their quarry.

Some say that you can manufacture extremely effective clothing and padding against the harshest climate from the scaly skin of a Tatzelwurm

In addition, dragon claws can be forged into darts or small blades that cause cold damage.

## TATZELWURM

*Huge dragon, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	25 (+7)	12 (+1)	13 (+1)	16 (+3)

**Armor Class** 19 (natural armor), 22 during ascending moon, 17 during descending moon

**Hit Points** 280 (20d12+140)

**Speed** 40 feet, fly 40 feet, swim 40 feet

**Saving Throws** Str +13, Con +13, Wis +7

**Skills** Arcana +7 Athletics +13 Perception +7, History +7

**Damage Resistances** bludgeoning, piercing, and slashing from weapons that aren't magical

**Damage Immunities** cold

**Senses** darkvision 120 feet, passive perception 17

**Languages** Common, Draconic, Stone Tongue

**Challenge** 17 (18,000 XP)

**Favored Terrain.** The Tatzelwurm's favored terrain is arctic/snowy.

**Ice Affinity.** When the Tatzelwurm casts spells that deal cold damage, it adds its Charisma modifier to that damage.

**Ice Walk.** The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

**Magic Resistance (only during crescent moon).** The Tatzelwurm has advantage on saving throws against spells and other magical effects.

**Spellcasting.** The Tatzelwurm is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It requires no material components to cast its spells. The Tatzelwurm has the following sorcerer spells prepared:

**Cantrips:** *mage hand mending, message, minor illusions, ray of frost*

**1st level (4 slots):** *magic missile, shield, thunderwave*

**2nd level (3 slots):** *invisibility, hold person*

**3rd level (3 slots):** *counterspell, sleet storm*

**4th level (3 slots):** *greater invisibility, ice storm*

**5th level (1 slot):** *cone of cold*

### ACTIONS

**Multiattack.** The Tatzelwurm can use its Frightful Presence and then make three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 feet, one target. *Hit:* 20 (2d12+7) piercing damage plus 9 (2d8) cold damage.

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 5 feet, one target. *Hit:* 14 (2d6+7) slashing damage.

**Tail.** *Melee Weapon Attack:* +13 to hit, reach 15 feet, one target. *Hit:* 16 (2d8+7) bludgeoning damage.



*Tatzekurm*

**Cold Breath (Recharges 5-6, 4-6 under crescent moon).**

The Tatzelwurm exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 63 (14d8) cold damage on a failed save, or half as much damage on a successful one

**Frightful Presence.** Each creature of the Tatzelwurm's choice that is within 120 feet of the Tatzelwurm and aware of its presence must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Tatzelwurm's Frightful Presence for the next 24 hours

### REACTIONS

**Frost's Fury.** When the Tatzelwurm suffers damage and it can see the source of that damage, it can use its reaction to unleash a wave of cold towards that source, dealing 19 (3d12) cold damage. If the source is a creature, it must make a DC 16 Constitution saving throw. On a failed save, target creature gains one level of exhaustion.

### LEGENDARY ACTIONS

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

**Cantrip.** The Tatzelwurm casts a cantrip.

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

**Tail Attack.** The Tatzelwurm makes a tail attack.

**Wing Attack (costs 2 Actions).** The Tatzelwurm beats its wings. Each creature within 15 feet of the Tatzelwurm must succeed on a DC 20 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The Tatzelwurm can then fly up to half its flying speed.



## THYRUS

*"Forgive us if you can, Jorgus, but you are the youngest, and this is our tradition.*

*On you will fall the duty of remembering the feats of our order, and if we had not locked you up you would never have agreed to be left behind, but we cannot take the risk of taking you with us. When you have managed to free yourself and read these lines, we will probably have already arrived in Aresya. Please do not act on impulse, do not follow us.*

*This is the final battle, Jorgus. Today we will return victorious with the head of the dragon, or what remains of our order will burn in the flames.*

*If this should happen, please, my son, abandon the dragoners' armor and spear and live a life different from your father's.*

*For generations we have fought the Great Dragon, and I don't want my son to waste his life like his father, his father's father, and all our ancestors.*

*Escape from here, look for a place to live in peace, if you can, and escape the revenge of the Red Dragon."*

*from "Letters of the last Red Draghiere*

Iconography par excellence of the draconic lineage is Thyrus, the Great Red Dragon.

This ancient and powerful creature holds all the most common and well-known characteristics of the Great Dragons.

Evil, greedy, and cunning, the dragon Thyrus is often mentioned in legends as the protagonist of one of the last great wars that concerned his race, namely when the greedy creature decided to attack the already weakened lands of the Beronzin and to take possession of the treasures of Aresya, decreeing that kingdom's final fall and extinguishing the last of the lineage of the Golden Satyrs. A last resistance was attempted by the Order of the Red Dragoners, a group of dragon slayers created specifically to eradicate the threat of the Red Dragon.

Legends tell that after his victory, Thyrus retired with the treasures pillaged from Aresya under the mountain ranges of the Forgotten East, where he built the largest and most majestic among the dragon burrows.

### SUPERSTITION ABOUT THYRUS

Thyrus is the classic representation of dragon that recurs in the black tales of Iürmen.



*Thyrus*

Those who live on the border of the kingdom of Aresya often refer to it as "Dragon Land" and advise against anyone approaching the great eastern mountain ranges and the deep tunnels that pierce them.

Similarly, legends about the great riches accumulated by the dragon regularly attract treasure hunters who never return after they have walked into the mountains.

### THE MINES OF ARESYA (LAIR)

After destroying Aresya, the Red Dragon invaded the large mines once occupied by the Beronzin, and then shaped them with his fiery breath to adapt them to his size and to fortify them against possible looters.

At the center of the mine, the dragon rests among its endless treasures, while minor dragons and evil creatures of all kinds have to come to live in the canals leading to the central areas and in the outer rooms over the years, only to serve the Red Dragon, true ruler of the mountain range.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), Thyrus takes a lair action to cause one of the following effects; Thyrus can't use the same effect two rounds in a row:

- Hot vapors form a cloud in a 30-foot radius sphere centered on a point that Thyrus can see within 120 feet of it. The sphere spreads around corners and lasts until initiative count 20 of the next round. Each creature that moves into the sphere or starts its turn there must make a DC 15 Constitution saving throw, taking 14 (4d6) fire damage on a failed save or half as much damage on a successful one.
- A small earthquake centered on Thyrus shakes its lair. Each creature within 90 feet of Thyrus must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) bludgeoning damage and be knocked prone.
- Lava jets surge from the ground in a point that Thyrus can see within 120 feet of it. Each creature within 30 feet of that point must make a DC 15 Dexterity saving throw. On a failed save, that creature takes 14 (4d6) fire damage, or half as much damage on a successful one.

## TREASURE OF THYRUS

Gold and gems beyond imagination make up the treasure of Thyrus but, unlike other dragons, Thyrus also pays attention to enchanted, powerful items, and not only precious ones.

During his very long life, the Red Dragon has developed great interest in magical items and weapons of the different races of Iürmen, and for this reason he decided to devastate and plunder the lands of the Beronzin, renowned for being the most skilled enchanters and craftsmen of the Iürmen that once was.

Over time, the dragon has understood how to become stronger thanks to these items produced by races that he deems inferior.

- 60,000 gp
- 46,000 pp
- 102,500 gp worth art objects
- 85,000 gp worth gems
- 1 Ring of Spell Turning
- 1 *Wand of Fireballs*
- 1 *Armor +2, breastplate*
- 1 *Armor +1, halfplate*
- 1 *Rod of Lordly Might*
- 

## THYRUS

*Huge dragon, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	25 (+7)	20 (+5)	18 (+4)	16 (+3)

**Armor Class** 20 (natural armor), 23 during ascending moon, 18 during descending moon

**Hit Points** 337 (25d12+162)

**Speed** 50 feet, fly 80 feet

**Saving Throws** Str +13, Con +13, Wis +10

**Skills** Arcana +11, Athletics +13, Perception +10, History +11

**Damage Immunities** fire; bludgeoning, piercing, and slashing from weapons that aren't magical

**Senses** darkvision 120 feet, passive perception 20

**Languages** Common, Stone Tongue

**Challenge** 20 (25,000 XP)

**Legendary Resistance** (5/Day, 3/day during descending moon).

If Thyrus fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** Thyrus has advantage on saving throws against spells and other magical effects.

**Special Equipment.** Thyrus carries a wand of fireballs and it wears a ring of spell turning.

**Spellcasting.** Thyrus is a 14th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). It requires no material components to cast its spells. Thyrus has the following wizard spells prepared:

**Cantrips:** *acid splash, fire bolt, mage hand, mending, message*

**1st level (4 slots):** *burning hands, detect magic, magic missile, thunderwave*

**2nd level (3 slots):** *flaming sphere, hold person, scorching ray*

**3rd level (3 slots):** *counterspell, dispel magic, fireball*

**4th level (3 slots):** *fire shield, hallucinatory terrain, wall of fire*

**5th level (1 slot):** *cloudkill, dominate person*

**6th level (1 slot):** *disintegrate*

**7th level (1 slot):** *teleport*

### ACTIONS

**Multiattack.** Thyrus can use its Frightful Presence and then make three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 10 feet, one target. *Hit:* 20 (2d12+7) piercing damage plus 13 (2d12) fire damage.

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 5 feet, one target. *Hit:* 14 (2d6+7) slashing damage.

**Tail.** *Melee Weapon Attack:* +13 to hit, reach 15 feet, one target. *Hit:* 16 (2d8+7) bludgeoning damage.

**Fire Breath (Recharges 5-6, 4-6 during ascending moon, 6 during descending moon).** Thyrus exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 72 (16d8) fire damage on a failed save, or half as much damage on a successful one

**Frightful Presence.** Each creature of Thyrus' choice that is within 120 feet of Thyrus and aware of its presence must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Thyrus' Frightful Presence for the next 24 hours

### LEGENDARY ACTIONS

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

**Cantrip.** Thyrus casts a cantrip.

**Detect.** Thyrus makes a Wisdom (Perception) check.

**Tail Attack.** Thyrus makes a tail attack.

**Wand of Fireballs (costs 2 actions).** Thyrus uses its wand of fireballs.

**Cast a Spell (costs 2 actions).** Thyrus casts a spell of 1st, 2nd or 3rd level.



# CHAPTER FIVE

## ECHOES OF DEATH

*"Even us Mediums can barely resist the masochistic temptation of listening to their haunting whispers. Even us, who most of all are accustomed to the constant touch of the supernatural. We, poised between multiple worlds. We, like everyone, cannot escape their deadly grip that oppresses the spirit."*

*Anghelar, medium of the Primeves*

In this chapter we will see the most sinister beings of Nightfell. The evil entities par excellence, born from the deep darkness of which the atmosphere of the Ènferun is composed.



# CHAPTER FIVE

## ECHOES OF DEATH

### DISTORTED REFLECTIONS

*"As my hand moves, I cannot hold back the tremor at the mere thought of drawing the attention of the unnameable beings who dwell in the night of the cosmos.*

*No, that is not true. They do not dwell in the Dark Mirror. They are the Dark Mirror. They are the deformed mirror of the life generated by the Primes, beings of death and horror that hide in the most remote corners of every soul. They are as much a part of us as the breath of life. They are an ancestral, unconscious, irrational instinct. They are the facet of ourselves that we would never want to see.*

*In the Third Truth, Lagoran wrote about the birth of these otherworldly beings, partly sidereal and partly alien. They are death, yes, but most of all they are the craving for life, for the lives of others, for lives to be torn apart.*

*Nothing is darker than these divine abortions, these evil gods unwanted by their own Prime progenitors. Nothing is colder than their touch, which was enough to suffocate Hollon, one of the same supreme beings who unwittingly created them. How could Iürmen resist their cold whisper, if not even the Sun could?*

*How can mortals oppose them, now that the veil that divides realities has been torn apart; now that they are part of our daily lives?*

*They only have one purpose, described in the Fourth Truth. They eagerly crave the nourishment provided by life itself, to make Existence and Void a single thing, until everything is dissolved, and they can ascend to the Sempiternal, next to the Divine ones who wait impassively. They seek their rightful place in the infinity of time and space."*

*Virbelio*

### THEORIES ABOUT THE ECHOES

The Echoes of Death are entities of a higher order, feared by most and revered by a few. They represent the apex of the hierarchy of every evil being and are the origin of every negative and impure drive.

These beings have been waiting and observing for eons, envying the lives of mortals from the dark recesses of the cosmos. Although considered evil by mortals, this concept does not belong to them, because death and destruction are part of their very nature, as living and prospering are the *raison d'être* of every mortal creature. They are not truly alive, yet they exist, they think, and more than anything else, they crave.

This is the paradox that plunged the Material Plane into the apocalypse. Their very presence, the Death that is Life and the Void that is Existence, has subverted the laws of the world, which is now heading towards a slow, inexorable decline, and finally to annihilation.

Only then will the Echoes be able to sit alongside their Prime progenitors in their rightful place in the Sidereal Plane.

### UBIQUITOUS

Like the Primes, Echoes exist in everything. This is the unequivocal proof of their bond, of their divine origin.

When the beings of the Sempiternal took shape, first the stars were born, and later Iürmen, where the deities became part of the living matter. But life, by its very transient nature, leads to death, and so Ènferun, the dark and infertile double of Iürmen, was born as an aspect of reality that mortals hate and fear more than anything else, but still awaits them at the end of their journey. It is said that it was precisely this hatred and fear that bestowed consciousness on the darkness, and so appeared what we know as the Echoes of Death.

After the Last Sun, Iürmen and Ènferun came into contact, even overlapping. The Echoes are now part of the material as well as the Primes, and indeed they are taking their place, causing the wilting of the world.

***A Will to Exist.*** What is certain is that the Echoes wait in the Night Eternal. Everywhere. All the time. They constantly observe mortal beings, be they humanoids, beasts, or plants, waiting to be able to grasp them and to exist through them.

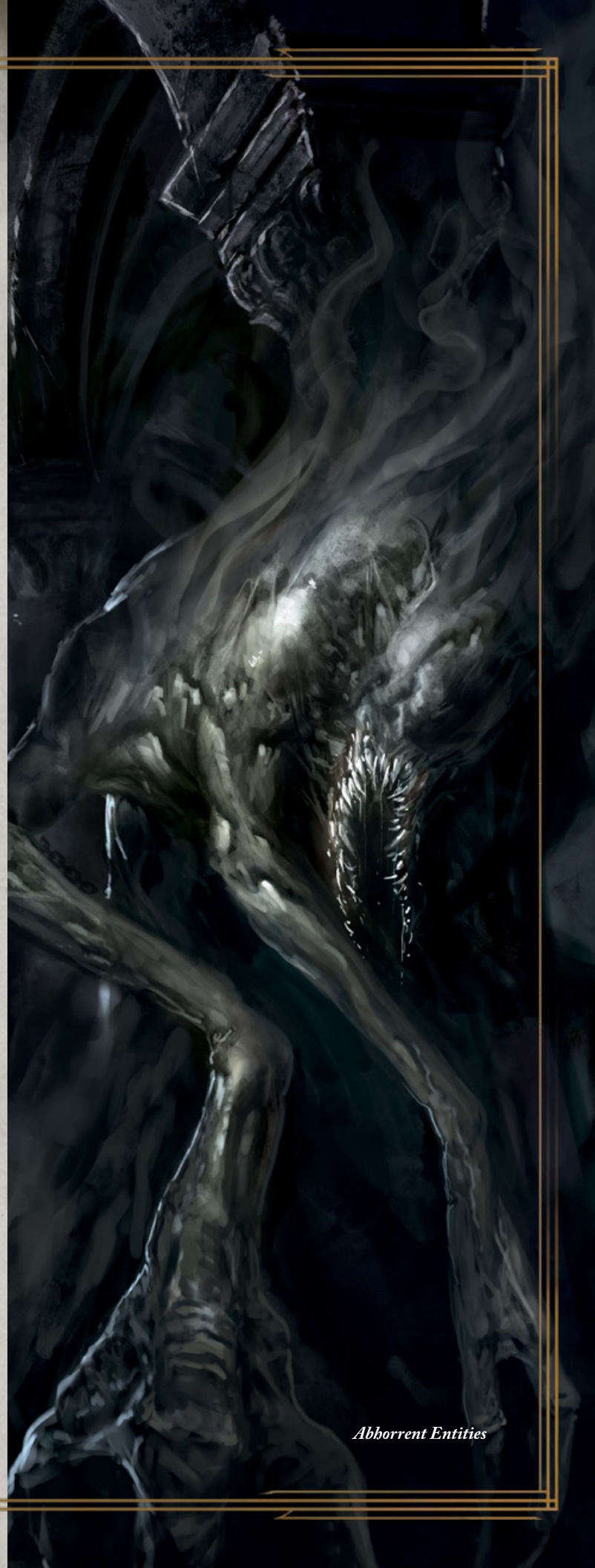
Many horrors of the Lunar Age are nothing more than creatures that already existed ages ago and have now succumbed to the corruption of the entities of Ènferun.

Those who live in this gloomy world are subject to constant spiritual wear and tear, and when they give in to despair they are defenseless against the possession of the Echoes of Death, which always hover ravenously in the shadows. At that point, if possession is not averted as soon as possible, the creature remains irreversibly corrupted. Their body is emptied of their soul, and they become a shell for something else. Something that is the complete opposite of the soul.

This something is often Abhorrent Entities, which make up most of the Echoes of Death, and are therefore the most apt to possess broken people. It happens, however, that more powerful echoes decide to take shape, as it was for Lagoran.

## FOLKLORE

- "The more one's soul weakens, the easier it will be for the entities of the Dark Mirror to possess it." – **TRUE**
- "Wearing a blessed amethyst pendant around your neck during the Full Moon can strengthen the soul and make you immune to possessions." – **FALSE**
- "Through a successful Lunar Divination one can exorcise a creature and drive away the Echo that possesses it." – **TRUE**
- "Beware the World Below! There, darkness is absolute, and Echoes of supreme majesty dwell there." – **TRUE**
- "Possessed ones can be exorcised even after a long time." – **FALSE**
- "Taranta Nera is among the most powerful Gods of Ènferun and to her we owe the genesis of the Arachnid Spawn." – **TRUE**
- "Lagoran is no more. What has come back to life is nothing more than a bare shell, which works as a receptacle for the Echoes that gave him the knowledge, so coveted, that led him to madness, and finally to death." – **TRUE**
- "It is possible to invoke the Echoes of Death through dangerous rites with which their power can be harnessed, forcing them to fulfill the wishes of those who evoked them." – **FALSE**



*Abhorrent Entities*

## ABHORRENT ENTITIES

Lesser Echoes of Death. They are little more than darkness thickened into absurd and ever changing shapes. They are the most common creatures within the Dark Mirror.

**Unbridled Hunger.** Lacking the faculty of taking a definite physiognomy, their craving to possess living bodies is uncontrollable. As already mentioned, most of the cases of possession in Iürmen see these abject creatures as protagonists.

Although fearsome, they are nothing compared to the higher Echoes, whose power, closer to that of the Primes, allows them to take on a definite shape and even to control certain aspects of reality.

**Aberrant and incorporeal.** Most echoes fall into the category of Fiends, as they are native to a lower world, but the composition of these minor entities is so alien to the comprehension of mortals that it makes them more like Aberrations.

They are part of the very fabric that makes up Ènferun. Gods in a raw state, indistinct, incorporeal, without true self-mastery. This causes them an eternal torment, fully represented by their aberrant form.

Some scholars of the Ancient Tradition argue that they are Echoes in a gestation state, the same in which sidereal beings were before understanding how to shape themselves, before time and space existed.

### ABHORRENT ENTITY

*Large Aberration, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	12 (+1)

**Armor Class** 18 (natural armor)

**Hit Points** 119 (14d10+42)

**Speed** 0 feet, fly 50 feet

**Skills** Stealth +8

**Damage Resistances** acid, cold, fire, thunder, lightning

**Damage Immunities** necrotic, poison; bludgeoning, piercing and slashing from weapons that aren't magical

**Condition Immunities** exhausted, poisoned

**Senses** truesight 120 feet, passive perception 10

**Languages** Whisper of the Echoes, understands Common

**Challenge** 15 (13.000 XP)

**Magic Resistance.** The Abhorrent Entity has advantage on saving throws against spells or other magical effects.

**Shadow Stealth.** While in dim light or darkness, the Abhorrent Entity can take the Hide action as a bonus action.

**Vile Foe.** When a living creature that isn't blinded is in front of the Abhorrent Entity within 60 feet of it, that creature must make a DC 17 Wisdom saving throw, losing 15 Soul Points on a failed save. If that creature sees again the same or other Abhorrent Entities, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Soul Drain.** *Melee Spell Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 28 (5d10+3) necrotic damage. The target must succeed on a DC 17 Wisdom saving throw or lose 9 (2d8) Soul Points.

**Soul and Mind Possession (Recharges 6).** One creature with half or less of its maximum Soul Points that the Abhorrent Entity can see within 5 feet must succeed on a DC 17 Charisma saving throw or be possessed by the Abhorrent Entity. The Abhorrent Entity then disappears, and the target loses control of its body. The Abhorrent Entity now controls the body, depriving the target of awareness. The Abhorrent Entity maintains its alignment, Intelligence, Wisdom, and Charisma, but uses the possessed target's statistics and gain access to the target's knowledge, class features and proficiencies. At the start of each of its next turn, the target loses 9 (2d8) Soul Points. The target becomes an *Undead* if this effect reduces its Soul Points to 0. At the end of each of its next turns, the target can make another Charisma saving throw, ending the possession on a success. The possession lasts until the target becomes an *Undead*, dies, or makes a successful Charisma saving throw or the Abhorrent Entity is the target of a successful Lunar Divination. When the possession ends, the Abhorrent Entity reappears in an unoccupied space within 5 feet of the body. The target is immune to such possession for 24 hours after succeeding on the saving throw or after the possession ends.

*Lurking in the shadows awaits thee  
The foul entity you can't see  
Better if it catches you than me*

## UNIQUE ECHOES OF DEATH

Among the Echoes of Death, we recognize some entities of extreme power that can master certain aspects of reality.

**Dominant Echoes of Death.** Lost in the dark miasma of the Dark Mirror, some Echoes have developed the ability to shape their being, so as to detach themselves from the infinite darkness and take on form and identity. These are unique echoes, some of which are revered by utterly nihilistic cults; many others are still unknown.

These are the ruling beings of Ènferun. These are the Echoes that come closest to the essence of the Primes, being able to manipulate and corrode the very foundations of existence.

**Baleful Goals.** They are the main culprits of the tragedy of the Last Sun, and their power is indeed capable of annihilating Iürmen entirely. However, it is rare for them to act directly, leaving the members of the Unholy Sacrament or other desperate fanatics to perpetrate the atrocities they concoct; even if it seems that these are nothing more, for them, than games without any constructive purpose. The acts they perform to ultimately bring Iürmen to annihilation remain shrouded in darkness.

**Monarchs of the Night.** There are many unknown higher echoes. Among those that are known to us, there are some to which the tomes of the Ancient Tradition give the name of Monarchs of the Night.

Among them is the great Aamon, although there is no information about it except the assumption that it is primarily responsible for the destruction of the Sun. Some scholars speculate that it cares little about what happens on Iürmen during the Lunar Age, and that it waits hidden for the end of time, and the reunion with the creators in Sidir. It is occasionally referred to as the Destroyer of Gods.

Another Monarch of the Night, who seems to be closely connected to the esoteric practices of witches and the like, is the Mazarol. It is not certain that it belongs to the ranks of the Echoes of Death. What is certain is that its nature as a devourer relates it with the nihilistic will of the entities of Ënferun, and it is possible that it was the first Echo to understand how to penetrate the Material Plane, many centuries before the Last Sun, and how to be venerated by covens of witches and sorcerers.

## AGABBADORA

*"In the rich literature of Iürmen, there are many horror stories related to the mysterious figure of Agabbadora, the lady with many names.*

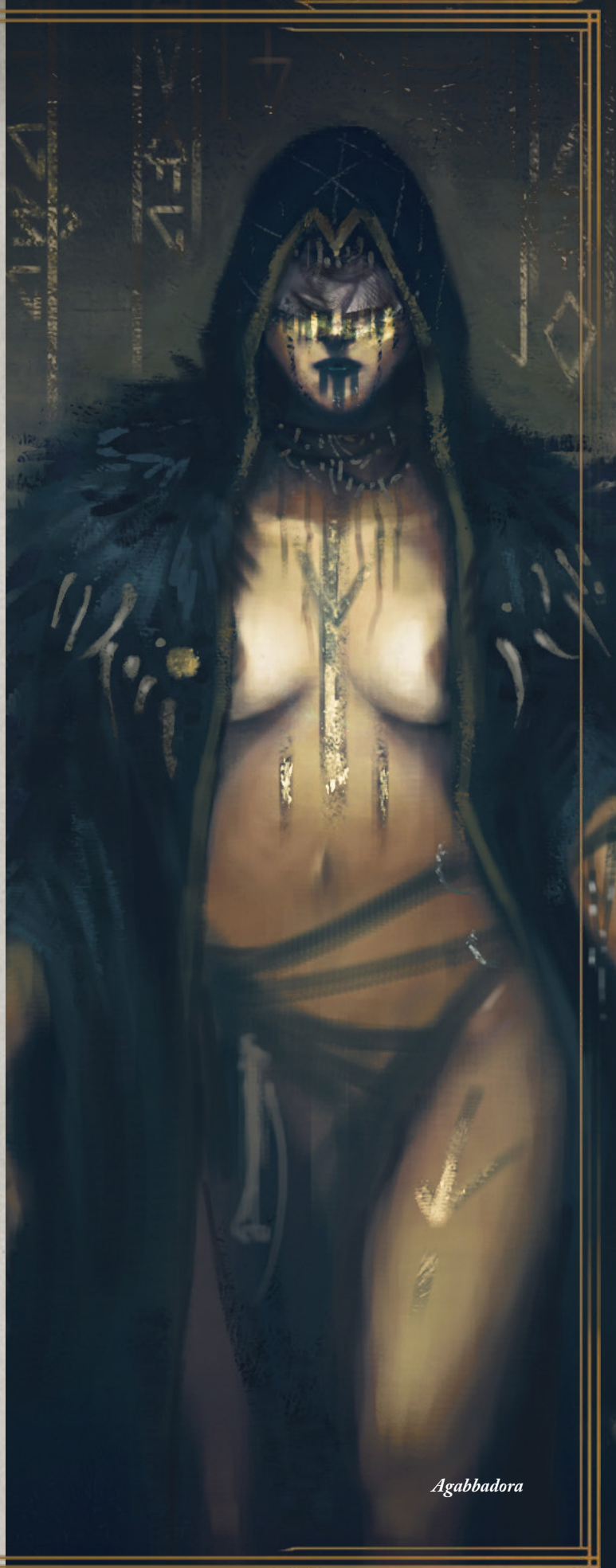
*During the Second Age, she was already known in the province of Thur as Dame Accabadora, although very few dared to name her for fear that she would lay her gaze on them.*

*The most accredited meanings of her name are: She who Ends, Dark Lady, Lady of Bones and Mother of the End.*

*Here in Ervenrun we have evidence of circles of worshippers of this figure, obviously forbidden by the Lunar Cult and the Ancient Tradition. In fact, beyond the tunnels of the Enclave, in the depths of the mountain, small altars were found adorned with black feathers and heaps of bones, with a rudimentary hammer in the center, a symbol of secret cults linked to her.*

*Although she is not the central figure of any particular creed, it seems that many members of the Unholy Sacrament invoke her name, and that in the smaller settlements there are small, isolated cells of her worshippers who hide blasphemous altars that recall her sad figure as mother of death and protector of those who depart."*

*taken from "Myths and Superstitions in the White City",  
chapter: "The Secret Names of the Black Lady"*



*Agabbadora*

Agabbadora is one of the most dangerous and influential Echoes, and it is claimed that she took the form of a beautiful woman, as a perfect personification of the fascination that some have towards death, or death as a sweet liberation for those who are too tired or miserable to continue living.

**The rites of Agabbadora.** Even in the centuries before the Last Sun, there were many people who sought the favor of this Echo of Death.

During the Lunar Age, a disturbing increase in rituals performed in her name can be observed. This is due to a variety of evidence left in old, abandoned manors, hidden caves, and small isolated settlements. These rites are often of a funeral nature, aimed to obtain her favor when she wishes the soul of a deceased a safe journey to the world of the dead, or a serene passing to those who are dying. This faith contradicts the fact that Agabbadora is still an Echo of Death, hungry for the vital and spiritual force of the living.

These rituals are performed in order to harness dark energies within cursed weapons, or in order to attract the abject entities of the night to their sacrificed victim, usually one who is already dying, so that these entities can rage on them and spare the rest of the community.

Often, the sacrifices offer themselves to save the community, but other times they are forced because, although death may be a relief in a dark world, uncertainty about the fate of one's soul remains. No one knows what awaits the souls who give themselves to the last embrace of Agabbadora.

Among the few figures recognized as real officiants of these rites are the executioners, who oversee the leading the sacrifice to the altar, and then leave them alone in the dark waiting for Agabbadora to reveal herself. Rarely, they are accompanied by women who facilitate the evocation of the Lady of Bones through ritual cries and laments. These women who lend themselves to mourning the condemned are called Preficas.

**The Dark Lady with the Hammer.** The iconography of the Agabbadora depicts her as a woman in a black robe holding a hammer, and it seems that this is the aspect that the dying describe in their last moments.

It is said that she appears to hold the dying, inebriating them with her beauty and with the silent promise of comfort in death, letting them fall asleep for one last sleep. When the victim calms down, she strikes their skull with her hammer and, once departed, kisses their forehead to absorb their soul.

## AGABBADORA

*Medium Fiend, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	22 (+6)	20 (+5)	22 (+6)	22 (+6)

**Armor Class** 20 (natural armor), 22 during descending moon

**Hit Points** 228 (24d8+120)

**Speed** 20 feet

**Saving Throws** Des +10, Con +12, Wis +12, Cha +12

**Skills** Arcana +11, Stealth +10, Insight +12, Perception +12, Persuasion +12, Religion +11

**Damage Resistances** acid, cold, fire, thunder, lightning

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from weapons that aren't grim

**Condition Immunities** exhausted, poisoned, frightened

**Senses** truesight 120 feet, passive perception 22

**Languages** Whisper of the Echoes, understands il Common

**Challenge** 20 (25.000 XP)

**Legendary Resistance (3/day).** If Agabbadora fails a saving throw, she can choose to succeed instead.

**Limited Magic Immunity.** Unless she wished to be affected, Agabbadora is immune to spells or 3rd level (4th level during descending moon) or lower. She has advantage on saving throws against all other spells and magical effects.

**Magic Weapons.** Agabbadora's attacks are magical.

**Regeneration (doesn't work during ascending moon).** Agabbadora regains 30 hit points at the start of her turn. This feature doesn't work if she starts her turn with 0 hit points.

**Vile Foe.** When a living creature that isn't blinded is in front of Agabbadora within 60 feet of it, that creature must make a DC 20 Wisdom saving throw, losing 20 Soul Points on a failed save. If that creature sees again Agabbadora, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Soul Drain.** *Melee Spell Attack:* +10 to hit, reach 5 feet, one creature.

*Hit:* 31 (6d8+4) necrotic damage. The target must succeed on a DC 20 Wisdom saving throw or loses 12 (5d4) Soul Points.

**Hammer of Death.** *Melee Weapon Attack:* +9 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) bludgeoning damage plus 22 (4d10) necrotic damage. On a hit, the target must succeed on a DC 20 Wisdom saving throw or be frightened until the end of her next turn.

**Hopeless Soul (Recharge 6).** Agabbadora targets a creature with 0 Soul Points that she can see within 60 feet of it. Target creature is surrounded by a thin black aura and must make a DC 20 Wisdom saving throw. On a failed saving throw, it immediately dies. On a successful saving throw, that creature is immune to the Hopeless Soul's effect for the next 24 hours.

### LEGENDARY ACTIONS

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

**Attack.** Agabbadora makes a Soul Drain or Hammer of Death attack.

**Detect.** Agabbadora makes a Wisdom (Perception) check.

**One with Darkness (Costs 2 actions).** While in darkness or in dim light, Agabbadora can become invisible. she returns visible if she makes an attack roll.

**Death Kiss (costs 3 actions).** Agabbadora moves up to her speed towards a creature with 0 hit points and kisses that creature. This movement doesn't provoke opportunity attacks. The target immediately fails three Death saving throws and dies. Only a true resurrection spell or other equivalent magic can bring it to life.

## JACI

*"Let the water engulf you. Let it envelop you in its gentle flow and transport you elsewhere, where a new life awaits you. May the journey be fair to you, and may the darkness become your friend, while in the fluid of life you find death. This is the journey of those who want to be part of the dark world to come."*

*rite of the Unholy Sacrament  
dedicated to Jaci, patron saint of the drowned*

Among the faithful of the Unholy Sacrament, there are some who perform rituals in honor of Jaci and the element of which it is patron: water.

These rituals occur exclusively by giving death by drowning to a victim and invoking the name of the Echo to lead the Abhorrent Entities to possess the body of the drowned.

**Elemental domain.** The uniqueness of this Echo is represented by the close connection with that source of life that is water, with all the life that it hosts and with the causes of death imputed to it.

Jaci, in fact, has taken full advantage of the collision of Material Plane and Dark Mirror, to the point of learning how to exploit the elements as the Primes do. From the impure being it once was, he took shape and became a blasphemous kind of water elemental, capable of controlling any body of water in order to kill and destroy.



*Jaci*

## JACI

*Large elemental, neutral evil*

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	22 (+6)	18 (+4)	22 (+6)	22 (+6)

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**Armor Class** 19 (natural armor) 22 during new moon  
**Hit Points** 299 (26d10+156)  
**Speed** 20 feet, swim 50 feet

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**Saving Throws** Str +11, Con +12, Wis +12, Cha +12  
**Skills** Arcana +10, Athletics +11, Insight +12, Perception +12, Religion +11  
**Damage Resistances** cold, fire, lightning, necrotic, thunder  
**Damage Immunities** acid, poison; bludgeoning, piercing, and slashing from weapons that aren't magical  
**Condition Immunities** poisoned, frightened  
**Senses** truesight 120 feet, passive perception 22  
**Languages** Whisper of the Echoes, Common  
**Challenge** 20 (25.000 XP)

**Amphibious.** Jaci can breathe air and water.

**Innate Spellcasting.** Jaci's spellcasting ability is Charisma (spell save DC 20, +12 to spell attacks) It can innately cast the following spells, requiring no material components:

**At will:** *acid splash* (at 17th level, at 11th level during full moon)  
**2/day each:** *black tentacles*, *freezing sphere*

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

**Limited Magic Immunity.** Unless it wished to be affected, Jaci is immune to spells or 3rd level (4th level during new moon) or lower. It has advantage on saving throws against all other spells and magical effects.

**Magic Weapons.** Jaci's attacks are magical.

### ACTIONS

**Multiattack.** Jaci makes two tentacle attacks.

**Tentacle.** *Melee Weapon Attack:* +11 to hit, reach 10 feet, one target.

**Hit:** 18 (3d8+5) bludgeoning damage plus 14 (4d6) acid damage.

**Summon Water Elementals (1/day doesn't work during full moon).**

Jaci summons a water elemental that appears in a point that Jaci can see within 60 feet of it. The water elemental obeys any order issued by Jaci (no action required), has its own turns, and disappears after 1 hour, or if reaches 0 hit points.

### LEGENDARY ACTIONS

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

**Acid Splash.** Jaci casts acid splash

**Attack.** Jaci makes a Tentacle attack.

**Detect.** Jaci makes a Wisdom (Perception) check.

**Water Choke (Costs 3 actions).** Jaci summons a sphere of water around a creature that it can see within 60 feet of it. The target must make a DC 20 Constitution saving throw. On a failed save, it drops to 0 hit points. The sphere of water disappears at the start of Jaci's next turn.

## LAGORAN

*"I cannot describe the feeling of paralysis*

*I felt when I witnessed the dark miracle*

*that took place in the depths of Thurinthian.*

*The hooked fingers of that person tore through the darkness, crossing an invisible veil, to appear before our eyes.*

*The darkness was interrupted by intermittent glimmers of cerulean light, and an unnatural cold enveloped the environment like the breath of death.*

*A passage to a cold and unknown world opened in the center of the sacred seats of the ancients. Harrowing choruses rose from the nothingness, as if in the darkness were lurking uncountable filthy creatures. That obscene litany accompanied the rise of this frightening figure, whose gaze seemed to penetrate the hearts of all of us, even if he was not looking at us.*

*Although I did not know what face the Archmaester had in life, I knew that this horror could not be anyone other than him. I stopped breathing, fearful that, along with my breath, the soul would come out of my body to be sucked into the darkness.*

*Beneath the worn clothes, beneath the abject symbols that furrowed his flesh and the battered and withered skin, there were glimpses of black light, windows opening on the Dark Mirror.*

*That was the advent of Lagoran, herald of disaster."*

*from the diary of Marval, veteran of the Thurinthian excavations*

Lagoran, the one who rules in the lost halls of the ancient capital of Thurinthian, is no longer the one he was when he was alive.

His soul, his essence and everything that characterized him as a person were consumed by the infinite darkness of Ënferun.

Despite losing his will, his wisdom, his knowledge, and his majesty, his powers have lost nothing of what they were when he was alive.

**Prisoner of the Night.** The Archmaester is now the receptacle of countless Echoes. They are his will, and he is but their instrument. His power is unconceivable, as his dominion over the darkest and most secret kinds of magic is now supported by the semi-divine nature of the Echoes.

No one knows if a part of Lagoran's consciousness still lingers inside that body, aware of what he has become and of his atrocious actions. What is known is that this solemn



ghostly figure represents the greatest threat to Iürmen. Evil incarnate. This is Lagoran of the Lunar Age, a prisoner of the night and of himself, a corrupt servant of the Dark Mirror.

A tragic fate for the one who, in exchange for absolute knowledge, paid the highest price.

## THURINTHIAN TOWER (LAIR)

In the old capital of the Anireth, of which very little remains except solemn and silent ruins, stands the tower where the Elders reigned over the ancient empire.

This place witnessed the rise of Lagoran and his fall, as well as the glory of the ancient empires and the ruin that led to all of Iürmen falling into darkness. This is the true fulcrum of what Iürmen is today, the place where it all began.

Here, sitting on the overthrown and devastated thrones of the Elders who were, Lagoran, creator and lord of a ruined world, holds his court.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Lagoran takes a lair action to cause one of the following effects (Lagoran cannot use the same effect two rounds in a row):

- Lagoran recovers a spent 8th spell slot or lower.
- Lagoran becomes invisible until initiative count 20 of the next round. If he casts a spell or makes an attack, he becomes visible.
- Lagoran conjures ancient spirits of the dead. Until initiative count 20 of the next round, each time Lagoran causes damage, it deals additional 1d8 necrotic damage.

## LAGORAN

*Medium Undead, neutral evil*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	26 (+8)	24 (+7)	22 (+6)	20 (+5)

**Armor Class** 20 (natural armor), 23 during descending moon

**Hit Points** 375 (30d8+240)

**Speed** 20 feet

**Saving Throws** Con +16, Int +15, Wis +14

**Skills** Arcana +15, Insight +13, Nature +15, Perception +13, Religion +15

**Damage Resistances** acid, fire, lightning, psychic, thunder

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from weapons that aren't grim

**Condition Immunities** charmed, exhausted, poisoned

**Senses** truesight 120 feet, passive perception 23

**Languages** Whisper of the Echoes, Common, Primordial Runic, Stone Tongue

**Challenge** 25 (75,000 XP)

**Legendary Resistance (3/day).** If Lagoran fails a saving throw, he can choose to succeed instead.

**Limited Magic Immunity.** Unless he wished to be affected, Lagoran is immune to spells or 3rd level (4th level during descending moon) or lower. He has advantage on saving throws against all other spells and magical effects.

**Magic Weapons.** Lagoran's attacks are magical.

**Regeneration.** At the start of each of his turns, Lagoran regenerates 30 hit points. This trait doesn't function at the start of Lagoran's next turn, if he takes radiant damage or damage from a grim weapon. Lagoran only dies if he starts his turn with 0 hit points and doesn't regenerate.

**Spellcasting.** Lagoran is 20th level spellcaster. his spellcasting ability is Intelligence (spell save DC 23, +15 to spell attacks).

Lagoran has the following wizard spells prepared:

**Cantrips (at will):** *chill touch, fire bolt, mage hand, ray of frost, shocking grasp*

**1st level (at will):** *shield, thunderwave*

**2nd level (at will):** *hold person, misty step, ray of enfeeblement*

**3rd level (at will):** *animate dead, counterspell, dispel magic*

**4th level (3 slots):** *blight, confusion, ice storm*

**5th level (3 slots):** *cloudkill, cone of cold, wall of force*

**6th level (3 slots):** *chain lightning, circle of death, disintegrate*

**7th level (3 slots):** *finger of death, prismatic spray, teleport*

**8th level (2 slots):** *dominate monsters, maze*

**9th level (2 slots):** *meteor swarm, power word kill*

**Turn Immunity.** Lagoran is immune to effects that turn *Undead*.

This trait doesn't work during ascending moon, when Lagoran has advantage on saving throws against effects that turn *Undead*.

**Vile Foe.** When a living creature that isn't blinded is in front of Lagoran within 60 feet, that creature must make a DC 23 Wisdom saving throw, losing 25 Soul Points on a failed save. If that creature sees again Lagoran, it's immune to the Vile Foe effect for the next 24 hours.

## ACTIONS

**Touch of Madness.** *Melee Spell Attack:* +10 to hit, reach 5 feet, one target. *Hit:* 13 (3d6+3) psychic damage. On a hit, the target must make a DC 20 Wisdom saving throw, losing 14 soul points on a failed save or half as many points on a successful one.

**Red Eyes of Death (Recharge 6, works only during descending moon)**

Lagoran emits 2 thin red rays from his eyes towards a creature that he can see within 90 feet. Target creature must succeed on a DC 20 Dexterity saving throw or takes 66 (12d10) necrotic damage. If the target reaches 0 hit points, it dies.

## LEGENDARY ACTIONS

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

**At-will-spell.** Lagoran casts one of his at-will spells

**Attack.** Lagoran makes a Touch of Madness attack.

**Detect.** Lagoran makes a Wisdom (Perception) check.

**Soul Drain (Costs 2 actions).** Each creature within 30 feet of Lagoran must make a DC 23 Wisdom saving throw, taking 14 (4d6) psychic damage, and losing 14 (4d6) Soul Points on a failed save or half as much damage and points on a successful one.

**Disrupt Life (costs 3 actions).** Each creature within 30 feet of Lagoran must make a DC 22 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.

## TARANTA NERA

*"The myth speaks of a queen who came from the Dark Mirror and now rules the eternal shadow of the World Below. What were once the halls of the Rizadrin, what was the stone world of the Lyvars, are now a silent maze of tunnels, as vast as half of the Known Lands on the surface. This is now the home of Taranta Nera, where not even the light of Mirithlen can reach. In that realm of lost memories walks a queen of death, who takes the form of a spider and feeds on fear. Taranta Nera was the name given her by those among the Rizadrin who saw her and lived to tell of her. This goddess of nightmares and poisoner of minds is now in the heart of the earth, powerful and proud in her efforts to take on the primordial life that sustains Iürmen."*

*Ysimsu, wandering clan leader of the Night Faelings*

Taranta Nera: her form is fear itself, her bite poisons the mind, and her webs cage the soul.

Her reign is the terror of death that dwells in mortals and her home is what remains of the World Below.

During the Lunar Age, she gave birth to indescribable abominations, with which she populated the underworld and sent to the surface to bring devastation to the peoples living under the sky.

**Queen of Madness.** Several masters of the Bardic College of Hex had to deal with the madness caused by this matriarch of nightmares.



Those who, for disparate reasons, come into contact with her essence lose their mind forever. Exorcists and psychics discovered that this state can only be fought during its initial stages, and quickly degenerates into a chronic and irreversible state. The victims of the spasmodic madness of Taranta are called Twitchers.

**Mother of the Impure Brood.** From her unclean belly deformed creatures were born, called Arachnid Spawn, which feed on the terror of mortals.

The ability to give life to monsters makes this divine figure one of the most dangerous of the Echoes, gifted with a power that is a tragic mockery of the creative spark of the Primes.

### BLACK CAVE (LAIR)

The World Below stretches for hundreds of miles, reaching places unknown to the peoples of the Lunar Age where the darkness is so thick as to create an environment similar to the Dark Mirror.

In the rocky mazes which have never known the light of the old sun, the air is heavy and toxic. The darkness that permeates this environment is alive and vibrant and whispering. This is the perfect example of a place where the veil that separates the Material Plane from Ènferun is more fragile than ever, especially in the dark cave where Taranta Nera has nested.

The gigantic Black Cave, so renamed by the last Rizadrin who escaped the horrors of the underworld, is now covered with webs made of shadow; made of the same substance, or absence of substance, that makes up the cosmic void. In this sea of creeping and fanged darkness, stands the throne of the queen of the Arachnid Spawn, built with the remains of her monstrous eggs, and covered with filth.

From that place, by touching the threads of her web, she can look for new victims, since these filaments now permeate the very rock of the underworld.

These webs make the cave almost impossible to walk into, except by Taranta Nera herself and her araneiform children.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), Taranta takes a lair action to cause one of the following effects (Taranta cannot use the same effect two rounds in a row):

- Taranta summons a giant spider, which appears in a point that it can see within 60 feet of her. It obeys any issue telepathically ordered by Taranta (no action

required) and disappears when it reaches 0 hit points or when dismissed by Taranta as a bonus action.

- Poisonous gases form a cloud in a 30-foot radius sphere centered on a point that Taranta can see within 120 feet. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn there must succeed on a DC 16 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.
- Webs form a 15-foot-wide line between two of the lair's solid surfaces that Taranta can see. They must be within 120 feet of Taranta and within 120 feet of each other. Each creature in that line must succeed on a DC 17 Dexterity saving throw or be restrained until initiative count 20 of the next round, when the line disappears.

## TARANTA NERA

*Huge Aberration, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
22 (+6)	28 (+9)	30 (+10)	26 (+8)	24 (+7)	30 (+10)

**Armor Class** 21 (natural armor), 24 during new moon

**Hit Points** 495 (30d12+300)

**Speed** 20 feet, climb 20 feet

**Saving Throws** Str +14, Int +16, Wis +15

**Skills** Athletics +14, Arcana +16, Deception +18, Intimidation +18, Perception +15, History +16

**Damage Resistances** acid, cold, fire, lightning, necrotic, thunder

**Damage Immunities** poison; bludgeoning, piercing and slashing from weapons that aren't grim

**Condition Immunities** charmed, poisoned, frightened

**Senses** truesight 120 feet, passive perception 25

**Languages** Whisper of the Echoes, Common, Primordial Runic, Stone Tongue

**Challenge** 28 (120,000 XP)

**Innate Spellcasting.** Taranta Nera's spellcasting ability is Charisma (spell save DC 22, +14 to spell attacks). She can innately cast the following spells, requiring no material components:

*At will:* *chill touch*, *mage hand*, *poison spray* (at 17th level)

*3/day each:* *hellish rebuke*, *misty step*, *shield*

*2/day each:* *banishment*, *blight*, *hold monster*

*1/day each (doesn't work during full moon):* *power word stun*, *maze*, *wall of force*

**Legendary Resistance (3/day).** If Taranta Nera fails a saving throw, she can choose to succeed instead.

**Limited Magic Immunity.** Unless she wished to be affected, Taranta Nera is immune to spells of 5th level or lower (4th level or lower during full moon). She has advantage on saving throws against all other spells and magical effects.

**Magic Weapons.** Taranta Nera's attacks are magical.

**Spider Climb.** Taranta Nera can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, Taranta Nera knows the exact location of any other creature in contact with the same web.

**Web Walker.** Taranta Nera ignores movement restrictions caused by webbing.

**Vile Foe.** When a living creature that isn't blinded is in front of Taranta Nera within 60 feet, that creature must make a DC 24 Wisdom saving throw, losing 28 Soul Points on a failed save. If that creature sees again Taranta Nera, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** Taranta Nera makes three attacks: two with her unarmed strike and one with her poisonous bite.

**Unarmed Strike.** *Melee Weapon Attack:* +14 to hit, reach 10 feet, one target. *Hit:* 21 (6d4+6) slashing damage. On a hit, target creature must make a DC 22 Wisdom saving throw, losing 14 (4d6) Soul Points on a failed save, or half as many points on a successful one.

**Poisonous Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 feet, one target. *Hit:* 19 (3d8+6) piercing damage. On a hit the target must make a DC 22 Constitution saving throw, taking 44 (8d10) poison damage, and being poisoned for 1 minute on a failed save, or half as much damage and no other ill effects on a successful one. At the end of each of its next turns, an affected creature can make another Constitution saving throw, ending the effect on itself on a success.

**Summon Arachnid Spawn (Recharge 6, doesn't work during full moon)** Taranta Nera summons 1d2+1 Arachnid Spawn, which appear in an unoccupied space within 90 feet of Taranta Nera. Those creatures act in Taranta Nera's same turn and obey any commands she issues (no action required). They disappear after 1 hour, when they reach 0 hit points, or if dismissed by Taranta Nera as a bonus action.

**Web (Recharge 5-6, 6 during full moon).** Ranged Weapon Attack: +17 to hit, Range 60/90., one creature Large or smaller. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 22 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 15; hp 35; immunity to bludgeoning, poison, and psychic damage).

### LEGENDARY ACTIONS

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

**Attack.** Taranta Nera makes an unarmed strike attack.

**Climb.** Taranta Nera climbs a surface up to her climb speed. This movement doesn't provoke opportunity attacks.

**Detect.** Taranta Nera makes a Wisdom (Perception) check.

**Poison Spray.** Taranta Nera casts the poison spray cantrip Poisonous Bite (Costs 2 Actions). Taranta Nera makes a Poisonous Bite attacks

**Taranta's Madness (costs 3 actions).** Taranta Nera forces each creature that isn't blinded within 60 feet to look at her. Target creature must make a DC 22 Wisdom saving throw, taking 52 (8d12) psychic damage, and suffering a long-term madness for 1 day (randomly chosen by the DM) on a failed save, or half as much damage and no other ill effects on a successful one. The madness can be removed by a greater restoration spell within 24 hours or by succeeding on another Wisdom saving throw at the end of the 24 hours. On another failed saving throw at the end of the 24 hours, the madness becomes permanent and can be removed only by a wish spell.



# CHAPTER SIX

## FAELINGS

*"When the night wind blows,  
the Lauro always shows.  
When your breath gives in to fear,  
the Lauro is drawing near."*

*nursery rhyme on Faelings dating back to the Second Age*

This chapter delves into the superstition and popular legends that revolve around the creatures known as faelings, and the descendants of natural spirits now reduced to a mere shadow of what their ancestors had been in ages past.



FAELIN

# CHAPTER SIX

## FAELINGS

### A LETHAL HOAX

*"In the deepest night, fires illuminate the village.*

*I had lingered along the way, and I was already fearing the consequences, when I saw a small village on the edge of the ghostly forest I was crossing.*

*Tall pyres of fire cast a flickering light on the faces of the villagers, who welcomed me with strange smiles.*

*It seemed that the village was celebrating some religious holiday. The noise of the crowd increased as I approached the center of the village, looking for a place to rest.*

*Above one of the pyres of fire dangled the helpless bodies of what appeared to be deformed children, and in turn the commoners beat them with wooden poles. Intrigued and worried, I approached the square, realizing that it was not children but some kind of nocturnal creature. I rummaged through my memory: the features of those creatures vaguely resembled the drawings I had seen on the ancient tomes of my master, in the chapters concerning faelings and other similar creatures, but the hanging bodies had been beaten to the point that it was now impossible to identify their original appearance.*

*Disgusted by the macabre tradition, I decided to move away and make camp in a clearing just outside the village.*

*Worried by the dangers of the outdoors and still distressed by the vision of the macabre custom, I could not fall asleep.*

*Suddenly, a noise in the distance caused the blood in my veins to freeze. I stood still as hundreds of small feet around me seemed to be running in the direction of the village. I thought it was my time, but the pitter patter passed me by without touching me, and after convincing myself that it was a nightmare, I finally managed to fall asleep.*

*The next morning, I was awakened by the cries of despair of the women of the village. Returning to the square I discovered that all the babies and young children had disappeared during the night.*

*I never set foot in that place again."*

*Virhelio*

### SUPERSTITIONS ABOUT FAELINGS

The faelings of Iürmen are evil and mischievous creatures: the distorted reflection of what were once natural spirits, deformed by darkness to the point of completely changing habits and behaviors.

Most faelings seem to enjoy annoying and harassing humans, often so excessively it leads to death

### PRIMORDIAL DESCENT

Despite popular beliefs, most of the creatures that today are called faelings are actually the descendants of ancient primordial spirits.

In ages past, these beings strongly linked to nature had a benevolent and even protective attitude, but the advent of the eternal night made these lesser spirits a grotesque deviant copy of who they were.

**Disturbing variety.** The word "faelings", which the people sometimes call "goblins", actually includes a large amount of creatures with very different behaviors and appearances.

Usually, what these creatures have in common is to be relatively small, incredibly habitual, and not a real danger except in very specific situations, depending on their kind.

While it is wrong to think that all faelings are small and not dangerous, it is true that even the most diverse breeds tend to stick to repetitive behaviors, linked to specific events or places.

Even this peculiarity, derived from their origin as primordial spirits, has been largely transformed by darkness: the faelings are malevolent creatures that always return to torment the same villages and small settlements, always moving according to the same patterns as if they were parasites or weeds.

### CUSTOMS

The habitual and persistent character of the faelings derives from their ancestral origin.

Their habits are mainly related to specific places, periods, or behaviors of other creatures.

### Spirit of Place

Faelings are incredibly attached to the territory they inhabit and, except in extreme cases, it is almost impossible for them to abandon it.

The faelings that derive from the ancient and good-natured spirits of the hearth hide in the floors and crevices of

the houses, where those of wilder origin infest woods, clearings and small lakes, while others still bind to places of worship such as cemeteries and churches.

Usually, specific types of faelings are linked to specific places, but there are testimonies of faelings who appeared in completely unusual places.

Generally, a faeling will not abandon the place that spawned it. Even the rare cases of faelings of a wandering nature, such as the Bafardejo, always move within well-defined, albeit wider, boundaries.

## Spirit of Time

Many faelings are influenced by astral movements, and their appearance always occurs at certain times of the lunar cycle, be it an interval of hours, days, or even months.

Some faelings manifest themselves only during some seasons, while others carry out their misdeeds only during a certain time of the day or even during a specific holiday or recurrence, when they wreak havoc even in the few moments of leisure of those who live in the darkness of the long night.

## Spirit of Gesture

Various stories and documents show how the faelings react punctually to some behaviors of human beings, or how they are inexorably attracted to them.

Again, it is very difficult to understand what behavior corresponds to a given reaction, and folk legends are full of bizarre tales on the subject.

This kind of interaction is reminiscent of the consequences of a curse, and even today it is impossible to understand whether in fact the faelings act according to their free will or are inevitably forced by an inherent malignant nature.

## FOLKLORE

- "Whoever follows the faelings deep into the woods disappears without a trace." – **TRUE**
- "Pretending to be dead is a good way to drive away the faelings." – **FALSE**
- "Many faelings are attracted by vulgarity." – **TRUE**
- "The faelings do not belong to this reality: they are only illusions." – **FALSE**
- "Most faelings are greedy and can be bribed with gold." – **FALSE**
- "By following the right rituals, it is possible to put the faelings against each other." – **TRUE**
- "The faelings are very territorial, and it is difficult to

drive them out of the places they infest." – **TRUE**

- "Leaving a pint of alcohol outside the door satisfies the faelings, who will then leave the inhabitants of the house alone." – **FALSE**
- "Not all faelings are moved by evil intentions, but the consequences of their actions are almost always negative." – **TRUE**
- "Many faelings kidnap newborns and replace them with stones and plants." – **TRUE**
- "Throwing a horse's hoof at a faeling will terrify him." – **FALSE**
- "Some of the most violent faelings form very dangerous packs." – **TRUE**

## BAFARDEJO

*"If you're not careful, the Bafardejo will catch you!"*

*popular saying to scare children*

There are many rumors about the Bafardejo. Unfortunately, there are few that can be confirmed.

Spotting a Bafardejo is extremely difficult, and many argue that these faelings are endowed with the gift of invisibility.

With the advent of darkness, Bafardejo's pranks have gone from being mere spiteful to unscrupulous acts that can seriously endanger people's lives. Luckily, the Bafardejo is small in size and rarely moves in groups. Once you've found the right remedy, driving it out of a place can be simple.

**Dangerous jokes.** The Bafardejo seems particularly intent on doing everything he can to annoy other creatures.

Several witnesses say that they woke up in the night with one of these creatures crouching on their chest, intent on plugging the mouth and nose of the unfortunate with their hooked hands. In other cases, the appearance of a Bafardejo is followed by the disappearance of food, the escape of domestic or farm animals and, in the worst cases, the burning of houses.

The Bafardejo seems to have a certain aversion, or a malignant predisposition, towards representatives of all religions. There are many cases in which the creature is caught interrupting and disturbing functions and rituals with obscene noises and desecrating mischief.

The only ones who seem immune to the attentions of Bafardejo are newborns. There are even testimonies of parents who have seen the creature watch over their infant during the night, and cases in which the faeling has attacked babies are never heard, and the same for the houses in which they dwell.

**Silent and unpredictable.** The worst problem when dealing with a Bafardejo is its ability to go unnoticed.

The creature is very adept at approaching and entering villages and dwellings without being seen, and even once the presence of a pest has been ascertained, flushing it out is no small feat.

Ironically, a Bafardejo is more easily traceable in those conditions that should usually facilitate stealth. While inside an illuminated house it is almost invisible, the best place to spot a Bafardejo is the undergrowth through which it moves from settlement to settlement, and from home to home; the best time is when the clouds obscure the Moon, and everything becomes dark, and the faeling comes out into the open.

## CUSTOMS

### Place

The Bafardejo rests in the low vegetation and haunts homes or places of worship.

## Time

The Bafardejo usually comes out in the darkest hours.

## Gesture

The Bafardejo is particularly attracted to rituals of any kind, or to people who live alone.

The creature is especially afraid of light sources, which can keep it away or scare it.

## BAFARDEJO

*Medium, fey, chaotic neutral*

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

**Armor Class** 13 (natural armor)

**Hit Points** 22 (4d8+4)

**Speed** 20 feet

**Saving Throws** Des +3

**Skills** Stealth +5, Deception +4, Perception +3, Sleight of Hand +5

**Condition Immunities** charmed

**Senses** darkvision 120 feet, passive perception 13

**Languages** understands Common but can speak only using the Mimicry feature

**Challenge** 1/2 (100 XP)

**Blessing of the Dark.** The Bafardejo can normally see in darkness, both magical and non-magical, and can't be charmed.

**Favored Terrain.** The Bafardejo's favored terrain is cultivated fields.

**Innate Spellcasting.** The Bafardejo's spellcasting ability is Charisma (spell save DC 12, +4 to spell attack). The Bafardejo can innately cast the following spells, requiring only verbal components:

**At will:** *minor illusions, mage hand, ray of frost, vicious mockery*

**3/day:** *disguise self*

**2/day each:** *sleep, fog cloud*

**1/day each:** *invisibility, misty step*

**Magic Resistance.** The Bafardejo has advantage on saving throws against spells or other magical effects.

**Mimicry.** The Bafardejo can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations if it succeeds on a DC 14 Wisdom (Insight) check.

**Stealth of Darkness.** The Bafardejo can take the Hide Action as a bonus action, and it has advantage while hiding in dim light or darkness.

## ACTIONS

**Skullstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one creature.

**Hit:** 6 (1d6+3) bludgeoning damage. On a hit the sockets of the skulls glow with a greenish light and some tiny ghosts get in the target's head. The target must make a DC 12 Wisdom saving throw, taking 7 (2d4) psychic damage on a failed save or half as much damage on a successful one.



Bafardejo

## GNEFRU

These particularly disgusting-looking faelings give off a constant corpse smell and are particularly crude and dirty.

It is not very clear what the intentions of these creatures are, but they seem to be attracted to rot and excrement.

More than one village has found the remains of loved ones unearthed and scattered on the streets or inside homes, as well as doors and roofs smeared with manure from the fields or excrement of beasts of burden.

**A dirty mission.** Whatever the reason the Gnefru behave in this way, it seems that the creatures really care about their mission to soil any place and react very violently to anyone who opposes their misdeeds or tries to clean them up.

**Carriers of diseases.** The actions of the Gnefru gangs have rather tragic consequences. Entire villages have been completely abandoned once they became targets of these creatures. The remains of corpses and dirt easily attract diseases of all kinds and make the settlements uninhabitable.

## CUSTOMS

### Place

The Gnefru mainly infests small villages.

### Time

The apparitions of the Gnefru are mainly concentrated in the hottest periods of the year.

### Gesture

The Gnefru usually appears after the fields have been fertilized or when a funeral has just been celebrated.

## GNEFRU

*Small fey, neutral evil*

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

**Armor Class** 15 (leather armor plus shield)

**Hit Points** 18 (4d6+4)

**Speed** 20 feet

**Saving Throws** Des +4

**Skills** Stealth +6 Perception +2

**Condition Immunities** charmed

**Senses** darkvision 120 feet, passive perception 12

**Languages** Common, Wild Jargon

**Challenge** 1/2 (100 XP)

**Blessing of the Dark.** The Gnefru can normally see in darkness, both magical and non-magical, and can't be charmed.

**Favored Terrain.** The Gnefru's favored terrain is forest.

**Magic Resistance.** The Gnefru has advantage on saving throws against spells or magical effects.

**Nimble Escape.** The Gnefru can take the Disengage or the Hide Action as a bonus action on each of its turns.

## ACTIONS

**Multiattack.** The Gnefru can make two scimitar or two shortbow attacks on its turn.

**Scimitar.** *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target.

*Hit:* 5 (1d6+2) slashing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/120 feet, one target. *Hit:* 5 (1d6+2) piercing damage.



*Gnefru*

FAELINGS

# LAURO

*"In Iürmen, following a faeling into the depths of the forest will give you an atrocious death, instead of a pot of gold."*

*macabre popular saying*

Those who were once benevolent protectors of nature, have now become ruthless when nature itself, corrupted by the Enferun, has become ruthless.

The Lauro are evil and violent faelings who almost always move in small packs, bringing death and despair to the places they infest.

**Diabolical packs.** When a group of Lauro decides to abandon the woods it infests, it does so with violent and terrible motives. At one time, these faelings used to take up residence in country houses to protect the lumber of the woods used to build them. Today, their dedication has taken on a totally different aspect: when a group of Lauro heads to a village, it is to assault and gut cattle, or to set fire to crops and homes. Despite the small size of these beings, the size of the pack is numerous enough to pose a serious danger.

**In the depths of the forest.** When the Lauro do not deal with tormenting the villages, they spend most of their time protecting the woods in which they live, often resorting to ignoble methods and deceptions: one of the most frequent is to make those who cross the woods lose their way, attracting them with the illusion of treasures, usually gold coins, and behaving in a jovial and even comical way.

Once they fall into the trap, these unfortunates find themselves surrounded by the pack, which proceeds to devour them to the bones.

## CUSTOMS

### Place

The Lauro defends the woods and assaults rural settlements.

### Time

Some scholars have noted that the attacks of Lauro packs towards villages intensify during the changing of seasons.

### Gesture

A Lauro attacks those who are crossing the woods, or those who have deforested to obtain wood or space to cultivate.

# LAURO

*Small fey, neutral evil*

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

**Armor Class** 13 (natural armor)

**Hit Points** 21 (6d6)

**Speed** 20 feet

**Saving Throws** Des +4

**Skills** Acrobatics +4, Stealth +4, Sleight of Hand +4

**Senses** darkvision 60 feet, passive perception 12

**Languages** Common, Whisper of the Echoes

**Challenge** 1/2 (100 XP)

**Favored Terrain.** The Lauro's favored terrain is cultivated fields/plains.

**Favor of the Dark.** The Lauro has advantage on Dexterity (Stealth) checks while in darkness or dim light.

**Innate Spellcasting.** The Lauro's spellcasting ability is Charisma (spell save DC 12, +4 to spell attacks). The Lauro can innately cast the following spells, requiring only verbal components:

**At will:** *chill touch, mage hand, prestidigitation*

**2/day each:** *darkness, sleep*

**1/day each:** *dream*

**Magic Resistance.** The Lauro has advantage on saving throws against magic or magical effects.

**Pack Tactics.** The Lauro has advantage on an attack roll against a creature if at least one of the Lauro allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Multiattack.** The Lauro makes two attacks: one with its bite and one with its claw.

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 feet, one target. *Hit:* 4 (1d8) piercing damage.

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 5 (1d6+2) slashing damage.



*Lyvar Marauder*

## LYVAR, MARAUDER

Not all Night Faelings stay with their family or their nomadic community. Some Lyvars detach themselves from it, becoming sedentary and forming more or less numerous groups dedicated to banditry.

Marauding Lyvars are often ruthless and treacherous, lovers of ambushes and traps. They are also masters in the art of sneaking into villages, and then proceeding to steal as much food and valuables as possible, and finally disappearing unseen.

**Bad name.** These rogue bands are the reason why often all the Lyvar are looked upon with distrust and driven away. One of the surest ways to understand if a group of Lyvars is engaged in robbery or simple nomadism is to check for the presence of shamans within the community, since the Marauders tend to abandon the liturgical customs of their kind.

### CUSTOMS

#### Place

The Lyvar Marauders prefer the most desolate lands and establish their burrows in the most inaccessible natural ravines they can find.

#### Time

Unlike other faelings, they do not prefer particular moments or periods, and can strike at any time.

#### Gesture

Perhaps because in them the nature of primordial spirits is weaker than in other faelings, the Lyvar do not react to particular behaviors of other species, if one does not consider the hoarding of resources and riches, which constitutes an attractive target for marauders.

## LYVAR MARAUDER

*Small humanoid (lyvar), chaotic neutral*

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	14 (+2)

**Armor Class** 15 (studded leather armor)

**Hit Points** 55 (10d6+20)

**Speed** 20 feet

**Saving Throws** Des +5

**Skills** Stealth +5, Deception +4, Perception +4, Sleight of Hand +5

**Senses** darkvision 60 feet, passive perception 14

**Languages** Common, Wild Jargon, Stone Tongue

**Challenge** 2 (450 XP)

**Cunning Action.** On each of its turns, the Lyvar Marauder can take the Dash, Disengage, or Hide Actions as a bonus action.

**Sneak Attack (1/turn).** The Lyvar Marauder can deal an extra 10 (3d6) damage to one creature it hits with a weapon attack if it has advantage on the Attack roll and it uses a finesse or a ranged weapon. It doesn't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and it doesn't have disadvantage on the attack roll.

**Stealth of Darkness.** The Lyvar Marauder has advantage while hiding or moving stealthily in dim light or darkness.

### ACTIONS

**Multiattack.** The Lyvar Marauder makes two shortsword or shortbow attacks.

**Shortsword. Melee Weapon Attack:** +5 to hit, reach 5 feet, one target. **Hit:** 6 (1d6+3) piercing damage.

**Shortbow. Ranged Weapon Attack:** +5 to hit, range 80/120 feet, one target. **Hit:** 6 (1d6+3) piercing damage.

## MAZAPEGÛL

No one knows the true shape of a Mazapegùl since each time it is seen it has completely different physical characteristics.

Descended from now extinct benevolent spirits, today's Mazapegùls of Iürmen tend to develop a morbid love for members of other humanoid races. According to some rumors, a Mazapegùl who manages to break into a house, will eventually take on the appearance of its inhabitants, replacing them in all respects.

**Devious shapeshifters.** The Mazapegùl have the ability to take the most diverse shapes, to the point that no one has any idea what their true appearance is. Being small in size, these faelings enter dwellings in the form of cats, mice or rabbits.

It is very difficult to understand that an animal is actually a Mazapegùl, since the creature shows its mutant nature only when it is very frightened or is injured: at that point, its shape will become unstable, and it will change appearance from moment to moment.

**Obsessive love.** Led astray by the influence of the long night, these once peaceful and protective faelings have developed a distorted love for other sentient species. The only way, in addition to violence and intimidation, to identify a Mazapegùl who pretends to be a pet is to pay close attention to its attitudes: the creature will tend to display an excessive attachment, and it is easy to find them intent on staring at the objects of their affection for unnaturally long moments.

According to some rumors, a Mazapegùl who stays in a house for a long time can become so large that it takes the shape of its masters and completely replaces them, even if there is no evidence or testimony that confirms this thesis.

## CUSTOMS

### Place

The Mazapegùls come from the fields and look for a way to slip into houses.

### Time

According to some rumors, Mazapegùls appear when a pet dies.



Mazapegùl

NIGHTMARE

## Gesture

Mazapegùls develop a morbid attachment to people and go out of their way to get closer to them.

It seems that they react negatively to the ritual of hanging one grain spike on the door for each pet that lives in the house. In this way, it seems that the faeling will have difficulty maintaining a single appearance, turning from time to time into a different animal.

## MAZAPEGÙL

*Small fëy (shapechanger), neutral evil*

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

**Armor Class** 13 (natural armor)

**Hit Points** 27 (6d6+6)

**Speed** 20 feet

**Saving Throws** Des +4

**Skills** Acrobatics +4, Stealth +4, Perception +4

**Senses** darkvision 60 feet, passive perception 14

**Languages** Common, Whisper of the Echoes

**Challenge** 1 (200 XP)

**Favored Terrain.** The Mazapegùl's favored terrain is urbanized area.

**Innate Spellcasting.** The Mazapegùl's spellcasting ability is Charisma (spell save DC 12, +4 to spell attacks). The Mazapegùl can innately cast the following spells, requiring only verbal components:

**At will:** *chill touch, prestidigitation, vicious mockery*

**2/day each:** *bane, hideous laughter*

**Magic Resistance.** The Mazapegùl's has advantage on saving throws against magic or magical effects.

**Moonlight's Reveal.** When it is in humanoid form, if it's in moonlight, it returns to its true form. At the start of each of its turns, if it is in moonlight it takes 3 (1d6) radiant damage.

**Shapechanger.** The Mazapegùl can use its action to polymorph into a small or medium humanoid or back to its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies or if it is moonlight (see Moonlight's Reveal).

## ACTIONS

**Claw (only in its true form).** *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 5 (1d6+2) slashing damage.

**Dagger (only in its humanoid form).** *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 4 (1d4+2) piercing damage.

**Torment.** The Mazapegùl chooses a creature that it can see within 60 feet of it. Target creature must make a DC 14 Wisdom saving throw, taking 9 (2d8) psychic damage on a failed save, or half as much damage on a successful one. If a saving throw is successful, that creature is immune to the Mazapegùl's Torment for the next 24 hours.

## MAZZAMURELLO

These faelings look like big lizards that walk on two legs, and show off, as if they were ornaments, tools of various kinds gathered who knows how.

In the eras before the long night, these creatures used to live near the inhabited centers where they disturbed the population with their funny noises. Now, these faelings have developed a more reserved behavior: they live in small groups in mountain areas, or near swamps or other waterways, and exploit their cunning to rob lonely wayfarers.

**Thieves of the way.** The Mazzamurellos are used to control the roads that pass through difficult and rugged terrain such as mountain passes, wades, and marshy walkways. These evil faelings wait for travelers to find themselves in difficulty and exploit their tools to cause small landslides or to cover directions and tracks. In addition, they use their ability to emit and imitate sounds to further mislead the unfortunate, tricking them into taking the most difficult of routes for fear of some unknown danger on the path that is actually safer to travel.

When the exhausted and lost travelers stop to seek rest, the Mazzamurellos advance silently to stun or kill them with their small stone hammers, and then take all their possessions.

**Collectors.** The Mazzamurellos seem particularly attracted by the weapons and objects of the wayfarers, which they then use to commit other robberies.

It is said that by following a Mazzamurello secretly you can find the place where it hides its treasures, ranging from the most common objects to the most bizarre; from the most useless to the most precious.

**City Mazzamurellos.** Not all Mazzamurellos are native to mountain lands. Some live in towns, attracted by the large amount of material they can steal. These Mazzamurellos enter the houses from holes and cracks in the walls of the cellars or basements, from which they then infiltrate the walls of the whole house. Once inside they usually pound the walls with their clubs, frightening and leading the tenants to exasperation.

## CUSTOMS

### Place

The Mazzamurello can usually be found in mountainous, fluvial, and swampy areas. Some prefer burrows located under city houses.

### Time

This faeling does not seem to be conditioned by specific periods.

### Gesture

The Mazzamurellos who inhabit the wilderness tend to target lonely travelers, while the city dwellers prefer solitary people who have accumulated wealth and various objects.



*Mazzamurello*

FAELINGS

## MAZZAMURELLO

*Small fey, neutral evil*

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	8 (-1)	9 (-1)	12 (+1)

**Armor** Class 12 (natural armor)

**Hit Points** 14 (4d6)

**Speed** 20 feet

**Saving Throws** Des+4

**Skills** Stealth +4, Sleight of Hand +4

**Senses** darkvision 20 feet, passive perception 9

**Languages** Common, Wild Jargon

**Challenge** 1/4 (50 XP)

**Favored Terrain.** The Mazzamurello's favored terrain is cave.

**Innate Spellcasting.** The Mazzamurello's spellcasting ability is Charisma (spell save DC 11, +3 to spell attacks). The Mazzamurello can innately cast the following spells, requiring only verbal components:

*At will:* *mage hand*, *prestidigitation*

*1/day each:* *hellish rebuke*, *magic missile*

**Magic Resistance.** The Mazzamurello's has advantage on saving throws against spells or other magical effects.

**Pack Tactics.** The Mazzamurello has advantage on an attack roll against a creature if at least one of the Mazzamurello's allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Club.** *Melee Weapon Attack:* +2 to hit, reach 5 feet, one target. *Hit:* 2 (1d4) bludgeoning damage.

**Sling.** *Ranged Weapon Attack:* +4 to hit, range 30/120 feet, one target. *Hit:* 4 (1d4+2) bludgeoning damage.



*Munaciello*

## MUNACIELLO

*"The young man came running into the village, cackling with happiness. To everyone he met he said that a little crippled monk had given him a bag full of gold.*

*The eyes of the villagers turned round as they prepared clubs to beat the fool and take back the gold that someone had stolen from all the houses the night before."*

*taken from a story by an unknown author*

The Munaciello is a very particular faeling, looking like a child wrapped in a hooded robe, which makes it look like a small monk.

It often appears in the ruins of places of worship or on the road of travelers when the sun is setting.

Unlike other faelings, the ways of the Munaciello are more similar to those of humanoid species, and it communicates in a more understandable way.

Munaciellos usually makes gifts to those they meet and are available to those who ask questions, to which it answers only with gestures, albeit easy to interpret.

The Munaciello's seemingly benevolent actions often have negative implications. The presents it gives out are often the result of theft, and the person to whom they are given often has to deal with the victims of the theft later. Similarly, the creature's suggestions and directions always get those who follow them into trouble.

**A distorted morality.** Many argue that a Munaciello manifests itself when a man or woman of faith performs violent and impure acts or acts in strong contrast with their faith.

This belief is quite plausible, as the Munaciello almost seems to behave according to an upside-down morality.

Its aid always has negative consequences and totally unexpected outcomes, almost cruelly mocking, as if the faeling wanted to test the faith or morals of the people who come into contact with it.

**Nefarious priest.** The Munaciello is not dangerous only for his deceptions: there are several stories of how it is the creature itself, at times, to carry out its "penances".

Just like that of a dark cleric, its touch burns the flesh, and its invocations cause malaise, paralysis, and wounds of various kinds to those who listen to them.

## CUSTOMS

### Place

The Munaciello usually appears in ruined places of worship and on roads.

### Time

The Munaciello appears at sunset.

### Gesture

The Munaciello induces the people it meets to make choices that, if conducted according to common morality, can have very negative outcomes.

According to some legends, the best way to avoid the deceptions of a Munaciello is to pretend you cannot see it.

## MUNACIELLO

*Small fey, neutral evil*

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

**Armor Class** 14 (natural armor)

**Hit Points** 27 (8d6)

**Speed** 0 feet, fly 20 feet (hover)

**Saving Throws** Des +4

**Skills** Deception +5, Perception +4

**Damage Resistances** necrotic, poison; bludgeoning, piercing and slashing from weapons that aren't magical

**Senses** darkvision 60 feet, passive perception 14

**Languages** Common, Whisper of the Echoes

**Challenge** 1 (200 XP)

**Favored Terrain.** The Munaciello's favored terrain is unholy site.

**Innate Spellcasting.** The Munaciello's spellcasting ability is Charisma (spell save DC 13, +5 to spell attacks). The Munaciello can innately cast the following spells, requiring only verbal components:

*At will:* *chill touch*, *fire bolt*

*2/day each:* *bane*, *inflict wounds*

*1/day each:* *hold person*, *spiritual weapon*

**Magic Resistance.** The Munaciello's has advantage on saving throws against magic or magical effects.

**Mimicry.** The Munaciello can mimic the voice of a little sound.

A creature that hears the voice can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

### ACTIONS

**Necrotic Touch.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (1d8+3) necrotic damage.

## SBILF

In past eras, the Sbilves were among the most well-known and loved faelings by ordinary people. Their good-natured character, although burlesque, and their connection with nature made them the protagonists of many popular fables and legends.

With the advent of the eternal night and the corruption of the world, these spirits were completely consumed by iniquity.

**Elusive and lethal.** Today's Sbilves have stripped themselves of the good-natured appearance of the past: once, these creatures wore brightly colored clothes and funny red pointed hats, while today they are covered only by worn rags and their skin has taken on dark and gray shades demonstrating their complete fall into corruption.

However, their ability to disappear and move without being noticed has not changed: it makes them quite dangerous now that they wander around armed with bone fragments that the faelings infuse with their inner darkness to turn them into dangerous cursed weapons.

**From protectors to destroyers.** If their ancestors protected the fields, now these faelings burn them in the night or find ways to make plants and animals sick. Similarly, if their ancestors had jovial relationships with humans, the Sbilves of the Lunar Age take every opportunity to torture and kill them.

Sbilves move in small groups and are virtually impossible to spot before they attack.

## CUSTOMS

### Place

Any inhabited place can be infested with Sbilves.

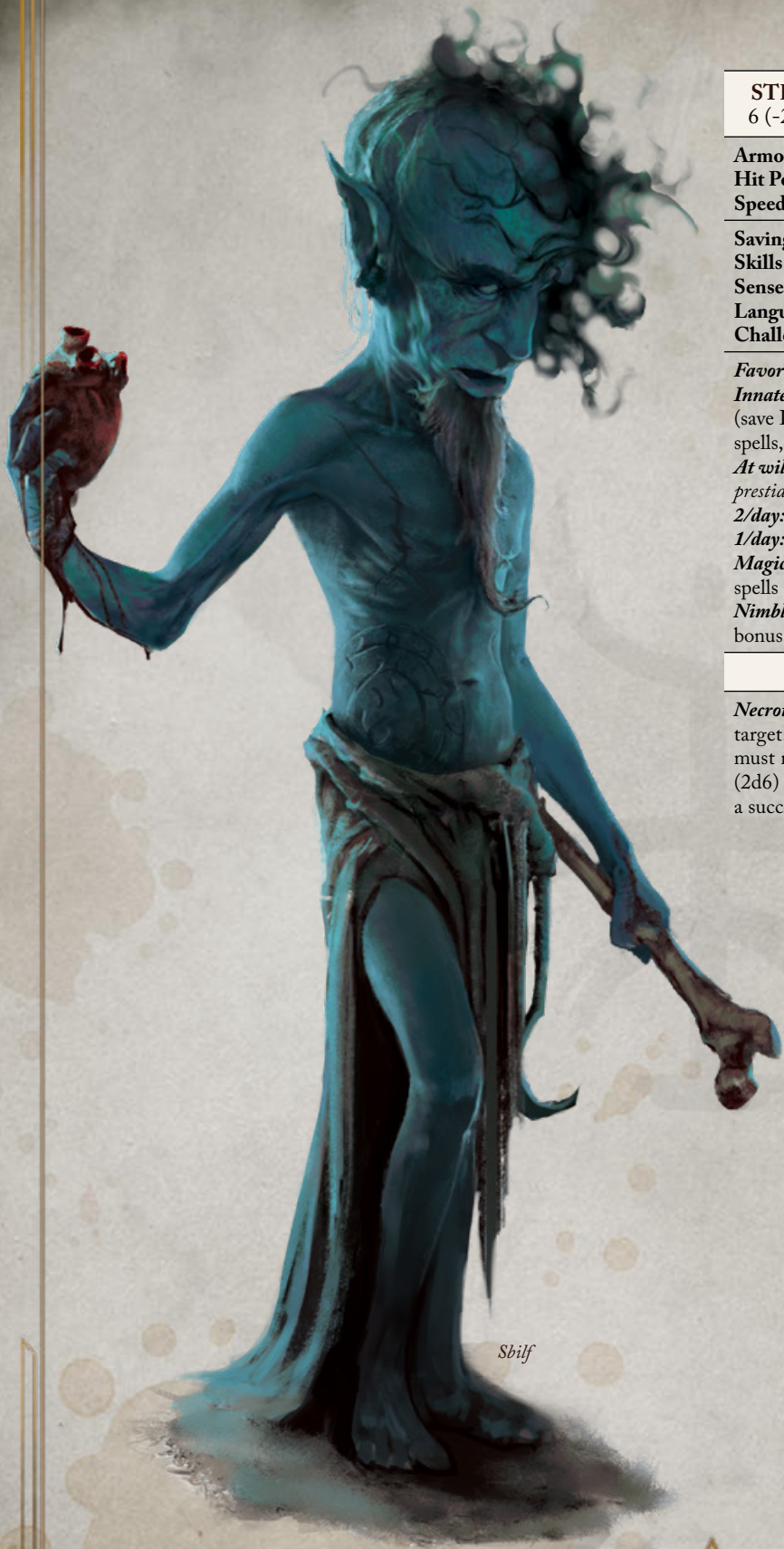
### Time

Sbilves seem particularly active during moments of transition between Lunar Phases.

### Gesture

The Sbilves are attracted by the constructive efforts that humans put in place to improve their condition, so that they can ruin and frustrate them.

According to some rumors, these faelings are kept away by statues or puppets that reproduce their ancient appearance of good-natured gnomes dressed in bright colors and with red pointed hats.



Sblif

## SBILF

*Tiny fey, true neutral*

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	16 (+3)	12 (+1)	14 (+2)

**Armor Class** 13  
**Hit Points** 20 (8d4)  
**Speed** 20 feet

**Saving Throws** Cha +6  
**Skills** Perception +3, Sleight of Hand +5, Stealth +5  
**Senses** darkvision 60 feet, passive perception 13  
**Languages** Common, Wild Jargon  
**Challenge** 1¼ (50 XP)

**Favored Terrain.** The Sblif's favored terrain is forest.

**Innate Spellcasting.** The Sblif's innate spellcasting ability is Charisma (save DC 12, +4 to spell attacks). It can innately cast the following spells, requiring no material components:

**At will:** *chill touch, mage hand, minor illusions, pass without trace, prestidigitation, produce flame, vicious mockery*

**2/day:** *invisibility*

**1/day:** *vampiric touch*

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

**Nimble Escape.** The Sblif can take the Disengage or Hide Action as a bonus action on each of its turns.

### ACTIONS

**Necrotic Dagger.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, 1 target. *Hit:* 5 (1d4+3) slashing damage. If the target is a creature, it must make a DC 12 Constitution saving throw, taking additional 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one



## SQUASC

An ancient people of goblins, who since the First Age were known by the Beronzin for their aggressiveness and ferocity.

These days, their numbers have soared, making them even more cruel, bashful, and ravenous.

**Devourers of humanoid flesh.** Squasc form cruel packs to attack wayfarers or caravans. If the pack is large enough, they also venture into villages or larger outposts, sometimes managing to kidnap inhabitants, whose meat will then be cooked and consumed by these faelings.

Despite their small stature, these beings should not be underestimated: a large group of Squasc can endanger the lives of trained soldiers.

**Journey from unknown lands.** The first to speak of the Squasc were the Beronzin satyrs of the lands of Aresya. They told of how small groups of ferocious beings began to sprout through the woods and valleys, probably coming from the Forgotten East. These creatures demonstrated a very rapid ability to reproduce, and soon their number became such as to represent a real threat in the eyes of the Beronzin, who encountered difficulties due to the Squasc's natural adaptability to magic, as they soon became almost immune to the spells of the satyrs.

Now, most of the remaining Squasc inhabit the lost lands of the Satyrs, settling downstream in the Lost Aresya.

## CUSTOMS

### Place

Usually inhabiting the areas of the Lost Aresya, but able to travel for miles to find people to eat.

### Time

They do not seem to have any kind of time restriction.

### Gesture

Squasc do not give up their old customs, and meals and banquets are sacred moments.

## SQUASC

*Small fey, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	8 (-1)	10 (+0)	9 (-1)

**Armor Class** 14 (hide armor)

**Hit Points** 33 (6d6+12)

**Speed** 20 feet

**Skills** Stealth +4, Perception +2, Survival +2

**Senses** darkvision 60 feet, passive perception 12

**Languages** Common, Wild Jargon

**Challenge** 1 (200 XP)

**Aggressive.** As a bonus action, the Squasc can move up to its speed toward a hostile creature that it can see.

**Favored Terrain.** The Squasc's favored terrain is rocky.

**Fury of the Small.** When it hits a creature larger than its size with a weapon attack, the Squasc deals 3 (1d6) additional damage.

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

## ACTIONS

**Multiattack.** The Squasc makes two greatclub attacks.

**Greatclub. Melee Weapon Attack:** +4 to hit, reach 5 feet, one target.

**Hit:** 6 (1d8+2) bludgeoning damage.



*Squasc*

# CHAPTER SEVEN

## HORRORS

*"Empty is the legacy left to us by the old empire, if not for the horrors and monsters that await in the shadows."*

*Gwiven the Brave, Warden of the Dead*

In this section of the Bestiary are descriptions of the most diverse kinds of creatures that roam the lost lands of Iürmen.





# CHAPTER SEVEN

## HORRORS

### FROM MOUNTS TO VALES, FROM WOODS TO BARRENS

*"These eyes have seen all kinds of monstrosities while traveling to the four corners of Iürmen.*

*In the gloomy days without sun, now that my life is heading towards its twilight, I keep a candle lit to unravel the deep darkness where memories I would rather forget still lurk.*

*I can no longer enjoy the same ignorance of those who have never gone out the walls of the safe settlement in which they live, and do not know the countless horrors that dwell in the Lunar Age.*

*In the perennial ice of the mountains, I barely escaped the wrath of the Jariäts. In the Badelisk Trails, a dying frontier forest, I had to face the ferocity of huge and ravenous beasts known as Lunar Predators, which adorn their horns with corpses. I still can't forget the Sylvan Horrors that blocked our way to reach Owlrock, or the time when we saw a titanic Orcolat making the Elder Pinnacles tremble.*

*The whole world seems to want to devour us, and then regurgitate a distorted version of what we were.*

*Wherever you go, an exhausting struggle for survival awaits you, and those who swear to restore light and hope often cannot bear the weight they carry in their soul, and slip into madness or take their own lives.*

*Nevertheless, do not surrender to horror. Dig deep into your hearts and find resources you didn't know you had. Those are your only weapons."*

Virbelio

### A DAILY LIFE OF HORROR

The multitude of abject and deformed beings that populate Iürmen is impossible to classify even for the Old Tradition.

All creatures affected by curses, corruptions and horrendous mutations are generically referred to as "Horrors".

The number of these creatures is incalculable, and a lucky few can say that they have never seen one in their lives.

Every gloomy day new horrors are discovered.

### COMPOSITE ORIGINS

The Horrors of Iürmen include both long-extinct mythological creatures, and the men, women and beasts mutated in ways unrecognizable by the energies unleashed after the Last Sun; there are also beings whose origin is still a mystery: they seem to have come out of dreadful legends that, until now, seemed to have no foundation in truth.

**Ancient curses.** In the lands of Iürmen, and even more so during the Lunar Age, the practice of casting curses has always existed; this has left a legacy of cursed creatures that have multiplied to create actual species of monsters tormented by ancient magic.

Some of these monsters try in every way to escape their affliction, while others pour out their frustration on the innocent. Finally, there are some, the most dangerous, who enjoy their condition and consecrate their lives to evil.

**Corruption.** The Dark Mirror has now enveloped Iürmen and many species, humanoid, animal, and vegetation, of the Material Plane were left corrupted.

Many races have adapted to this evil influence, both physiologically and psychologically, and have mutated into perverse and repellent remnants of what they were.



NIGHTFELL

## THE ROOT OF EVIL

Some think that the evil that corrodes the fabric of reality flows as fluid in the veins of the variegated beings known as Horrors. This dark seed always spreads among ancient, corrupted plants, cursed beasts, or monstrous children of black magic.

It is increasingly difficult to cope with the endless variation of creatures emerging from the dark corners of the Known Lands, and it is now impossible to trace the root of many species. A striking example is given by the Arachnid Spawn, created by the Echoes of Death, but which now proliferates without control.

**Link with the Moon.** The creatures of Iürmen, whatever their origin, all have some relation to the pale star. Most often, these beings draw strength from total darkness, and shun all forms of moonlight.

There are, however, some exceptions that have adapted to specific phases of the Moon, establishing power links with the radiant influences that the night brings.

These creatures were often created by experiments and curses that took place during specific Lunar Phases and are therefore bound to them.

## FOLKLORE

- "The Bonnacon is said to emit very dangerous corrosive jets. As if its bulk wasn't dangerous enough." – **TRUE**
- "Monstrous Predators, such as Leocrutas and Centicores, are weakened by oak wood, which was usually used to create the traps that caged them." – **FALSE**
- "With the Full Moon, the Lunar Predator is extremely lethal." – **TRUE**
- "If you are near a body of water, a stream, or a lake, and you feel you lack strength... move away. Surely you are about to be a victim of the psychic trap of an Anguana." – **TRUE**
- "With the Ascending Moon clearly visible in the sky and a portulaca root in your pocket, a Horror cannot approach you." – **FALSE**
- "When a Monstrous Predator points at a prey, it will hunt them as long as it breathes." – **TRUE**
- "Only in the Full Moon phase does an Erchitu show its true form. That said, it would be better to face it in its humanoid form." – **TRUE**
- "An Enthralled One could still be exorcised, according to some." – **FALSE**

- "Many adventurers claim that Taranta Nera's Spawn is stronger in the absence of moonlight." – **TRUE**
- "Don't think you'll be safe while traveling at night. Some monsters roam under the moonlight, and even enjoy its favor." – **TRUE**
- "Garlic and chili necklaces can keep a Horrid Mustela away." – **FALSE**
- "Feral Oms prefer female victims, whether they want to kidnap them or simply massacre them." – **TRUE**
- "The Petteneddas live in wells, coming out into the open only with the New or Descending Moon." – **TRUE**
- "The Marroca is immune to effects that drive out the undead. It is not a common ghost, but an elemental spirit." – **TRUE**
- "There are no Gargulias animated by dark magic on the Elder Pinnacles: you have nothing to fear if you find ancient statues of the Second Age in those places." – **FALSE**
- "The Beast of Kusago can only be found in the plains of the Eastern Mark. This terrifying being is bound to the area in which it was created and must periodically return to it." – **TRUE**
- "The wild Krampus gladly welcomes back those who have left the pack." – **FALSE**

## ANGUANA

The only thing that is known about these evil creatures is that since the First Age they have attacked those who pollute bodies of freshwater or who have built dams and stilt houses.

**Extermination.** In ancient times, the Anguanas were ruthlessly hunted on a large scale. It is not known who attacked first, whether the First Men who occupied more and more lands or the Anguanas who lured more and more victims, but the Anguanas ended up almost extinct, hiding from the sight of men and entertaining relationships only with the Beronzin, who were peaceful and close to the children of the wild.

**Renewed cruelty.** In the Lunar Age, they have returned more ferocious and vindictive, corrupted like so many other creatures by the Echoes of Death.

The decline of the humanoid races and the disappearance of many settlements near the waterways caused these mystical creatures to proliferate and return to exterminating anyone who dares to get too close to their submerged dwellings.

## ANGUANA

*Medium monstrosity (shapechanger), neutral evil*

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	13 (+1)	14 (+2)	16 (+3)

**Armor Class** 14 (natural armor)

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

**Speed** 20 feet, swim 50 feet

**Saving Throws** Des +6, Cha +5

**Skills** Deception +5, Performance +7, Perception +4

**Senses** passive perception 14

**Languages** Common, First Tongue

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

**Amphibious.** The Anguana can breathe air and water.

**Innate Spellcasting.** The Anguana's spellcasting ability is Charisma (spell save DC 13, +5 to spell attacks). It can innately cast the following spells, requiring no material components:

*3/day each:* charm person, suggestion

*2/day each:* detect thoughts, sleep

**Favored Terrain.** The Anguana's favored terrain is lake/river.

**Shapechanger.** As an action, the Anguana can shapechange into a medium female humanoid, or back into its true form. If the siren dies, it reverts to its true form.

### ACTIONS

**Multiattack.** The Anguana makes three attacks: two with its claw and one with its bite.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) slashing damage

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 feet, one target. *Hit:* 5 (1d8+1) piercing damage.

## ANIRETH RENEGADES

Everyone knows the original sin of the First Men and how much it cost their lineage, and the world.

Many Anireth spend their lives as outcasts, trying to wash away the shame of their ancestors who, in search of lost glory, awakened the evil beneath Thurinthian.

Others, however, hear the dark call that hisses into their souls and give in to corruption, whether out of resentment, weakness, or an inherent wickedness.

**The Renegades.** When an Anireth decides to embrace their dark side, they become Fiends in every aspect, and their bond with the Dark Mirror becomes stronger than ever. They may appear indistinguishable from common First Men, except for a subtle necrotic trail that follows their passage. They can summon a dreadful aura that wears down the spirit of their opponents, just like other monsters such as Aberrations, Fiends, or Undead would do.

Small communities of Renegade Anireth have recently been spotted throughout Iürmen, far from the rest of their people. Often they den with extremely cruel individuals and even members of the Unholy Sacrament.

**Night Wanderers.** Although it is possible for some Renegade Anireth to come together to form small communities, they are much more likely to wander as lonely souls, moved by remorse, anger or greed.



*Anguana*

Some mingle with the people in the outposts to secretly torment those who drove them out. Others wander around old ruins, looking for new powers to fuel their spellcasting abilities.

**Monstrous form.** As many know, the Anireth can display monstrous traits from birth, the result of the corruption of Ènferun that cursed their lineage.

They are the ones who most easily become exiles.



Anireth Renegade

## ANIRETH RENEGADE

*Medium Fiend, neutral evil*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	16 (+3)	12 (+1)	13 (+1)

**Armor Class** 15 (natural armor)

**Hit Points** 105 (14d8+42)

**Speed** 20 feet

**Saving Throws** Con +6

**Skills** Arcana +6, Stealth +7, Deception +4, Perception +4

**Damage Resistances** cold, fire, poison; bludgeoning, piercing, and slashing from weapons that aren't grim weapons

**Senses** darkvision 60 feet, passive perception 14

**Languages** Common, First Tongue, Whisper of the Echoes

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

**Innate Spellcasting.** The Anireth Renegade's spellcasting ability is Intelligence (spell save DC 14, +6 to spell attack). They can innately cast the following spells, requiring only verbal components:

*1/day:* detect magic

**Spectral Translation (recharges after a short or long rest).** The Anireth Renegade enters in the ethereal plane until the start of its next turn. They can use their movement to pass through solid surfaces but cannot end their turn there. They ignore difficult terrain and opportunity attacks against them have disadvantage.

**Vile Foe.** When a living creature that isn't blinded is in front of the Anireth Renegade within 60 feet of it, that creature must make a DC 13 Wisdom saving throw, losing 7 Soul Points on a failed save. If that creature sees again the same or other Anireth Renegade, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** The Anireth Renegade makes three attacks two with its claw and one with its bite.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 11 (2d6+4) slashing damage.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 13 (2d8+4) piercing damage plus 2 (1d4) Soul Points.

## BADALISCUS

This monstrosity has a tenuous blood link with dragons, although the passing of millennia has distanced it deeply from the dynasty of chaos.

It nevertheless retains hints of that ancestral power, and a degree of control over the elemental energy that springs from its jaws.

**Repugnance.** You can feel the stench of a Badaliscus even before you notice its presence. These filthy, rotten beasts are often carriers of disease, and the pustules they have on their bodies are proof of how they live in a perpetual state of rot.

The Badaliscus produce a superficial layer of epidermis that lasts a few days, before starting to fall apart. These strips of dead skin resemble rags, causing the nickname given by the people to these beasts to be "Gauzed Snakes".

**Humid burrows.** These monsters do not thrive in icy and arid climates. At the arrival of winter, they hibernate in their caves, often grouped into small herds, and let their excess skin stratify, generating a kind of protective cocoon.

They tend to live in caves or closed places and rarely go out to attack their prey, preferring it is them who approach the den.

**Paralyzing poison.** A Badaliscus boasts an elemental heritage that causes it to spray poison similarly to the breath of a dragon.

Its tusks are covered with toxic secretions, and even its bite is poisonous, as well as paralyzing. In fact, these monstrosities tend to wait for their victims to die from poison or, in some cases, swallow them alive while paralyzed.

## BADALISCUS

*Large monstrosity, neutral evil*

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	5 (-3)	14 (+2)	10 (+0)

**Armor Class** 16 (natural armor)

**Hit Points** 123 (13d10+52)

**Speed** 40 feet, climb 20 feet

**Saving Throws** Str +9

**Skills** Athletics +9, Stealth +7, Perception +6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** passive perception 16

**Languages** Common, Stone Tongue

**Challenge** 9 (5,000 XP)

**Favored Terrain.** The Badaliscus's favored terrain is cave.



*Badaliscus*

## ACTIONS

**Multiattack.** The Badaliscus makes two attacks: one with its bite and one with its tail.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 feet, one target. *Hit:* 16 (2d10+5) piercing plus 10 (3d6) poison damage. On a hit, target creature must make a DC 16 Constitution saving throw. On a failed save, that creature is poisoned for 1 minute.

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 10 feet, one target. *Hit:* 18 (3d18+5) bludgeoning damage. On a hit, target creature must succeed on a DC 16 Strength saving throw or be knocked prone.

**Poison Breath (Recharge 5-6).** The Badaliscus exhales a poisonous gas from its mouth. Each creature in a 20-foot cone must make a DC 16 Constitution saving throw, taking 44 (8d10) poison damage on a failed save, or half as much damage on a successful one.

## BADELISK

These constructs have their roots in the folk customs of Thur, especially in propitiatory celebrations for a favorable climate and a fertile soil.

Huge puppets of straw, rags, branches, and animal bones were built for this purpose. The Badelisks were paraded throughout the village and then burned in the squares, surrounded by dancers and musicians playing apotropaic melodies.

**The first Badelisk.** The tradition of building Badelisks for village festivals declined at the end of the First Age, when one of these constructs ceased to be a mere puppet and turned into a walking nightmare, sowing panic among the people of Eughal.

Legend has it that, if it is not burned, a Badelisk can develop a life of its own within twenty-four hours of its construction, but many historical sources agree that it was the witches of the Wailing Marshes who cast a curse on the holiday, corrupting these huge puppets.

After this tragedy, the Badelisk parade was neglected.

**Guardian horrors.** To date, many Badelisks are built directly by witches and often used as guardians for unholy grounds.

Some of these constructs wander aimlessly, killing anyone who happens to be within range for no reason. It is thought that these are very old constructs abandoned in the wilderness after the ritual that saw them awakened was abandoned.

A Badelisk appears lifeless when they guard a place, easily confused with totems or pagan statues. They come to life as soon as they sense the presence of intruders or when magic traps snap to awaken them.

**Aesthetics of the Badelisk.** A hallmark for recognizing manufactured constructs of witches is the type of ornaments they wear. Trudens, Cogas or other witches used to decorate these puppets with human skins and animal heads, making them even more horrible.

Usually, these Badelisk are almost entirely made of animal bones or humanoids, unlike the older ones, also composed of wood and straw.

**Nature of Constructs.** A Badelisk does not need to breathe, eat, drink or sleep.

## POPULAR SUPERSTITION

As the mythology concerning them is lost in the mists of time, these constructs are surrounded by an aura of mystery.

Whether they are the work of witches or other dark spellcasters, or cursed and forgotten puppets who wander aimlessly, one thing on which many Masters of Tradition agree is that most specimens have unique attributes.

Some seem to maintain a form of vulnerability to fire, as a legacy of the rite of purification of the First Men. Other Badelisks sport sharpened limbs that make them real war machines.

For example, a famous Badelisk, destroyed by Wardens of the Dead from Benistat in the year 103 of the Lunar Age, was so armored, covered with horns and animal skins, that it



*Badelisk*

HORRORS

seemed wrapped in an impenetrable cage. The Wardens of the Dead realized that the only way to purge it was to set it on fire.

In no case does it seem that the lunar influence has any effect on their nature, which evidently originates from esoteric practices long before the divine ascent of Mirithlen.

## BADELISK

*Huge construct, unaligned*

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	5 (-3)	10 (+0)	1 (-5)

**Armor Class** 16 (scraps of clothes, pieces of bone and wood)

**Hit Points** 147 (14d12+56)

**Speed** 20 feet

**Saving Throws** Str +8, Con +7

**Skills** Athletics +8

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't magical

**Damage Immunities** poison; bludgeoning, piercing and slashing from weapons that aren't magical (see Blessing of the Dark Moon)

**Condition Immunities** poisoned

**Senses** passive perception 10

**Languages** -

**Challenge** 8 (3,900 XP)

**Blessing of the Dark Moon.** During the new moon, the Badelisk is immune to bludgeoning, piercing, and slashing damage from weapons that aren't magical.

**Construct Nature.** The Badelisk doesn't require air, food, drink, or sleep.

**Favored Terrain.** The Badelisk's favored terrain is forest.

**Immutable Form.** The Badelisk is immune to any spell or effect that would alter its form.

**Magic Resistance.** The Badelisk has advantage on saving throws against spells or other magical effects.

**Magic Weapons.** The Badelisk weapon attacks are magical.

### ACTIONS

**Multiattack.** The Badelisk makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 10 feet, one target.

*Hit:* 27 (4d10+5) bludgeoning damage.

**Circle of Bones and Wood (1/day, works only during new moon).**

The Badelisk creates a 15-foot sphere made of bones and wood pieces centered on it that lasts for 1 minute. The sphere's space is difficult terrain. When a creature moves into the sphere for the first time or starts its turn there, must make a DC 16 Strength, taking 14 (4d6) bludgeoning damage and being knocked prone on a failed save, or half as much damage and no other ill effects on a successful save.

## BIDDRINA

A fierce reptile of green color with blue streaks. It is said to have a mouth so large that it can swallow a horse whole.

It appears from the deepest darkness, in which it can see perfectly thanks to its reddening eyes, and it makes the earth tremble, and the trees collapse with its gigantic body.

**Primordial creature.** It is a monster of atavistic origins, dating back to the Antedawn, when the humanoid races had yet to come to light. Some even argue that its origin is attributable to the first raw energies manipulated by the Primes to create life, energy that is shown in their colossal size and incredible strength.

Some claim that there are also specimens of aquatic nature in the depths of the sea, but it is likely that it is only a legend.

**Draconic nemesis.** In the ancient natural order, the Biddrinas were the only creatures able to stand up to the power of dragons, with whom they were perpetually in conflict to determine who should dominate the food chain of a given territory.

The birth of the Cult of the Serpent gave enough strength to the draconic progeny to put the Biddrinas on the run, forcing them to take refuge underground in order to avoid extinction. There they have thrived for millennia, close to the primordial energies that generated them.

With the Lunar Age and the return of dragons, these ancient creatures have returned to the surface, driven by ancient enmity towards their natural enemies.

**Ancient and long-lived reptiles.** In the Lunar Age, Biddrinas can be found on the surface, in swamps or in old ruins, but many still inhabit the vast World Below. Their power is such that they have no fear of the dark forces that now dwell in those places, and there is a tacit pact of non-belligerence between them, and the Echo of Death known as Taranta Nera. A pact that, if broken, can give rise to clashes capable of shaking the very foundations of the earth.

The details of the life span of a Biddrina are unknown, but it is believed to reach adulthood in around two centuries. After five hundred years, they usually become large and powerful enough to be called Ancient Biddrinas who are the most feared of all.

Having existed since the dawn of time, some cultures have given them different names, of which Biddrina is the one canonized by the Old Tradition. It seems that they can communicate with each other, and some of the oldest and most intelligent were also able to have relationships and

dialogues with the peoples of the World Below, before it was depopulated; these peoples called them Genasi of Bidhrin, a name that over time has become what it is now.

It is thought that Bidhrin was a lost Prime, patron of these titanic reptiles.

## BIDDRINA

*Huge monstrosity, unaligned*

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	5 (-3)	12 (+1)	10 (+0)

**Armor Class** 16 (natural armor, 18 during ascending moon)

**Hit Points** 253 (22d12+110)

**Speed** 40 feet

**Saving Throws** Str +11, Con +10, Wis +6

**Skills** Athletics +11, Perception +6

**Damage Resistances** (doesn't work during descending moon) bludgeoning, piercing and slashing from weapons that aren't magical

**Damage Immunities** acid

**Senses** darkvision 120 feet, passive perception 16

**Languages** -

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

**Acidic Blood.** When the Biddrina takes piercing or slashing damage, each creature within 5 feet of the Biddrina takes 7 (2d6) acid damage.

**Favored Terrain.** The Biddrina's favored terrain is dungeon/cave.

**Siege Monster.** The Biddrina deals double damage to objects and structures.

## ACTIONS

**Multiattack.** The Biddrina makes two attacks: one with its bite and one with its stomp.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 15 feet, one target. *Hit:* 15 (2d8+6) piercing damage plus 14 (4d6) acid damage.

**Stomp.** *Melee Weapon Attack:* +11 to hit, reach 10 feet, one target. *Hit:* 17 (2d10+6) bludgeoning damage. On a hit, target creature must succeed on a DC 17 Strength saving throw or be knocked prone.

**Acid Flood (Recharge 5-6, doesn't work during descending moon).** The Biddrina exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.

## ANCIENT BIDDRINA

*Huge monstrosity, unaligned*

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	24 (+7)	5 (-3)	14 (+2)	13 (+1)

**Armor Class** 19 (natural armor, 21 during ascending moon)

**Hit Points** 315 (18d20+126)

**Speed** 40 feet

**Saving Throws** Str +13, Con +13, Wis +8

**Skills** Athletics +13, Perception +8

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't magical

**Damage Immunities** acid

**Senses** darkvision 120 feet, passive perception 18

**Languages** -

**Challenge** 19 (22,000 XP)



*Biddrina*

**Acidic Blood.** When the Ancient Bidrina takes piercing or slashing damage, each creature within 5 feet of the Ancient Bidrina takes 14 (4d6) acid damage.

**Favored Terrain.** The Ancient Bidrina's favored terrain is dungeon/cave.

**Legendary Save (3/day, 2/day during descending moon).** If the Ancient Bidrina fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The Ancient Bidrina has advantage on saving throws against spells or other magical effects.

**Siege Monster.** The Ancient Bidrina deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The Ancient Bidrina makes two attacks: one with its bite and one with its stomp.

**Bite. Melee Weapon Attack:** +13 to hit, reach 15 feet, one target. *Hit:* 18 (2d10+7) piercing damage plus 18 (4d8) acid damage.

**Stomp. Melee Weapon Attack:** +13 to hit, reach 15 feet, one target. *Hit:* 20 (2d12+7) bludgeoning damage. On a hit, target creature must succeed on a DC 19 Strength saving throw or be knocked prone.

**Tail. Melee Weapon Attack:** +11 to hit, reach 15 feet, one target. *Hit:* 18 (2d10+7) bludgeoning damage. On a hit, target creature must succeed on a DC 19 Strength saving throw or be pushed up to 20 feet away in a straight line from the Ancient Bidrina.

**Acid Flood (Recharge 5-6).** The Bidrina exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

### LEGENDARY ACTIONS

The Bidrina 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. It regains spent legendary actions at the start of its turn.

**Attack.** The Bidrina makes a bite or stomp attack.

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

**Tail swipe (costs 2 actions).** The Bidrina makes a tail attack.

**Trample (costs 3 actions, works only during ascending moon).**

The Bidrina moves in a straight line up to 40 feet and can move through the space of any creature Huge or smaller. This movement doesn't cause opportunity attacks. The first time it enters each creature's space during this move, it can make a stomp attack against that creature.

## BONNACON

A huge wild creature, half ferocious beast and half primitive being.

These monstrosities have great physical strength and can spit acid on their enemies.

According to the hunters of Iürmen, even their excrement is corrosive, and this peculiarity makes it very easy to understand when a Bonnacon wanders around a territory or establishes a new hunting territory.

**Unusual predators.** Despite their appearance, namely a mixture of traits belonging to different herbivorous animals,

such as horses, buffalos, or wild boars, the Bonnacon are omnivores, and indeed have a predilection for live meat. Their presence in Iürmen has increased with the decrease of hunters, and it is not unlikely to come across entire packs.

## BONNACON

*Large monstrosity, unaligned*

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	5 (-3)	14 (+2)	8 (-1)

**Armor Class** 18 (natural armor)

**Hit Points** 95 (10d10+40)

**Speed** 20 feet

**Saving Throws** Des +5, Con +7

**Skills** Athletics +8, Perception +5

**Damages Resistances** bludgeoning, piercing, and slashing from weapons that aren't magical

**Damage Immunities** acid, poison

**Condition Immunities** poisoned

**Senses** passive perception 15

**Languages** -

**Challenge** 6 (2,300 XP)

**Evasive.** The Bonnacon can take the Dash Action as a bonus action, and its movement doesn't provoke opportunity attacks.

**Favored Terrain.** The Bonnacon's favored terrain is forest.

### ACTIONS

**Gore. Melee Weapon Attack:** +8 to hit, reach 5 feet, one target. *Hit:* 16 (2d10+5) piercing damage.

**Acid Burst (Recharge 5-6).** The Bonnacon produces from its back an acid line 15 feet long and 5 feet wide. Each creature in the line must succeed on a DC 16 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.



Bonnacon

## DIPSA

This black snake is so tiny that it is almost invisible, also given its habit of wandering mainly in daytime darkness.

**Instant death.** Despite its small size, this animal is extremely lethal, and it is said that its poison can kill even the most resistant creatures even before they realize they have been bitten.

No remedy to its poison is yet known, as there has never been a chance to rescue a victim in time to save them.

### DIPSA

*Tiny beast, unaligned*

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	5 (-3)	10 (+0)	5 (-3)

**Armor Class** 13

**Hit Points** 14 (4d4+4)

**Speed** 20 feet, climb 20 feet

**Saving Throws** Des +5

**Skills** Stealth +5, Perception +2

**Senses** passive perception 12

**Languages** -

**Challenge** 1/2 (100 XP)

**Indiscernible.** When the Dipsa is in a natural environment and doesn't move, it cannot be perceived without magical means.

### ACTIONS

**Bite.** Melee Weapon Attack: +2 to hit, reach 5 feet, one target. *Hit:* 2 (1d4) piercing damage. On a hit, target creature must make a DC 13 Constitution saving throw. On a failed save, the target is poisoned and takes 22 (4d10) poison damage at the end of each of its next turns. If the target reaches 0 hit points in that manner, it dies.



*Dipsa*

## ENTHRALLED ONE

To be possessed by the Echoes of Death is to face endless torments, and even death.

However, some cases have been documented in which, between the Echoes and the Possessed Ones who manage to survive for a long time, a sort of symbiosis is established.

The victims of possession, whose soul merges with the Echo of Death, are Enthralled. These subjects cannot be exorcised, and the only way to free them is to annihilate them totally.

**Growing corruption.** Lagoran was the first documented case of an Enthralled One. Yet, in the centuries spent rotting in the Dark Mirror, neither truly dead nor truly alive, he transcended this state to become a full-fledged Echo of Death.

This suggests that time is a fundamental variable in the evolution of these creatures, which give the Echoes the spiritual nourishment they need to in turn gain more and more power.

The symbiosis between host and Echo has potentially dramatic consequences, as it is possible that the Enthralled One will return in possession of all their intellectual faculties and abilities, both martial and arcane, further refined by the will of the ancestral evil they host.

Moreover, while regaining their senses, these Enthralled Ones feel neither fear nor pain, and are free from doubts and uncertainties, concentrating all their efforts in the pursuit of ultimate evil.

**A fateful destiny.** Fortunately, the cases described above are very rare, and often these accursed life forms remain shadows of the creatures they once were, made insane by corruption and destined to deteriorate over time.

## ENTHRALLED ONE

*Medium Fiend, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	18 (+4)	15 (+2)	16 (+3)	18 (+4)

**Armor Class** 17 (natural armor, 15 during full moon)

**Hit Points** 170 (20d8+80)

**Speed** 20 feet

**Saving Throws** Con +8, Wis +7

**Skills** Arcana +6, Perception +7, Religion +6

**Damage Resistances** acid, cold, fire, lightning, necrotic; bludgeoning, piercing and slashing from weapons that aren't grim weapons (only during full moon, see Curse of the Full Moon)

**Damage Immunities** poison; bludgeoning, piercing, and slashing from weapons that aren't grim weapons (doesn't work during full moon, see Curse of the Full Moon)

**Condition Immunities** charmed, exhaustion, frightened, poisoned  
**Senses** darkvision 60 feet, passive perception 17  
**Languages** Common, Whisper of the Echoes  
**Challenge** 9 (5,000 XP)

**Curse of the Full Moon.** During full moon, the Enthralled loses its immunity to bludgeoning, piercing, and slashing damage from weapons that aren't grim. During that period, it has only resistance to that damage.

**Favored Terrain.** The Enthralled's favored terrain is dungeon.

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

*At will:* *chill touch, fire bolt, mage hand*

*2/day each:* *hellish rebuke, magic missile, shield, thunderwave*

*1/day each:* *black tentacles, fear, phantasmal killer*

**Magic Resistance.** The Enthralled has advantage on saving throws against spells or other magical effects.

**Vile Foe.** When a living creature that isn't blinded is in front of the Enthralled within 60 feet of it, that creature must make a DC 16 Wisdom saving throw, losing 10 Soul Points on a failed save. If that creature sees again the same or other Enthralled, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** The Enthralled makes two sickle of death attacks

**Sickle of Death.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, 1 target. *Hit:* 4 (1d4+2) slashing damage plus 9 (2d8) psychic damage. On a hit, the target must make a DC 16 Wisdom Saving Throw. On a failed save, it loses 3 (1d6) Soul Points.



*Enthralled One*

## ERCHITU

As old as witches is the curse of the Erchitu.

It seems that these cursed creatures were first spotted in Sarneum during the First Age. According to the concerning documentation, it is thought that the first affected by this specific curse belonged to the Overseas People, specifically to the lineage of the Histites.

**The Curse of the Erchitu.** Some Masters of Tradition transcribed that the Erchitu were humanoids cursed by some desert witches' covens, who are now extinct. In fact, during the First Age, the Ishdrim often tended to have relations with tribal and unknown peoples in the far south, beyond the Lunar Desert.

Beyond the Known Lands, it was thought that there were other civilizations, from which the Ishdrim had detached themselves in the Antedawn: this would confirm the fact that their bloodlines are well distinguished from those of the First Men of the continental zone.

According to the texts, one of these lost peoples was ruled by very powerful sorcerers, which some Histites attempted to rob to bring back unusual relics. These relics carried with them a dark and ancient curse. This hex, cast millennia ago, presents ritual methods similar to other, much better known, hexes such as the one that the Truden threw on the Alperns of the North.

The nature of this curse is also contagious, and therefore one of the dangers of facing an Erchitu lies in the risk of contracting its curse, condemning itself to become a wandering monster during the nights of the Full Moon.

**Oral tradition.** According to modern Overseas People, the name of the first witch who cursed the men of the south, called Mävare, is still handed down.

It seems that these stories are told also by other peoples who have had to face the Erchitu. These tales emphasize that they reveal their feral appearance only during full Moon nights, appearing as normal humans during the rest of the lunar cycle.

Over the centuries, these legends have absorbed foolish superstitions and discordant versions of how to identify or drive away these beings. One of the few things that have been confirmed beyond any doubt is that the Erchitu do not tolerate silver: putting a silver object in their hands can help unmask the curse, since the creature will burn itself simply by touching it.

**Curse of the Erchitu.** This curse is now widespread among peoples in every corner of the Known Lands.

You can contract this disease by inheritance, that is, having an

Erchitu parent, or being bitten or rammed by an Erchitu in its bestial form.

This curse seems to be very similar to many others of lunar origin, which suggests that orders of witches of all ages, even without having contact with each other, drew power from the same magical sources. In fact, in the North and in the Forgotten East, there are rumors of the sporadic appearance of new cursed creatures called werewolves, whose fate seems similar to that of the Erchitu.

## ERCHITU

*Medium humanoid (shapechanger), any non-good alignment*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

**Armor Class** 10 (in humanoid form, 13 in bull form)

**Hit Points** 112 (15d8+45)

**Speed** 20 feet, 40 feet (in bull form)

**Skills** Athletics +7

**Damage Immunities** bludgeoning, piercing and slashing from weapons that aren't magical

**Senses** passive perception 11

**Languages** Common (can't speak in bull form)

**Challenge** 5 (1,800 XP)

**Bull's Rage (only in bull form).** When the Erchitu has half of its maximum hit points or fewer, it has advantage on attack rolls and deals an extra 7 (2d6) damage to any target it hits with a melee attack.

**Favored Terrain.** The Erchitu's favored terrain is towns.

**Moon Shapechanger.** During full moon, the Erchitu polymorphs into a white bull (large beast) with steel horns. Its statistics, other than its size, type, and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. The Erchitu remains in bull form as long as the full moon lasts. The Erchitu reverts to its humanoid form if it dies.

**Trampling Charge (only in bull form).** If the Erchitu moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the Erchitu can make one attack with its hooves against it as a bonus action

### ACTIONS

**Horn (only in bull form).** Melee Weapon Attack: +7 to hit, reach 5 feet, one target. *Hit:* 13 (2d8+4) piercing damage.

**Hooves (only in bull form).** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one prone target. *Hit:* 14 (3d6+4) bludgeoning damage.

**Mace (only in humanoid form).** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 7 (1d6+4) bludgeoning damage.



Erchitu

HORRORS

## FERAL OM

The Feral Oms are mountain creatures once belonging to the Garnar lineage: raving and unpredictable beings, ferocious as few others.

These beastly beings were born from the broken pact between Alperns and Trudens, when the latter took advantage of the bond made with deception and cast a curse that poisoned the bodies of all the Garnars.

What makes the human people of Alper as they are today comes from this terrible curse, which made them half beast and bound to the phases of the Moon. Those who were present at the time of the betrayal, however, suffered a much more ominous fate and were no longer able to assume human features.

**Accursed Beasts.** These creatures, roaming the icy tundra and mountain heights, have totally lost their humanity. Their bestial nature took over, and from the first specimen was born a race of monstrous hunters, so strong as to contend for the dominion of the glaciers with the Alperns and the Krampus.



*Feral Om*

They appear as primitive humanoids, the appearance of which does not resemble that of a specific beast, but rather look like an animal species in its own right. Despite having lost the faculty of speaking, they communicate with each other through strange vocalizations and gestures, as the animal progenitors of the human race had to do.

Despite being brutes without any apparent intellectual gift, some have shown themselves able to manipulate the arcane energies, albeit only by innate ways and never derived from study.

**The First Savages.** The Garnars know these creatures very well, as they both derive from the same bloodline, split at the time of the Betrayal of the Trudens.

The Feral Oms are all descended from the first Alperns who went in search of a renewed beastly force, whose names were not forgotten, and which perhaps still wander between the glacial caves and the high conifers of the highlands. These were Isart, Bilmon and Krivopeta, all chieftains at the time, followed by other Garnar of noble lineage, namely the brothers, and legendary warriors, called Ospel, Ghero and Urcat.

From these first accursed ones was born an ill-fated lineage.

These beings are the deformed mirror of the Garnar and their affliction.

## FERAL OM

*Medium monstrosity, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	9 (-1)	13 (+1)	12 (+1)

**Armor Class** 14 (hide armor)

**Hit Points** 90 (12d8+36)

**Speed** 40 feet, climb 20 feet

**Saving Throws** Con +6

**Skills** Athletics +7, Stealth +5, Perception +4, Survival +4

**Damage Resistances** cold

**Condition Immunities (works only during full moon)** exhausted

**Senses** darkvision 60 feet, passive perception 13

**Languages** Wild Jargon

**Challenge** 5 (1.800 XP)

**Favored Terrain.** The Feral Om's favored terrain is rocky.

**Immunity to Diseases.** The Feral Om is immune to any non-magical disease.

**Regeneration.** The Feral Om regains 10 hit points at the start of its turn. If it takes fire damage, this trait doesn't function at the start of the its next turn. The Feral Om dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Relentless Tracker.** The Feral Om has advantage on Wisdom (Survival) checks to track preys.

## ACTIONS

**Multiattack.** The Feral Om makes three bone club attacks.  
**Bone Club.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target.  
*Hit:* 11 (2d6+4) bludgeoning damage.

## VARIANT: SPELLCASTER

In some rare cases, a Feral Om can master magic. Treat it as a Feral Om with the following differences:

**Its CR** is 6 (2,300 xp)

**Its Charisma** score is 16 (+3)

**Innate Spellcasting.** The Feral Om's spellcasting ability is Charisma (spell save DC 14, +6 to spell attacks). It can innately cast the following spells, requiring no material components:

*At will:* ray of frost

*2/day each:* faerie fire, hunter's mark, thunderwave

*1/day:* cone of cold

## GARGULIAS

The history of art of Iürmen is rich, and there are countless beautiful sculptures that adorned the squares, fountains, and palaces of the First Men.

The Gargulias are testimony of a past where the most solemn buildings were embellished with stone statues whose features did not recall anything that existed in the real world, since they symbolized the otherworldly bond with Sidir and the Primes.

In the aftermath of the Last Sun, these statues came to life to bring death.

**Life from stone.** It was not only living beings who were corrupted by the ungodly will of Ënferun. Many Echoes of Death have desperately sought something to cling to in order to remain in the world of the living and have found ways to animate even inert matter.

These are the Gargulias: old worn statues, which carry with them the testimony of a glorious time that will no longer be, and the demonstration of the horror that rages on this dark age. Shells of rock, sandstone, and other minerals, host evil entities ready to exploit these bodies to sow terror in the many lost cities of the continent.

**Nature of the Elementals.** Gargulias do not need to breathe, eat, drink or sleep.

## ANCIENT GARGULIA

*Huge elemental, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	6 (-3)	12 (+1)	10 (+0)

**Armor Class** 16 (natural armor)

**Hit Points** 138 (12d12+60)

**Speed** 20 feet

**Saving Throws** Str +5

**Skills** Perception +4

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't magical

**Damage Immunities** poison

**Condition Immunities** exhausted, poisoned, paralyzed, petrified

**Senses** darkvision 120 feet, passive perception 14

**Languages** it understands the Whisper of the Echoes but can't speak

**Challenge** 7 (2.900 XP)

**False Appearance.** When the Ancient Gargulia remained motionless, it is indistinguishable from an inanimate statue.

**Favored Terrain.** The Ancient Gargulia's favored terrain is graveyard.

**Magic Resistance (doesn't work during full moon).** The Ancient Gargulia has advantage on saving throws against spells and other magical effects.

**Siege Monster.** The Ancient Gargulia deals double damage to objects and structures.

## ACTIONS

**Multiattack.** The Ancient Gargulia makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 15 feet, one target. *Hit:* 18 (2d12+5) bludgeoning damage. If the target is a creature, on a hit it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Dance of the Stones (1/day, doesn't work during full moon).**

The Ancient Gargulia raises some stones in the air for 1 minute.

The stones start dancing in circle around the Ancient Gargulia. On each of its turns as a bonus action, it can mentally throw a stone against a creature within 60 feet of it. The target must make a DC 15 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save or half as much damage on a successful one.



Gargulias

HORRORS

# PIRAEUS LION

*"In the eternal night, a clear shadow towers over the high peaks. In that land of frost and whispering winds, the stone lion makes its dwelling place, and of the closed step it is warden. Until the end of time. Until the ultimate defeat."*

*taken from "Myths and Superstitions of the White City"*

There was a very famous statue in Ervenrun, which was once one of the guardian statues outside the main castle's keep, now a temple of the Old Tradition.

This winged creature, built by a Second Age artist, from whom it is thought to be named, flew into the sky, and now wanders the snow-covered peaks of the Elder Pinnacles.

**Its own servant.** The Lion is rarely seen. Often wayfarers believe that some mountain rocks have the shape of a lion and claim that it is the animated work that scans the valleys, but the truth is that this possessed elemental is now one of the many dangers that hover over the White City.

This Gargulia, unlike others that often haunt the walls of ruined buildings, stands solitary, solemn and majestic to guard the mountain pass that it has claimed, attacking anyone who dares to set foot there.

**Nature of the Elementals.** The Piraeus Lion does not need to breathe, eat, drink or sleep.



Piraeus Lion

# PIRAEUS LION

*Large elemental, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	10 (+0)	14 (+2)	17 (+3)

**Armor Class** 18 (natural armor, 16 during full moon)

**Hit Points** 147 (16d10+80)

**Speed** 20 feet, fly 60 feet

**Saving Throws** Str +9, Des +6, Con +9, Cha +7

**Skills** Athletics +9, Perception +6

**Damage Immunities** poison, bludgeoning, piercing, and slashing from weapons that aren't magical

**Condition Immunities** exhausted, poisoned, petrified, paralyzed, frightened

**Senses** darkvision 120 feet, passive perception 16

**Languages** Understands the Whisper of the Echoes but can't speak

**Challenge** 12 (8,400 XP)

**False Appearance.** When the Piraeus Lion remained motionless, it is indistinguishable from an inanimate statue.

**Favored Terrain.** The Piraeus Lion's favored terrain is rocky.

**Fearless.** The Piraeus Lion cannot be frightened.

**Keen Sight.** The Piraeus Lion has advantage on Wisdom (Perception) checks that rely on sight.

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

**Magic Resistance (doesn't work during full moon).** The Piraeus Lion has advantage on saving throws against spells and other magical effects.

**Pounce.** If the Piraeus Lion moves at least 20 feet straight towards a creature and then hits with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the Piraeus Lion can make a bite attack against it as a bonus action.

## ACTIONS

**Multiattack.** The Piraeus Lion makes three attacks: two with its claws and one with its bite.

**Claw. Melee Weapon Attack:** +9 to hit, reach 5 feet, one target. **Hit:** 16 (2d10+5) slashing damage.

**Bite. Melee Weapon Attack:** +9 to hit, reach 5 feet, one target. **Hit:** 18 (2d12+5) piercing damage

## LEGENDARY ACTIONS

The Piraeus Lion 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. Spent legendary Actions are regained at the start of its turn.

**Claw.** The Piraeus Lion makes a claw attack.

**Detect.** The Piraeus Lion makes a Wisdom (Perception) check.

**Fly.** The Piraeus Lion moves to up to half its flying speed without provoking Opportunity Attacks.

**Roar (costs 2 Actions, doesn't work during full moon).** The Piraeus Lion emits a loudly roar. Each creature that it can hear within 60 feet of it must make a DC 16 Constitution saving throw, taking 18 (4d8) thunder damage, and being pushed away 10 feet on a straight line on a failed save, or half as much damage and no other ill effects on a successful one.

## WRECKED GARGULIA

*Medium elemental, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	6 (-3)	10 (+0)	10 (+0)

**Armor Class** 15 (natural armor)

**Hit Points** 39 (6d8+12)

**Speed** 20 feet, fly 50 feet

**Saving Throws** Str +5

**Skills** Perception +2

**Damage Resistances** bludgeoning, piercing, and slashing from weapons that aren't magical

**Damage Immunities** poison

**Condition Immunities** exhausted, poisoned, petrified

**Senses** darkvision 60 feet, passive perception 12

**Languages** understands the Whisper of the Echoes but can't speak  
**Challenge** 3 (700 XP)

**False Appearance.** When the Wrecked Gargulia remained motionless, it is indistinguishable from an inanimate statue.

**Favored Terrain.** The Wrecked Gargulia's favored terrain is graveyards/mounds.

**Magic Resistance (doesn't work during full moon).** The Wrecked Gargulia has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The Wrecked Gargulia makes three attacks: two with its claws and one with its bite.

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

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) piercing damage.

## GATA CAROGNA

A horrendous feline scarred in body and spirit by the evil that lurks in the darkness, predator of the helpless and bane of civilized settlements

**Life as a stray.** Many of these horrendous felines hunt with the favor of darkness in the alleys, isolated suburbs or sewer tunnels and catacombs, well hidden from sight.

They tend to ambush isolated prey, with a preference for children who linger alone to play on the street beyond the lunar sunset.

They are the scourge of the poorest neighborhoods of the outposts, for example the Enclave of Ervenrun or the basement of Northern Lookout, where the vigilance of the Wardens of the Dead cannot reach.

**Prey of the Dreamstriders.** Many rangers become experts in hunting these beasts, especially in cities where they seem to proliferate very quickly.

Some witches, especially the Majare, tend to use these monsters as familiars or to kidnap children. This meant that

the Dreamstriders learned to follow the tracks of these horrible felines, so that they would lead them to their owners.

**Deformed animals.** The felines corrupted by Ènferun have their limbs disfigured by the necrotic energies of that dark plane and now appear as horrendous and disgusting monsters.

These creatures reproduce quickly, which is why you can never completely purge cities of their presence, and each new offspring seems to be more horrible than the previous one.

## GATA CAROGNA

*Medium monstrosity, neutral evil*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	8 (-1)	10 (+0)	8 (-1)

**Armor Class** 14 (natural armor)

**Hit Points** 65 (10d8+20)

**Speed** 40 feet

**Saving Throws** Des +6

**Skills** Stealth +6, Perception +2

**Damage Resistances (only during new moon)** bludgeoning, piercing and slashing from weapons that aren't magical

**Senses** darkvision 60 feet, passive perception 12

**Languages** -

**Challenge** 4 (1.100 XP)

**Avoidance.** If the Gata Carogna is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Evasive.** The Gata Carogna can take the Dash action as a bonus action, and its movement doesn't provoke opportunity attacks.

**Favored Terrain.** The Gata Carogna's favored terrain is towns.

**Shadow Stealth.** While in dim light or darkness, the Gata Carogna can take the Hide Action as a bonus action and has advantage on Dexterity (Stealth) checks to hide.

### ACTIONS

**Multiattack.** The Gata Carogna makes three attacks: two with its claw and one with its bite.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 9 (2d4+4) slashing damage.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 6 (1d8+2) piercing damage. Only during new moon, on a hit the target must make a DC 14 Wisdom saving throw, taking 9 (2d8) additional psychic damage and being frightened until the end of its next turn, or half as much damage and no other ill effects on a successful save.



Gata Carogna

HORRORS

## HORRID MUSTELA

Creatures similar to monstrous martens, and like martens seek nothing more than to satisfy their hunger, which is actually insatiable. These animals are mentioned only in the accounts of the bold who dare to cross the forests of Iürmen and return to talk about them.

**Lunar Influence.** The first appearances of the Horrid Mustela date back to the early years of the Lunar Age, which would suggest that their change from simple mustelids to much more cruel and effective predators was due to the influence of moonlight in eternal darkness. However, they do not seem to be affected by lunar cycles, hunting at nighttime, and sleeping during the total darkness in daytime.

### HORRID MUSTELA

*Small beast, unaligned*

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	5 (-3)	12 (+1)	6 (-2)

**Armor Class** 13

**Hit Points** 27 (6d6+6)

**Speed** 50 feet

**Saving Throws** Des +5

**Skills** Stealth +5, Perception +3

**Senses** darkvision 60 feet, passive perception 13

**Languages** -

**Challenge** 1/2 (100 XP)

**Aggressive.** The Horrid Mustela can use a bonus action to move up to its movement towards a hostile creature it can see.

**Beastly Nimbleness.** The Horrid Mustela can use a bonus action to take the Disengage or Dodge action.

**Favored Terrain.** The Horrid Mustela's favored terrain is woods.

#### ACTIONS

**Multiattack.** The Horrid Mustela makes two attacks: one with its bite and one with its claw.

**Bite. Melee Weapon Attack:** +3 to hit, reach 5 feet, one target. **Hit:** 5 (1d8+1) piercing damage. On a hit, target creature is grappled until the Horrid Mustela bites another creature or dies. At the start of each of its next turns, a grappled creature, instead of being bitten again, automatically takes another 5 (1d8+1) piercing damage. At the end of each of its next turns, a grappled creature can use its action to make a DC 13 Strength (Athletics) check, freeing itself on a success.

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



*Horrid Mustela*

## JARIÀT

Giants, as we know, became extinct centuries ago.

The imposing sons of the Primes no longer tread the ground of Iürmen, yet solitary creatures that recall their majesty descended from the World of Asvizert in the early periods of the eternal night. To them mankind gave the name of Jariàt, which in the Wild Jargon means "top of the mountains".

**Corrupt giants.** The most plausible theory is that they descend from a lineage of lesser giants, which survived through the ages, far from the known world. Unraveling this mystery by communicating directly with them is very difficult because, just as for the Primes, the nature of these beings has been corrupted, and they are often prey to senseless rage, capable of razing entire villages to the ground.

They perfectly represent the idea of a dying world, since they are linked to the roots of the earth but now, they are nothing but receptacles of the dark; disfigured in appearance and spirit.

**Perpetual hatred.** The Jariàts keep a strong spiritual bond with the giants of the past and therefore hate witches. For decades, feuds have raged between the witches of the Wailing Marshes and these giants descended from the glaciers.



*Jariàt*

## JARIÀT

*Huge giant, neutral evil*

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
22 (+6)	15 (+2)	20 (+5)	10 (+0)	10 (+0)	12 (+1)

**Armor Class** 16 (natural armor)

**Hit Points** 138 (12d12+60)

**Speed** 40 feet

**Saving Throws** Des +5, Con +8

**Skills** Athletics +9, Nature +3, Perception +3

**Damage Resistances (only during full moon)** bludgeoning, piercing, and slashing from weapons that aren't magical

**Senses** darkvision 60 feet, passive perception 13

**Languages** Stone Tongue

**Challenge** 7 (2.900 XP)

**Favored Terrain.** The Jariàt's favored terrain is rocky.

**Siege Monster.** The Jariàt deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The Jariàt makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +9 to hit, reach 15 feet, one target. *Hit:* 16 (3d6+6) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +9 to hit, range 60/180 feet, one target. *Hit:* 28 (4d10+6) bludgeoning damage. On a hit, if the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Curse of the Stones (only during full moon).** The Jariàt touches one creature that isn't an *Undead* or construct within 10 feet of it. The target must make a DC 15 Constitution saving throw. On a failed save, it is cursed by the Curse of Stones. A cursed creature's skin becomes grey and tough. While cursed, it can't regain hit points nor levels of exhaustion and takes one level of exhaustion each 24 hours. When it reaches level 6 of exhaustion, the cursed creature is petrified and only a wish spell can restore it to life. Until it's not petrified, the curse can be removed by a remove curse spell or other magic. If the saving throw is successful a creature is immune to the Jariàt's Curse of the Stones for the next 24 hours.

## KRAMPUS

Wild and rough, these fiends generated by the Perchtas of the past populate the mountains and valleys of Alper and are in eternal conflict with the settlements of the Garnar. Despite being native to the icy north, it seems that in recent decades they have migrated to other areas as well, and it is not unlikely that some tribes have reached the mountains of the Forgotten East, the Elder Pinnacles, or the haunted ruins of the Lost Aresya.

**A Fierce Society.** The Krampus only respect strength, but their society is more organized than one might think. Usually, they are divided into small tribes, led by a leader who keeps their subordinates in line with strength and terror.

It can happen that packs of Krampus obey the commands of beings they consider superior, for example the Trudens, and, influenced by these, change their behavior from wild

to openly evil. This is due to the importance they give to strength, prevarication, and threat, as well as their link with the ancient mythical creatures that dominate the mountains.

What they hate most, usually, are their own kind who abandon tribal culture to become part of civil society. It is therefore very rare that a renegade or exiled Krampus can have peaceful relations with others of their kind, who respect ancient customs.

**Fiends.** Krampus are humanoid creatures, strong and robust, originate from ancient deities, and their blood is stained by the corruption of the Dark Mirror. This causes them to share the same darkness that dwells in many other Fiends, whether they are natives of Ènferun or corrupted by it.

**Culture of the Mask.** The culture of the Krampus gives great importance to war masks. The mask represents their strength and honor and is thought to be their way of depicting the half-divine entities from which they descend. They never go to war without wearing it, and even in times of peace they will not part with it.

Those who are exiled no longer wear the mask: in doing so, the "traditionalist" Krampus can easily recognize those who have betrayed, joining civil society.

**Bloodthirsty Krampus.** Some specimens of this species can grow in size to the point of becoming dangerous brutes, able to face alone a handful of Soldiers of Alper.

These specimens often stir up internal struggles for those who must take command of the pack, and this comes to divide the entire clan, sometimes leading to real schisms.

**Krampus Soothsayers.** A particularly powerful figure in Krampus culture are the Soothsayers, chosen only among females. They are reference figures in the pack, and they are those who interact with spirits or witches.

## KRAMPUS

*Medium fiend, lawful evil*

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
16 (+3)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	9 (-1)

**Armor Class** 12 (leather armor)

**Hit Points** 22 (3d8+9)

**Speed** 30 feet

**Skills** Deception +1, Perception +2

**Senses** darkvision 60 feet, passive perception 12

**Languages** Common, Whisper of the Echoes

**Challenge** 1/2 (100 XP)

**Bless of the Mask.** When they wear their mask, the Krampus has advantage on their attack rolls and on saving throws against being charmed and frightened.

**Favored Terrain.** The Krampus's favored terrain is snowy.

**Perchta's Gift.** The Krampus's darkvision operates both in magical and non-magical darkness.

**Poisonous Whispers.** As a bonus action, the Krampus can mutter foul words that corrupt body and soul.

Each creature that can hear the Krampus within 30 feet must make a DC 11 Wisdom saving throw. On a failed save, that creature is poisoned until the start of the Krampus's next turn.

**Shame of the Mask.** A creature within 5 feet of the Krampus can remove the mask if it uses its action to succeed on a DC 11 Dexterity (Sleight) Check. When the mask is removed, the Krampus only uses their Attack action to attack who holds the mask, but the Krampus has disadvantage on attack rolls while attack rolls against them have advantage.

**Vile Foe.** When a living creature that isn't blinded is in front of the Krampus within 60 feet, that creature must make a DC 11 Wisdom saving throw, losing 1 Soul Points on a failed save. If that creature sees again the same or other Krampus, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

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

**Branch.** *Melee or Ranged Weapon Attack:* + 5 to hit, reach 5 feet or Range 20/60. Hit: 6 (1d6+3) piercing damage.

## BLOODTHIRSTY KRAMPUS

*Large Fiend, lawful evil*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

**Armor Class** 14 (studded leather armor)

**Hit Points** 68 (8d10+24)

**Speed** 20 feet

**Skills** Deception +2, Intimidation +2, Perception +2

**Senses** darkvision 60 feet, passive perception 12

**Languages** Common, Whisper of the Echoes

**Challenge** 3 (700 XP)



*Krampus*

**Bless of the Mask.** When it wears its mask, the Bloodthirsty Krampus has advantage on its attack rolls and on saving throws against being charmed and frightened.

**Bloodmark.** When it hits with a weapon attack, the Bloodthirsty Krampus deals 9 (2d8) additional damage (already included in the attack)

**Favored Terrain.** The Bloodthirsty Krampus' favored terrain is arctic/snowy.

**Perchta's Gift.** The Bloodthirsty Krampus' darkvision operates both in magical and non-magical darkness.

**Poisonous Whispers.** As a bonus action, the Bloodthirsty Krampus can mutter some foul words that corrupt body and soul. Each creature that can hear the Bloodthirsty Krampus within 30 feet of it must make a DC 13 Wisdom saving throw. On a failed save, that creature is poisoned until the start of the Bloodthirsty Krampus' next turn.

**Shame of the Mask.** A creature within 5 feet of the Bloodthirsty Krampus can remove the mask if it uses its action to succeed on a DC 11 Dexterity (Sleight) Check. When the mask is removed, the Bloodthirsty Krampus only uses its Attack action to attack who holds the mask, but the Krampus has disadvantage on attack rolls while attack rolls against it gain advantage.

**Vile Foe.** When a living creature that isn't blinded is in front of the Bloodthirsty Krampus within 60 feet, that creature must make a DC 12 Wisdom saving throw, losing 3 Soul Points on a failed save. If that creature sees again the same or other Krampus', it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Club.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, 1 target. Hit: 17 (3d8+4) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* + 6 to hit, Range 20/60. Hit: 17 (3d8+4) bludgeoning damage.

## KRAMPUS SOOTHSAYER

*Medium Fiend, lawful evil*

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

**Armor Class** 14 (with mage armor)

**Hit Points** 90 (12d8+36)

**Speed** 20 feet

**Saving Throws** Con +6, Wis +5

**Skills** Arcana +6, Deception +4, Perception +5, Religion +5

**Senses** darkvision 60 feet, passive perception 12

**Languages** Common, Whisper of the Echoes

**Challenge** 5 (1,800 XP)

**Bless of the Mask.** When they wear their mask, the Krampus Soothsayer has advantage on their attack rolls and on saving throws against being charmed and frightened.

**Favored Terrain.** The Krampus Soothsayer's favored terrain is snowy.

**Perchta's Gift.** The Krampus Soothsayer's darkvision operates both in magical and non-magical darkness.

**Poisonous Whispers.** As a bonus action, the Krampus Soothsayer can mutter foul words that corrupt body and soul. Each creature that can hear the Krampus Soothsayer's within 30 feet must make a DC 13 Wisdom saving throw. On a failed save, that creature is poisoned until the start of the Krampus Soothsayer's next turn.

**Shame of the Mask.** A creature within 5 feet of the Krampus Soothsayer can remove the mask if it uses its action to succeed on a DC 11 Dexterity (Sleight) Check. When the mask is removed, the Krampus Soothsayer only uses their Attack action to attack the one who holds the mask, but the Krampus Soothsayer has disadvantage on attack rolls while attack rolls against them have advantage.

**Spellcasting.** The Krampus Soothsayer is a 7th level spellcaster. Their spellcasting ability is Intelligence (Spell Save DC 14, +6 to spell attacks). They have the following wizard spells prepared:

**Cantrip:** *chill touch, mage hand, mending, ray of frost*

**1st level (4 slots):** *mage armor, magic missile, shield, thunderwave*

**2nd level (3 slots):** *invisibility, misty step, suggestion*

**3rd level (3 slots):** *counterspell, lightning bolt*

**4th level (1 slot):** *ice storm*

**Vile Foe.** When a living creature that isn't blinded is in front of the Krampus Soothsayer within 60 feet, that creature must make a DC 13 Wisdom saving throw, losing 5 Soul Points on a failed save. If that creature sees again the same or other Krampus, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Club.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, 1 target. *Hit:* 4 (1d8) bludgeoning damage.

**Branch.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 feet or Range 20/60. *Hit:* 3 (1d6) piercing damage.

Krampus Soothsayer



## KUSAGO'S BEAST

*"During the Second Age, it happened that the city of Penumbra sank into terror because of one of the fiercest beasts ever seen. It is told it was a huge wolf and was therefore renamed the Beast of the Grasslands. This imposing animal was the last of its kind, since the territories in which they used to dwell and hunt were claimed and deforested by the Gray Folk, who erected towns and strongholds there.*

*This predator terrorized and assaulted caravans, wayfarers, monks, and hunters in the area for months, before finally being shot down.*

*Its name was soon forgotten, but not its legend. In fact, in the tenth year of the Lunar Age, a powerful necromancer of the Gray Folk named Kusago exhumed what remained of the beast, aiming to make it an indestructible creature that would help him conquer Ervenrun.*

*At the time, the White City was little more than a stronghold, still expanding to accommodate refugees and survivors, while wars against the shadows were fought everywhere. Taking advantage of this chaos, Kusago aimed to become a ruler among his people.*

*So it was that the animal was reassembled through forbidden rites and experiments, also using carcasses of other beasts, and when it reopened its eyes, it was little more than an insane creature, moved only by an insatiable hunger. Kusago was the first victim of its creation.*

*Since then, the Beast of Kusago wanders the lands of the old Penumbra, preying and slaughtering."*

*taken from "Myths and Superstitions of the White City"*

This massive undead beast was revived through necromantic rituals by the sorcerer Kusago, who had played with powers greater than himself and had no control over the Abhorrent Entities that crept into the limbs of his creation, who inevitably killed him.

**Beastly construct.** Kusago used pieces of other animal carcasses to make an already large wolf even larger and fiercer, and what resulted was a real abomination.

A mosaic of rotten limbs and organs.

**Irrepressible greed.** Kusago's Beast is utterly insane, moved exclusively by an abnormal hunger. This does not depend on an actual need for nourishment, but on the Abhorrent Entities' craving for life and slaughter.

The result of this mixture is a powerful and dangerous creature, which combines the pure evil of the Dark Mirror with animal ferocity.

**Nature of the Undead.** Kusago's Beast does not need to breathe, eat, drink or sleep.

## POPULAR SUPERSTITION

There are many rumors running about this beast Among the inhabitants of the Eastern Mark.

It seems to appear in the most unexpected moments and does not seem to be influenced by moonlight. It has been spotted mainly during the day, in total darkness. Few are those who have had the luck to escape to tell the story: they describe this being as ravenous and huge, crazy and disturbing, moved only by the desire to devour any living being that happens to be within range.

Some Dreamstriders have studied for generations the movements of the beast but were not able to take it down. For some, ridding the Erven Lowlands of this danger is the mission of a lifetime.

Something peculiar about Kusago's Beast is its bond to the area around the ruins of Penumbra, where it was brought back to life. Although it has often sown terror within a radius of hundreds of miles, it has never gone beyond certain boundaries, and at each change of lunar cycle it returns to its lair, and then resumes hunting with the beginning of the new lunar cycle.

No one has been able to give a real explanation to this phenomenon, but it seems that the ritual performed by Kusago a century ago tried to exploit the moonlight to bind the creature, but instead of a master, the Beast has tied itself to a place and a time cycle.

## KUSAGO'S BEAST

*Large Undead, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	19 (+4)	8 (-1)	10 (+0)	9 (-1)

**Armor Class** 17 (natural armor)

**Hit Points** 133 (14d10+56)

**Speed** 40 feet

**Saving Throws** Con +8, Wis +5

**Skills** Athletics +8, Stealth +7, Perception +4

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** exhausted, poisoned, paralyzed, petrified

**Senses** darkvision 120 feet, truesight 60 feet, passive perception 14

**Languages** understands common and Whisper of the Echoes but can't speak

**Challenge** 11 (7,200 XP)

**Aggressive.** As a bonus action, the Kusago's Beast can move up to its speed toward a creature that it can see.

**Favored Terrain.** The Kusago's Beast's favored terrain is plain.

**Kusago's Legacy.** The Kusago's Beast is immune to effects that turn Undead.

**Immutable Form.** The Kusago's Beast is immune to any spell or effect that would alter its form.

**Legendary Resistance (2/Day).** If the Kusago's Beast fails a saving throw, it can choose to succeed instead

**Magic Resistance.** The Kusago's Beast has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The Kusago's Beast's weapon attacks are magical.

**Vile Foe.** When a living creature that isn't blinded is in front of the Kusago's Beast within 90 feet of it, that creature must make a DC 16 Wisdom saving throw, losing 11 Soul Points on a failed save. If that creature sees again the Kusago's Beasts, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** The Kusago's Beast makes two bite attacks.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 13 (2d10+4) piercing damage plus 7 (2d6) necrotic damage. On a hit the target must make a DC 16 Wisdom saving throw, losing 7 (2d6) Soul Points on a failed save or half as many points on a successful one.

### LEGENDARY ACTIONS

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

**Attack.** The Kusago's Beast makes a bite attack.

**Detect.** The Kusago's Beast makes a Wisdom (Perception) check.

**Leap.** The Kusago's Beast makes a long or high jump. This movement doesn't provoke opportunity attacks.

**Death Breath (costs 2 actions).** The Kusago's Beast exhales black gas in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one.



*Kusago's Beast*

# LINCUETTUS

The Lincuetti are small creatures native to Ènferun, which appeared in Iürmen in the early years of the eternal night.

These evil beings seem to be the dark counterpart of fae creatures of the old ages, who found their own petty mirror image in the Dark Mirror.

Their legend tells of creatures able to cross the veil between worlds when darkness falls to feed on the fear of the wretched.

**Induced horror.** Lincuetti disturb the sleep of their prey, feeding on nightmares. They can traumatize sleeping victims, trapping them in mental labyrinths with no way out.

When they do not focus on sleeping creatures, they inflict increasingly violent harassment on the inhabitants of the places they infest, so as to induce them to madness.

It seems that their obscene behavior is not only a method of nutrition, but also a perverse pleasure.

**From another world.** As native creatures to the dark dimension of Ènferun, they can cross the thin veil that separates it from the Material Plane at will.

During the Lunar Age, this line of demarcation became weak, as the two worlds overlap and amalgamate, allowing the Lincuetti to go back and forth whenever they want, making their capture impractical.

# LINCUETTUS

*Small Fiend, neutral evil*

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	16 (+3)	12 (+1)	18 (+4)
<b>Armor Class</b> 16 (natural armor)					
<b>Hit Points</b> 54 (12d6+12)					
<b>Speed</b> 20 feet, fly 40 feet					
<b>Saving Throws</b> Wis +3, Cha +6					
<b>Skills</b> Stealth +5, Deception +6, Perception +3, Persuasion +6					
<b>Damages Resistances</b> cold, fire, lightning; bludgeoning, piercing, and slashing from weapons that aren't magical					
<b>Damage Immunities</b> poison					
<b>Condition Immunities</b> charmed, poisoned					
<b>Senses</b> darkvision 60 feet, passive perception 13					
<b>Languages</b> Common, Whisper of the Echoes, telepathy 60 feet					
<b>Challenge</b> 4 (1,100 XP)					

**Favored Terrain.** The Lincuettus's favored terrain is urbanized area.

**Nightmares Dweller.** When the Lincuettus targets with its Fear a creature that is sleeping, that creature has disadvantage on its Wisdom saving throw, and cannot awake until it's frightened.

**Vile Foe.** When a living creature that isn't blinded is in front of the Lincuettus within 60 feet of it, that creature must make a DC 15 Wisdom saving throw, losing 4 Soul Points on a failed save. If that creature sees again the same or other Lincuettus, it's immune to the Vile Foe effect for the next 24 hours.

## ACTIONS

**Claw. Melee Weapon Attack:** +5 to hit, reach 5 feet, one target. **Hit:** 6 (1d6+3) slashing damage plus 3 (1d6) psychic damage.

**Fear.** The Lincuettus targets one humanoid that it can see within 60 feet of it. Target creature must make a DC 15 Wisdom saving throw, taking 18 (4d8) psychic damage, losing 5 (2d4) Soul Points and being frightened for 1 minute on a failed save, or half as much damage and Soul Points and no other ill effects on a successful one. A frightened creature. While frightened, at the start of each of its next turn, the target takes 18 (4d8) psychic damage. If the target reaches 0 hit points it dies. At the end of each of its next turns, an affected creature can make another Wisdom saving throw, ending the effect on itself on a success. If the saving throw is successful, a creature is immune to the Lincuettus's Fear for the next 24 hours.



*Lincuettus*



*Lunar Predator*

## LUNAR PREDATOR

*"It happened with the rapidity of lightning.  
An eye in the dark, a shadow covering the Moon.  
And then, and then I died."*

*unknown author*

One of the most abject evils ever perpetrated by the witch covens of Iürmen during the Lunar Age was to channel the pure energies of the pale star to generate something that has absolutely nothing pure about it.

Esoteric experiments and cruel curses against wild beasts deep in the Wailing Marshes gave birth to a spawn of lethal predators, whose strength and ferocity increases under the moonlight.

Ruthless, cunning, and powerful beings that their own creators have learned over time to fear.

**Paragon Hunters.** Few Horrors are feared by night travelers as much as the Lunar Predators, and rumors of settlements, or even entire villages, razed to the ground by these monsters are not uncommon. They are walking nightmares, and everything, living or nonliving, humanoid or monstrous, is prey for them.

**Threats under the Full Moon.** Any Warden of the Dead or sentry who watches over the barriers of the outposts fears the nights of the Full Moon, as these huge monstrosities are said to draw strength from it and are even able to gather it and then unleash it all at once.

Taking down one of these creatures and taking their spoils with them as a trophy is a source of glory for the settlement that has succeeded in the enterprise.

**Solitary and dominant.** These beasts are extremely territorial: although it is not at all common to see one, and almost no one has ever lived to tell it, it is said that they have a well-defined hunting territory, and that they prove hostile even towards their own kind who should trespass. Possessing a malice that is not proper to other beasts, in the phases of the New Moon or during the day they tend to stay in their lair, aware of being stronger when the Moon illuminates the sky. In addition, they seem to want to sow as much terror as possible, as if to leave evident traces of the devastation they can cause, so as to drive away the intruders and intimidate those who intend to hunt them down when the absence of the Moon makes them vulnerable.

## LUNAR PREDATOR

*Huge monstrosity, neutral evil*

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	18 (+4)	13 (+1)	13 (+1)	14 (+2)

**Armor Class** 18 (natural armor)

**Hit Points** 189 (18d12+72)

**Speed** 50 feet

**Saving Throws** Str +9, Cos+9

**Skills** Athletics +9, Perception +5

**VulnerSkills ai danni** bludgeoning, piercing, and slashing from weapons that aren't magical (only during new moon)

**Damage Resistances** bludgeoning, piercing, and slashing from weapons that aren't magical

**Damage Immunities** poison

**Condition Immunities** poisoned; frightened (only during full moon)

**Senses** darkvision 60 feet, passive perception 15

**Languages** understands Common, Abyssal, and Infernal

**Challenge** 13 (10.000 XP)

**Fearless (only during full moon).** The Lunar Predator receives strength and confidence from the moon. It cannot be frightened during the full moon.

**Ghostly Swiftness (only during full moon).** The Lunar Predator's body becomes translucent during the full moon, and it moves unnaturally. Its movement speed is doubled, and it can take the Dodge Action as a bonus action.

**Keen Smell.** The Lunar Predator has advantage on Wisdom (Perception) checks that rely on smell.

**Innate Spellcasting (only during full moon).** The Lunar Predator receives magical powers from the moon. Its spellcasting ability is Charisma (spell save DC 15, +7 to spell attack). It can innately cast the following spells, requiring only verbal components:

**3/day each:** *hunter's mark*, *misty step*

**1/day:** *hypnotic pattern*

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

**Pounce.** If the Lunar Predator moves at least 20 feet straight toward a creature and then hits with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the Lunar Predator can make one bite attack against it as a bonus action.

**Rotting Corpses.** The Lunar Predator always wears the dreadful remnants of its previous victims tied to its horns. The first time a creature that isn't an *Undead* sees the rotting corpses, it must make a DC 17 Wisdom saving throw. On a failed save, that creature takes 9 (2d8) psychic damage and is frightened for 1 minute. At the end of each of its next turns, that creature can make another saving throw, ending the effect on itself on a success.

**Running Leap.** With a 10-foot running start, the Lunar Predator can long jump up to 30 feet.

### ACTIONS

**Multiattack.** The Lunar Predator makes 2 claw attacks and 1 bite attack.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 feet, one target. *Hit:* 20 (3d10+4) slashing damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 10 feet, one target. *Hit:* 17 (3d8+4) slashing damage

### REACTIONS

**Dreadful Response (doesn't work during new moon).** When hit by a melee attack, the Lunar Predator can use its reaction to force the target opponent to roll a DC 17 Wisdom saving throw. On a failed save, the target experiences the pain of the Lunar Predator's previous victims and is frightened for 1 minute. If the target rolls a successful saving throw, it's immune from that effect for the next 24 hours.

### LEGENDARY ACTIONS

The Lunar Predator 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. Spent legendary actions are regained at the start of each of its turns.

**Claw.** The Lunar Predator makes a claw attack.

**Cast a Spell (only during full moon).** The Lunar Predator casts one of its spells.

**Lunar Beam (Costs 2 Actions, only during full moon).** The Lunar Predator receives magical energies from the moon and releases them from its central orb. Each creature in a 60-foot cone must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 33 (6d10) radiant damage and is blinded until the end of its next turn or takes half as much damage and no other ill effects on a successful one.

**Lunar Evanescence.** The Lunar Predator becomes incorporeal and ghostly-like until the start of its next turn. While in this form attacks against the Lunar Predator are made with disadvantage.

*Beware of the Lunar Predator! Wondrous as a pale full moon and yet fearsome as the darkest night.*

*Tales around the Campfire, by Josiah the Master Hunter*

## MAMÛN

Among the most terrible horrors caused by the corruption of the Echoes of Death are the Mamuns, fiendish anthropomorphic felines who know how to master the same black magic that mutated them.

Cats, among all animals, have always been able to see beyond the veil that separates us from distant worlds: for this reason, many spellcasters and scholars kept them close as to observe the cosmos of Sidir through their attentive eyes.

This capability made them the first victims of the evil that infected Iürmen.

**Darklineage.** Cats in Iürmen have become very rare, as almost all of them have turned into cunning and relentless predators.

Legend has it that, in ages past, some of them looked beyond the veil of the Dark Mirror and craved the wicked power that dwelt there. Gradually acquiring sentience, they then shapeshifted into a new race of fiendish humanoid beings, able to master the corrupt energies of the eternal void.

This is the Mamuns: black heralds of death and despair. Beasts that, through evil, have mastered arcane arts and are able to rise above their nature.

**A sinister intellect.** Mamuns are very organized. They communicate with each other with the unpronounceable Whisper of Echoes and often gather in groups to celebrate rituals and human sacrifices and to serve the entities of the Dark Mirror by which they are periodically summoned.

Unlike many other Horrors, transformed against their will, the Mamuns love the dark masters who have given them strength and cunning, and take a perverse pleasure in sowing death and destruction, perhaps mindful of their past condition as inferior animals, and completely intent on revenge.

## MAMÙN

*Medium Fiend, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	13 (+1)	14 (+2)	18 (+4)

**Armor Class** 17 (natural armor)

**Hit Points** 117 (18d8+36)

**Speed** 40 feet

**Saving Throws** Des +7

**Skills** Stealth +7, Deception +8, Perception +6, Religion +5

**Damage Resistances** bludgeoning, piercing and slashing from weapons that aren't grim

**Damage Immunities (only during descending moon)** bludgeoning, piercing and slashing from weapons that aren't grim

**Senses** darkvision 60 feet, passive perception 16

**Languages** Common, Whisper of the Echoes

**Challenge** 10 (5.900 XP)

**Favored Terrain.** The Mamùn's favored terrain is cultivated fields/plains.

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

*At will:* *chill touch*, *mage hand*

*3/day each:* *hellish rebuke*, *invisibility*, *misty step*

*2/day each:* *blight*, *dispel magic*, *fear*

*1/day each (only during descending moon):* *eyebite*, *hallucinatory terrain*

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

**Rampage.** If the Mamùn hits a creature on its turn with a melee attack, it can use a bonus action to move to up half of its movement and make a bite attack to another creature. This movement doesn't provoke opportunity attacks.

**Vile Foe.** When a living creature that isn't blinded is in front of the Mamùn within 60 feet of it, that creature must make a DC 18 Wisdom saving throw, losing 10 Soul Points on a failed save. If that creature sees again the same or other Mamùns, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** The Mamùn makes three attacks, only one of which can be a bite.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 8 (1d8+3) slashing damage.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 7 (1d10+2) piercing damage. On a hit, the target must make a DC 17 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save or half as much damage on a successful one.

**Soul's Immolation (1/day works only during descending moon).**

The Mamùn chooses up to three creatures that aren't Construct or Undead within 60 feet of it. The target is surrounded by tiny flying horrors that tear its body trying to reach its soul. Target creature must make a DC 18 Constitution saving throw, taking 44 (8d10) necrotic damage and losing 10 (3d6) Soul Points on a failed save, or half as much damage and no other ill effects on a successful one.



Mamùn

# MARROCA

Very little remains of the memory of the Primes.

The energies of nature are for the most part corrupt and very few primordial spirits remain to keep the natural order of life.

This rampant plague creates monsters that symbolize the slow rotting of natural energies, and the Marroca is one of the most infamous.

**Corrupt Undines.** According to many occult researchers and Masters of Tradition, the Marrocas are the manifestation of the anger of the water spirits known as the Undines, polluted by the growing darkness.

These elemental impurities manifest themselves as aquatic specters that rise from waterways and grasp unsuspecting victims to drag them into the mud.

**A Rivers of Corpses.** It is not unusual for those who establish

settlements along the waterways to see swollen corpses floating there. It is known that these have fallen victim to the Marrocas.

Together with the Anguanas, these elementals have transformed the bottoms of lakes and rivers into real mass graves.

When the waters become opaque, you should not stay there long, because it is the sign of the imminent arrival of these wrathful spirits.

**Nature of the Elementals.** Marrocas do not need to breathe, eat, drink or sleep.

## MARROCA

*Medium elemental, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	13 (+1)	14 (+2)	12 (+1)

**Armor Class** 16 (natural armor)

**Hit Points** 84 (13d8+24)

**Speed** 0 feet, swim 50 feet

**Saving Throws** Des +7

**Skills** Stealth +7, Perception +5

**VulnerSkills ai Danni (only during descending moon)** cold

**Damage Resistances** acid, fire

**Damage Immunities** poison

**Condition Immunities** grappled, paralyzed, poisoned, restrained, prone, unconscious

**Senses** 30 feet, passive perception 15

**Languages** -

**Challenge** 5 (1.800 XP)

**Favored Terrain.** The Marroca's favored terrain is stream/body of water.

**Invisible in Water.** The Marroca is invisible while fully immersed in water.

**Water Bound.** The Marroca dies if she leaves the water to which is bound or if that water is dried.

### ACTIONS

**Constrict. Melee Weapon Attack:** +7 to hit, reach 5 feet, one creature.

**Hit:** 14 (3d6+4) bludgeoning damage. If the target is medium or smaller, it is grappled (escape DC 15). Until this grapple ends, the target is restrained and cannot breathe unless it can breathe underwater and the Marroca can't constrict another target.

**Water Fascination.** The Marroca chooses a creature that isn't a Construct or Undead within 30 feet of it. Target creature must succeed on a DC 16 Wisdom saving throw or be charmed by the Marroca for 1 minute. While charmed, the Marroca automatically hits the target with her Constrict, and the target can't take actions or reactions, and on its turn, it must use its movement to move towards the Marroca until it's within its reach. At the end of each of its next turns, the target can make another Wisdom saving throw, ending the effect on itself on a success. On a successful save, the target is immune to the Marroca's Watery Fascination for the next 24 hours.



Marroca

## MONSTROUS PREDATORS

"In the Lunar Age, the distinction between those who hunt and those who are hunted is very ambiguous. The influences of the Dark Mirror have given might and cunning to relatively harmless beasts and have weakened the body and spirit of hunters. No hunting trip is safe anymore, because every shade, every bush, every hole in the ground can now hide beasts that are more monsters than animals, more demons than game, more hunters than prey."

*Norast, Benistat gamekeeper*

The term Monstrous Predators includes all those creatures that descend, or that resemble, from animals, horribly mutated into lethal predators and man-eaters from the necrotic energies of Ënferun or from much older powers.

Some of them hunt in packs, others alone. Some follow the tracks of their prey, others tend to ambush. Parts of their body are often exhibited as trophies by the most experienced hunters, proof of their courage and skill.

Now that civilization is in decline, these creatures dominate their hunting grounds, but the slow decay of ecosystems pushes them closer and closer to population centers to find meat to feed on.

## CENTICORE

The body of the Centicore appears to humans as a bizarre, and poorly designed, crossbreed between mountain beasts.

They prefer harsh climates and high grounds, and it is very rare that they head downstream or towards civilization, except in desperate cases.

**Powerful limbs.** These beasts, which are said to have been shaped by the powerful Perchtas, combine the best qualities of mountain animals: they have the agility of mountain lions, the instinct of the wolf, the strength of the bear and the mighty horns of the aurochs.

Krampus often train Centicores to use them in war or hunting.

## CENTICORE

*Large monstrosity, unaligned*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	17 (+3)	7 (-2)	12 (+1)	9 (-1)

**Armor Class** 14

**Hit Points** 85 (10d10+30)

**Speed** 40 feet

**Saving Throws** Des +6 Con +5

**Damage Resistances (only during descending moon)** bludgeoning, piercing, and slashing from weapons that aren't magical

**Senses** darkvision 60 feet, passive perception 11

**Languages** -

**Challenge** 3 (700 XP)

**Charge.** If the Centicore moves at least 20 feet straight toward a target and then hits it with a horn attack in the same turn, the target takes an extra 10 (3d6) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Favored Terrain.** The Centicore's favored terrain is desert.

**Keen Senses.** The Centicore has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Trample.** If a creature that is prone is within 5 feet of the Centicore, then the Centicore can use a bonus action to make a hoof attack.

### ACTIONS

**Multiattack.** The Centicore makes two attacks: one with its gore and one with its tail.

**Horn.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 13 (3d6+3) piercing damage.

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 8 (1d8+4) bludgeoning damage.

**Hooves.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 12 (2d8+3) bludgeoning damage.



*Centicore*

# CROCUTAS AND CROCUTOIDS

The Crocutas are legendary beasts, already registered in the very first bestiaries of the Old Tradition, written at the beginning of the Second Age.

Much of the information about them comes from the Ejre, who most often found themselves facing them. According to them, these large beasts are native to unknown lands to the south and east of the Known Lands.

**Unknown Crossbreeds.** No one knows exactly what the origin of these beasts, half hyenas and half wolves, is. They probably are some kind of evolved predators that migrated towards the end of the First Age to settle in the lowlands of Aresya.

According to the Ejre, who are accustomed to interacting with beasts, the Crocutas are completely indomitable, which is considered quite unfortunate, as they fight with extreme ferocity and are formidable trackers.

**Lineage of the Crocutoids.** During the Lunar Age, humanoid beings whose features remind of the Crocutas appeared throughout Lost Aresya.

Legends tell of how, in order to gain more power to fight the dead, some Ejre druids performed forbidden rituals, sacrificing the Crocutas to ancient pagan deities. Their purpose was to seize the ferocity of these beasts and to be able to take their appearance in combat, but the ritual, perhaps due to the discontent of the ancestral spirits, had an imperfect outcome, irreversibly transforming the druids into grotesque crosses between humans and Crocutas, which the Ejre then named Crocutoids.

Over the decades, these creatures have multiplied, established their own racial identity, and learned to live in tribal communities, located in old woods or in the middle of the great plains.

Using Crocutas as hounds and mastiffs, as the Ejre never managed to, the Crocutoids assault the small remaining Ejre villages, forcing many to migrate to Old Civis.

# CROCUTA

*Large monstrosity, unaligned*

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	9 (-1)

**Armor Class** 13  
**Hit Points** 51 (6d10+18)  
**Speed** 50 feet

**Saving Throws** Des +5

**Skills** Perception +3

**Damage Resistances (only during descending moon)** bludgeoning, piercing, and slashing from weapons that aren't magical

**Senses** darkvision 60 feet, passive perception 13

**Languages** -

**Challenge** 2 (450 XP)

**Favored Terrain.** The Crocuta's favored terrain is cultivated fields/plains.

**Keen Senses.** The Crocuta has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Pack Tactics.** The Crocuta has advantage on an attack roll against a creature if at least one of the Crocuta's allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 13 (2d8+4) piercing damage.



*Crocuta*

HORRORS

## CROCUTOID

*Medium humanoid, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	9 (-1)

**Armor Class** 14 (hide armor)

**Hit Points** 45 (7d18+14)

**Speed** 20 feet

**Skills** Perception +2

**Senses** **darkvision** 60 feet, passive perception 12

**Languages** Common, Wild Jargon, Primordial Runic

**Challenge** 1 (200 XP)

**Favored Terrain.** The Crocutoids's favored terrain is cultivated fields.

**Keen Senses.** The Crocutoid has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

**Multiattack.** The Crocutoid makes two attacks. One with its scimitar and one with its bite.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 6 (1d8+2) piercing damage.

**Scimitar.** *Melee Weapon Attack.* +4 to hit, reach 5 feet, one target. *Hit* 5 (1d6+2) slashing damage

### REACTIONS

**Staff of Parry.** When the Crocutoid is hit with a melee attack, it can use its staff to increase its AC by 3. If the attack misses, it can then make a bite attack.

## GIGÀT

Like many other felines, these creatures were corrupted by the black power of Ènferun.

The Gigàt have over time taken on increasingly grotesque features, like horns and hooves.

Like the Centicores, they sport physical characteristics inherited from multiple species of animals. No one exactly knows what generated these abominations, but some think of unhealthy experiments attempted by the Echoes of Death in order to create entirely new forms of life.

**Constant mutation.** It seems that in the last century, the Gigàt have repeatedly changed their shape. Initially similar to simple cats, they have over time adapted to the territory. Some argue that they can harness the residual primordial energies, which may explain why they appear as a crossbreed with other animals.

It is more than likely that they will change again, in the coming decades, moving further and further away from their original appearance and assuming even more the physiognomy of powerful predatory spirits of the night.



*Crocutoid*



*Gigàt*

NIGHTFELL

## GIGÀT

*Large monstrosity, unaligned*

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	5 (-3)	13 (+1)	7 (-2)

**Armor Class** 14 (natural armor, 16 during full moon)

**Hit Points** 51 (6d10+18)

**Speed** 50 feet

**Saving Throws** Des +5

**Skills** Perception +3

**Damage Resistances (only during full moon)** bludgeoning, piercing and slashing from weapons that aren't magical

**Senses** darkvision 60 feet, passive perception 13

**Languages** -

**Challenge** 3 (700 XP)

**Charge.** If the Gigàt moves at least 20 feet straight toward a target and then hits with its gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Favored Terrain.** The Gigàt's favored terrain is rocky.

**Keen Senses.** The Gigàt has advantage on Wisdom (Perception) checks that rely on sight or smell.

### ACTIONS

**Multiattack.** The Gigàt makes two attacks: one with its horn and one with its hooves.

**Horn.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 13 (2d8+4) piercing damage.

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

## LEOCRUTA

The Crocutas are not the only monsters from distant lands: an even more ferocious version of them came from the far South beyond Sarneum.

These monstrous beings, which appear as a cross between Crocutas and big lions, are the main predators in the south of Iürmen.

**Exotic creatures.** They can be spotted especially in the Sarneum deserts and among the old ruins of the Ishdrim. Plausibly, they belong to ancient and ferocious species of the southern worlds, never discovered by the peoples of the Known Lands, and are the legacy of a wild, flourishing, and proud nature, strongly connected to the primordial energies.

Although it has happened rarely, they have sometimes even been spotted on the continent, which shows that these beings are able to travel very long distances to find richer hunting grounds.

## LEOCRUTA

*Large monstrosity, unaligned*

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

**Armor Class** 15 (natural armor)

**Hit Points** 95 (10d10+40)

**Speed** 50 feet

**Saving Throws** Des +6, Con +7

**Skills** Perception +6

**Damage Resistances (doesn't work during ascending moon)** bludgeoning, piercing, and slashing from weapons that aren't magical

**Senses** darkvision 60 feet, passive perception 16

**Languages** -

**Challenge** 6 (2.300 XP)

**Favored Terrain.** The Leocruta's favored terrain is cultivated fields.

**Pounce.** If the Leocruta moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Leocruta can make one bite attack with the lion's head against it as a bonus action.

**Running Leap.** With a 10-foot running start, the Leocruta can long jump up to 25 feet

**Two Heads.** The Leocruta has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

**Wakeful.** When one of the Leocruta's heads is asleep, the other head is awake.

### ACTIONS

**Multiattack.** The Leocruta makes three attacks: one bite with each of its heads and one with its claw.

**Bite (Crocuta's Head).** *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 14 (2d8+5) piercing damage.

**Bite (Lion's Head).** *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 15 (3d6+5) piercing damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 12 (2d6+5) slashing damage.



*Leocruta*

HORRORS

## ORCOLAT

The curse that subverted the world led to the fall of many beings immanent to nature, ancestral creatures that gave rise to matter and life. Some of them resist, but of others there are only a few remnants.

Some of these fragments of the deceased Primes are the Orcolats: creatures that can only be defined as walking humanoid mountains; the most colossal monsters that can be encountered on Iürmen.

*Fragments of the Primes.* These beings appeared at the beginning of the Lunar Age, awakened by an unconscious will to oppose the corruption of the world.

These colossal elemental spirits are composed of inanimate matter, often rock, and moved by the arcane energies that were once the collective mind of the Primes that subtended the material world.

Their consciousness is immature and young, and they act in a confused and chaotic way, often causing earthquakes of such magnitude as to destroy entire communities.

*Elementals of Chaos.* The Orcolats are closely connected to the Sources of Power, and the arcane that animates them derives from the power of Sidir not harnessed by the Primes. In this, they can be considered akin to the oldest dragons.

They destroy everything in their path, not out of cruelty but because of their primordial entropic nature.



*Orcolat*

They follow short life cycles, and they wake up and fall asleep all within a few months, as if they were a reflex of the earth that shakes and then becomes still again. In fact, when they run out of the energy that keeps them standing, they return to the earth becoming simple rock, and so they remain for at least a decade.

**Nature of the Elementals.** Orcolats do not need to breathe, eat, drink or sleep.

## ORCOLAT

*Gargantuan elemental, chaotic neutral*

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	27 (+8)	8 (-1)	13 (+1)	16 (+3)

**Armor Class** 18 (natural armor)

**Hit Points** 333 (18d20+144)

**Speed** 40 feet, burrow 40 feet

**Saving Throws** Str +13, Con +14, Wis +7

**Skills** Athletics +13

**Damage Resistances (works only during descending moon);** bludgeoning, piercing and slashing from weapons that aren't magical

**Damage Immunities (doesn't work during descending moon);** bludgeoning, piercing and slashing from weapons that aren't magical  
**Senses** blindsight 120 feet, tremorsense 120 feet, passive perception 11

**Languages** -

**Challenge** 17 (18,000 XP)

**Favored Terrain.** The Orcolat's favored terrain is cave.

**Magic Resistance.** The Orcolat has advantage on saving throw against spells and other magical effects.

**Magic Weapons.** The Orcolat's attacks are magical.

**Siege Monster.** The Orcolat deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The Orcolat makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +13 to hit, reach 15 feet, one target. *Hit:* 29 (4d10+7) bludgeoning damage.

**Rockfall (Recharge 5-6, 6 during descending moon).** Boulders and rocks fall off and roll from the Orcolat. The rock fall originates from the Orcolat and is centered on it and is 30 feet wide and 90 feet long. Each creature in that area must make a DC 20 Strength saving throw, taking 33 (6d10) bludgeoning damage and be knocked prone on a failed save, or half as much damage and no other ill effects on a successful save.

## OZENA

Stories of sailors tell of mythological beasts as large as entire galleys.

What once lay in the depths of the sea, now emerges from the darkness, no longer frightened by the light of the morning star.

These gigantic beasts remind us of how Iürmen is now more similar to an abyss than a lush and vital land.

**Destructive forces of nature.** The Ozenas may be reminiscent of colossal octopi, but they have traits that are completely alien to any other living being.

Seas are now difficult to cross mostly because of the reappearance of these creatures, and the coasts are filled with the wrecks they have destroyed, when they do not swallow them whole.

The origin of these monsters dates back to before the ascent of Sülen in the sky, when the world was but a dark expanse of water.

Now they resurface and find a world similar to the one from which they fled to the abyss.

**Abyssal Deities.** Their ancestral nature and boundless power have made these creatures an object of veneration for some of the many crazy cults born in the Lunar Age.

These creatures seem close, by nature, to the Primes themselves, and it seems that no one has yet been able to take one down.

**Hate of Light.** It is thought that the only way to avoid them is to fill the boats with light sources, even at the cost of setting the ship on fire and travel only with the Moon clearly visible in the sky, since the Ozenas shun everything that is bright.



## OZENA

*Gargantuan beast, unaligned*

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	11 (+0)	16 (+3)	12 (+1)

**Armor Class** 17 (natural armor, 15 during full moon)

**Hit Points** 279 (18d20+90)

**Speed** 20 feet, swim 50 feet

**Saving Throws** Str +12, Con +10

**Skills** Athletics +12, Perception +8

**Damage Resistances (only during full moon)** acid, lightning; bludgeoning, piercing and slashing from weapons that aren't magical

**Damage Immunities (doesn't work during full moon)** acid, lightning; bludgeoning, piercing and slashing from weapons that aren't magical

**Condition Immunities (doesn't work during full moon)** frightened

**Senses** blindsight 120 ft., passive perception 18

**Languages** -

**Challenge** 16 (15,000 XP)

**Amphibious.** The ozena can breathe air and water.

**Curse of the Full Moon.** During full moon, the ozena loses its condition and damage immunities, replace by its damage resistances. It also loses its legendary actions and the Swallow action.

**Favored Terrain.** The ozena's favored terrain is lake/river.

**Legendary Save (2/day, 3/day during new moon, 1/day during full moon).**

When the ozena fails a saving throw, it can choose to succeed instead.

**Siege Monster.** The ozena deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The ozena makes three tentacles attack, each of which it can replace with one use of Fling or Swallow.

**Tentacle. Melee Weapon Attack:** +12 to hit, reach 30 ft., one target.

**Hit:** 16 (2d8+7) bludgeoning damage. The target is grappled (escape DC 17) Until this grapple ends, the target is restrained.

The ozena has ten tentacles, each of which can grapple one target

**Fling.** One Large or smaller object held or creature grappled by the ozena is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 17 Dexterity saving throw or take the same damage and be knocked prone.

**Swallow (doesn't work during full moon).** One Large or smaller object held or creature grappled by the ozena is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the ozena, and it takes 35 (10d6) acid damage at the start of each of the ozena's turns. If the ozena takes 50 damage or more on a single turn from a creature inside it, the ozena must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the ozena. If the ozena dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

### LEGENDARY ACTIONS (DOESN'T WORK DURING FULL MOON)

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

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

**Fling.** The ozena uses Fling.

**Tentacle.** The ozena makes a tentacle attack.

**Evasion (costs 2 actions).** The ozena moves up to half its swim speed. This movement doesn't provoke opportunity attacks.

**Quake (costs 3 actions).** The ozena moves quickly all its tentacles

in the area around it. Each creature within 30 feet of the ozena

must make a DC 17 Dexterity saving throw, taking 44 (8d10)

bludgeoning damage and be knocked prone on a failed save, or

half as much damage and no other ill effects on a successful one.

Creatures grappled by ozena's tentacles automatically fail the saving throw but they are still grappled and not knocked prone.

## PETTENEDDA

Not all of the Horrors of Iürmen originate from the Dark Mirror or its negative influence on the Material Plane.

Some, such as Pettenedda, have totally unknown origins.

**Otherworldly origin.** The Petteneddas, called by some as Marabbeccas, made their first appearance in the Known Lands towards the end of the First Age.

They appear as bony and long-limbed women, and legend has it that they kidnapped people to drag them into the wells where they established their damp and dark dens.

The Old Tradition theorizes that these Aberrations came from an unknown dimensional plane, probably a sidereal interstice, and that during the Lunar Age they became much more monstrous and lethal.



*Pettenedda*



Ozema

Unfortunately, nothing else is known about these creatures.

**In the darkness.** The Petteneddas are tied to darkness and silence, which probably remind them of the alien place from which they come, and live in places of utter darkness, where they seem to collect the corpses of their victims for no understandable purpose.

They would never come out of their hiding places when the Moon is high in the sky, staying at the bottom of their dark, cold, and humid well, to rot in both body and soul.

## PETTENEDDA

*Large Aberration, chaotic neutral*

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

**Armor Class** 15 (natural armor), 17 during new moon

**Hit Points** 102 (12d10+36)

**Speed** 20 feet

**Saving Throws** Des +5, Con +6

**Skills** Perception +3

**Damage Resistances** acid, cold, fire, thunder, lightning; bludgeoning, piercing and slashing from weapons that aren't grim weapons

**Damage Immunities (only during new moon)** bludgeoning, piercing and slashing from weapons that aren't grim weapons  
**Senses** darkvision 60 feet, passive perception 13

**Languages** Common

**Challenge** 6 (2,300 XP)

**Favored Terrain.** The Pettenedda's favored terrain is deconsecrated/cursed place.

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

**Vile Foe.** When a living creature that isn't blinded is in front of the Pettenedda within 60 feet, that creature must make a DC 18 Wisdom saving throw, losing 6 Soul Points on a failed save. If that creature sees again the same or other Petteneddas, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** The Pettenedda makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) slashing damage plus 10 (3d6) poison damage. On a hit, the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour.

**Void Gaze (1/day works only during new moon).** The Pettenedda's eyes suddenly become deep black and it forces a creature that it can see within 60 feet of it to look into them. The target must make a DC 16 Wisdom saving throw, taking 26 (4d12) psychic damage, and losing 5 (2d4) Soul Points on a failed save, or half as much damage and no other ill effects on a successful one.

## STREGO

Clouded by the nightmares of the night, many members of the Gray Folk and of the Ejre have failed to accept living in such a horrible world and have abandoned all hope that it would one day return as it was before.

They, probably trying to end their lives, have ventured into the depths of the rotting forests, disappearing forever into darkness.

**Creatures of the night.** Simultaneously with the growth of these suicidal tendencies, in the woods began to appear the beings who in retrospect were given the name of Stregghi, humanoids whose body and soul became one with the night.

Scholars of the Old Tradition did not take long to understand that there was a correlation between the two phenomena.

The Stregghi are shy beings, not really evil, but not even well-disposed towards those who come from outside the darkness of the woods, the same darkness in which they wander aimlessly, dancing around the dead trees.

The Stregghi have completely forgotten their previous life, yet they remember the languages they knew in life and the concept of society.

The Stregghi are the children of the emptiness that has cloaked reality, and they are perhaps the only worthy heirs of the new world.

**Embrace the darkness.** The greatest danger posed by Stregghi is the contagiousness of despair that has transformed them. With a simple glance, a Strego can penetrate the soul of any humanoid and living being and try to destroy it. If this happens, the victim dies, and rises again as a new Strego.

### POPULAR SUPERSTITION

Imagine wandering lost in the dark dying woods of Iürmen.

In those moments, when it seems that the way is now lost, shadows will emerge from the darkness, attracted by your despair.

Stregghi can perceive your emotions, and they will tend to appear in response to the same feelings of despondency they felt when they were still human. To your lost souls they bring the promise of a new existence and the consolation that only those

who float in the void can find, but they do not do so peacefully. Their work of coercion is always carried out collectively: groups of Stregghi suddenly appear on the branches of trees, asking the question: *"Who owns the night?"*

Only one answer can avoid battle: *"You do, I do, everyone does."*



*Strego*

## STREGO

*Medium Fiend, chaotic neutral*

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	13 (+1)	10 (+0)	15 (+2)	15 (+2)

**Armor Class** 15 (natural armor)

**Hit Points** 66 (12d8+12)

**Speed** 0 feet, fly 40 feet (hover)

**Saving Throws** Wis +3, Cha +6

**Skills** Stealth +5, Deception +6, Perception +3, Persuasion +6

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from weapons that aren't magical (works only during full moon, see Curse of the Full Moon)

**Damage Immunities** necrotic, poison; bludgeoning, piercing, and slashing from weapons that aren't magical (doesn't work during full moon, see Curse of the Full Moon)

**Condition Immunities** charmed, exhausted, poisoned, restrained, paralyzed, petrified, prone, frightened, grappled

**Senses** darkvision 60 feet, passive perception 13

**Languages** le lingue che conosceva prima, telepathy 60 feet

**Challenge** 5 (1.800 XP)

**Curse of the Full Moon.** During full moon, the Strego loses its immunity to bludgeoning, piercing, and slashing damage from weapons that aren't magical. It gains instead resistance to those damage.

**Favored Terrain.** The Strego's favored terrain is swamp.

**Vile Foe.** When a living creature that isn't blinded is in front of the Strego within 60 feet of it, that creature must make a DC 15 Wisdom saving throw, losing 5 Soul Points on a failed save. If that creature sees again the same or other Stregghi, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Consume Soul.** The Strego targets a creature that it can see within 60 feet of it. That creature is filled by sadness and melancholy and must make a DC 15 Wisdom saving throw, taking 18 (4d8) psychic damage, and losing 3 (1d6) on a failed save, or half as much damage and Soul Points (minimum 1) on a successful one. If a creature reaches 0 hit points, it dies and rises as a Strego 1d4 hours later.

## SYLVAN HORRORS

Some talk of how the natural world is going to face a slow death from disease. They talk of the primeval anger of those who are no longer. The Masciari, who often dialogue with the dead spirits of creation, know this form of ill-will well.

This silent revenge hovers in old dead forests, and ancient rotting trees have begun to move and communicate with each other with litanies of hatred and frustration.

The woods, which have forgotten the embrace of the sun and spring, are now defending themselves with ferocity and fear from the humanoids who for centuries have exploited them, and indeed try to feed on them in turn, as the roots feed on the corpses buried in the earth.

**Forever Lost Blooming Memories.** The druids of the Circle of Death are the ones who best know the Sylvan Horrors and the malaise that animates them. These were spirits of the earth and extensions of the Primes, who now see the bond with their creators severed.

These spirits, orphans of the life force that sustained them, have become frightened and rancorous creatures; defending themselves and their territory, and with whom it is not possible to come to terms.

**Behemoths.** While crossing the ancient wooden areas of Iürmen, one can distinctly perceive the stench of rot becoming more and more intense. Devastated, abandoned, haunted forests: these are the places where the Sylvan Behemoths dwell.

These titans of nature are elderly creatures, once friends of Satyrs and Faelings, who now walk restlessly in their old forests, observing the mutilated and dried trunks and the rotting undergrowth, symbols of their failure as protectors of the natural world, which feeds their anger until it turns into destructive madness, which they do not hesitate to vent on any being that walks on legs.

**The Dryads in the Forgotten Woods.** The forests of Iürmen are home to dangerous beings, distorted reflections of what in past ages were wild animals. In these places, nature is still alive, but no longer uncontaminated.

Brambles, branches and roots attack those who violate the boundaries of the woods, and the old daughters of the forest now appear as creatures disfigured by hatred, their beauty lost forever.

The dryads were protectors of the trees that they called home. As they are spirits of the earth, their appearance shows the same mortality that is rampant in the natural world, and their perfect faces are now tough and grim, and their souls have become bleak and cruel.



HORRORS



*Sylvan Behemoth*

## ANIMATED BRAMBLE

*Medium plant, neutral evil*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-3)	10 (+0)	3 (-4)

**Armor Class** 11 (natural armor)

**Hit Points** 39 (6d8+12)

**Speed** 20 feet

**Skills** Perception +2

**Damage Resistances** poison

**Condition Immunities** blinded, deafened, frightened

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

**Languages** -

**Challenge** 1/2 (100 XP)

**False Appearance.** Until it makes an attack roll, the Animated Bramble is indistinguishable from a normal bush.

**Favored Terrain.** The Animated Bramble's favored terrain is forest.

**Poison Resistance.** The Animated Bramble has advantage on saving throws against poison.

### ACTIONS

**Constrict.** *Melee Weapon Attack:* +4 to hit, reach 10 feet, one target. *Hit:* 8 (2d6+2) bludgeoning damage. If the target is a creature Large or smaller, that creature is grappled (Escape DC 13). Until this grapple ends, the target is restrained. At the start of each of its next turn, a restrained target takes additional 4 (1d8) bludgeoning damage. The Animated Bramble can constrict up to 3 creatures at the same time.

**Poisonous Spores (Recharge 6).** The Animated Bramble emits poisonous spores in a 20-foot-diameter sphere centered on it. Each creature in that area must make a DC 13 Constitution saving throw, taking 9 poison damage and being poisoned for 1 minute on a failed save, or half as much damage and no other ill effects on a successful one. At the end of each of its next turns, an affected creature can make another Constitution saving throw, ending the effect on itself on a success.

## BLEAK DRYAD

*Medium plant, neutral evil*

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	13 (+1)	16 (+3)	19 (+4)

**Armor Class** 12 (16 with barkskin)

**Hit Points** 26 (4d8+8)

**Speed** 0 feet, fly 20 feet (hover)

**Saving Throws** Cha +6

**Skills** Deception +6, Stealth +4, Perception +5

**Damages Resistances** necrotic

**Damage Immunities** poison

**Senses** darkvision 60 feet, passive perception 15

**Languages** Wild Jargon, Primordial Runic

**Challenge** 2 (450 XP)

**Favored Terrain.** The Bleak Dryad's favored terrain is woods.

**Innate Spellcasting.** The Bleak Dryad's spellcasting ability is Charisma (spell save DC 14, +6 to spell attacks). The Bleak Dryad can innately cast the following spells, requiring only verbal components:

**At will:** *druidcraft, mage hand, prestidigitation*

**3 day each:** *charm person, faerie fire, ray of enfeeblement, misty step*

*1/day each: barkskin, call lightning*

**Magic Resistance.** The Bleak Dryad's has advantage on saving throws against spells or magical effects.

### ACTIONS

**Dark Spores.** The Bleak Dryad produces poisonous spores in a sphere of 10-foot radius centered on her. Each creature in the sphere must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save or half as much damage on a successful one.

**Grim Charm.** The Bleak Dryad targets one humanoid or beast that she can see within 30 feet of it. If the target can see the Bleak Dryad, it must succeed on a DC 13 Wisdom saving throw or be magically charmed. The charmed creature regards the Bleak Dryad as its master to be heeded and protected. Although the target isn't under the dryad's control, it takes the Bleak Dryad's requests or actions in the most favorable way it can.

At the end of each of its next turns, if the Bleak Dryad is within 5 feet of it, a charmed creature donates its blood to the Bleak Dryad, losing 7 (2d6) hit points. The Bleak Dryad then regains as much hit points up to her maximum.

Each time the Bleak Dryad or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts until the target creature, or the Bleak Dryad, dies, is on a different plane of existence from the target or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the Bleak Dryad's grim charm for the next 24 hours. The Bleak Dryad can have no more than one humanoid and up to three beasts charmed at a time.

## SYLVAN BEHEMOTH

*Huge plant, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	20 (+5)	14 (+2)	18 (+4)	14 (+2)

**Armor Class** 16 (natural armor)

**Hit Points** 161 (14d12+70)

**Speed** 20 feet

**Saving Throws** Con +9

**Skills** Athletics +11, Nature +6, Perception +8

**Damage Vulnerabilities (doesn't work during ascending moon)** fire

**Damage Resistances (doesn't work during descending moon)**

bludgeoning, piercing, and slashing from weapons that aren't magical

**Senses** darkvision 120 feet, passive perception 18

**Languages** Common, Wild Jargon

**Challenge** 9 (5,000 XP)

**False Appearance.** While the Sylvan Behemoth remains motionless, it is indistinguishable from a normal tree.

**Favored Terrain.** The Sylvan Behemoth's favored terrain is wood.

**Innate Spellcasting.** The Sylvan Behemoth's spellcasting ability is Charisma (spell save DC 14, +6 to spell attacks). It can innately cast the following spells, requiring no material components:

*2/day each: faerie fire, speak with animals, plant growth*

*1/day each (doesn't work during descending moon): awaken, blight, dominate beast*

**Magic Weapons.** The Sylvan Behemoth's melee weapon attacks are magical.

**Siege Monster.** The Sylvan Behemoth deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The Sylvan Behemoth makes two slam attacks.

**Slam. Melee Weapon Attack:** +11 to hit, reach 15 feet, one target. *Hit:* 17 (3d6+7) bludgeoning damage. On a hit, if it is a creature, the target must make a DC 16 Strength saving throw. On a failed save, the target is knocked prone.

**Rock. Ranged Weapon Attack:** +11 to hit, range 60/180 feet, one target. *Hit:* 29 (4d10+7) bludgeoning damage.

## TARANTA NERA'S SPAWN

Taranta Nera is one of the most powerful known Echoes of Death. Her control of darkness and her ability to shape oblivion are absolute, and she even possesses a unique gift, among the inhabitants of the Dark Mirror.

She can create life.

From her has descended an aberrant offspring, which the less erudites call with the name of Marranghinos.

**Arachnid Spawn.** The fiendish creatures born from Taranta Nera are real abominations. They appear as deformed heads provided with claws and oblong spider legs.

These monstrosities mainly infest the World Below, but occasionally dare to venture to the surface, albeit only in solid and numerous groups.

The Lyvars know these abject creatures well, as they were persecuted and massacred, and in their stories, they define them as a real calamity.

Their claws are extremely sharp and can accurately butcher the flesh of much larger creatures, and with their jaws they can devour the smallest creatures in one bite, swallowing them without chewing.

What makes the Marranghinos truly fearsome, however, are their agile, spider-like movement, as well as their hunting strategies.

They remain motionless in the darkness for very long times, and swiftly ambush the first prey that pass, usually descending from the summit vaults of the caves in which they live, on which they can walk without any difficulty.

**Taranta's Curse.** Among the creatures that owe obedience to the ruler of the Underworld are not only the beings conceived by her womb, but also those irreparably corrupted by her poison.

The supernatural influence of Taranta Nera has spread throughout Iürmen, and her curse can strike anywhere, usually for absurd reasons.

Pricking yourself with rusty scissors, with a spindle or with needles abandoned in the dark for a long time, can attract the attention of the Queen of Madness, since Taranta Nera is

very attached to the instruments that are sharp or corroded by time and darkness: whenever she perceives a weak spirit that is stung by one of them, she conveys her dark power through the instrument itself. At that point, it is as if the victim had been bitten by the poison of a spider, and the madness and convulsions begin.

**Twitchers.** Many bards, from New Civis to Ervenrun, know this phenomenon and have worked over the decades to perform apotropaic melodies and dances to drive evil away from those affected by Taranta's Curse, but they have rarely succeeded.

When Taranta Nera's corruption irretrievably pervades a humanoid, they take on a new form. The body is emptied of the spirit and the head of the victim becomes in all respects similar to a huge spider.

A Twitcher appears as a monstrous humanoid, whose skull is definitely mutated and unrecognizable, and the rest of the body is a mere empty appendage. These huge spiders, which are one with the bodies from which they were born, manifest psionic gifts inherited from their dark mother.

## ARACHNID SPAWN

*Large monstrosity, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	10 (+0)	11 (+0)	12 (+1)

**Armor Class** 16 (natural armor), 18 during new moon

**Hit Points** 114 (12d10+48)

**Speed** 20 feet, climb 20 feet

**Saving Throws** Wis +3

**Skills** Acrobatics +7, Stealth +7, Perception +3

**Damage Resistances** acid (doesn't work during full moon) bludgeoning, piercing, and slashing from weapons that aren't magical

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 feet, passive perception 13

**Languages** -

**Challenge** 6 (2.300 XP)

**Curse of the Full Moon.** During the full moon, the Arachnid Spawn loses its damage resistance to bludgeoning, piercing, and slashing damage from weapons that aren't magical.

**Favored Terrain.** The Arachnid Spawn's favored terrain is dungeon/cave. **Shadow Advantage (doesn't work during full moon).** While in darkness, the Arachnid Spawn has advantage on Dexterity (Stealth) checks.

**Spider Climb.** The Arachnid Spawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Walker.** The Arachnid Spawn ignores movement restrictions caused by webbing.

### ACTIONS

**Multiattack.** The Arachnid Spawn makes three attacks: one with its bite and two with its spiky legs.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) piercing damage plus 9 (2d8) acid damage. On a hit the target must make a DC 14 Constitution saving throw. On a failed save, the target is poisoned for 1 hour.

**Spiky Legs.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 11 (2d6+4) piercing damage.

**Web (Recharge 5-6, works only during new moon).** Ranged Weapon Attack: +7 to hit, range 30/60 feet, one creature. *Hit:* the target is restrained by webbing. As an action, the restrained character can make a DC 14 Strength check, bursting the web on a success. The webbing can also be attacked and destroyed (AC 11; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).



Twitcher



Arachnid Spawn

# TWITCHER

*Medium monstrosity, chaotic evil*

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

**Armor Class** 15 (natural armor), 17 during new moon

**Hit Points** 65 (10d8+20)

**Speed** 20 feet, climb 20 feet

**Saving Throws** Con +4, Wis +3

**Skills** Athletics +6, Acrobatics +4, Perception +3

**Damage Resistances** (doesn't work during full moon) bludgeoning, piercing, and slashing from weapons that aren't magical

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 feet, passive perception 13

**Languages** Common, Whisper of the Echoes

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

**Curse of the Full Moon.** During the full moon, the Twitcher loses its damage resistance to bludgeoning, piercing, and slashing from weapons that aren't magical.

**Favored Terrain.** The Twitcher's favored terrain is dungeon/cave.

**Innate Spellcasting (Psionics).** The Twitcher's innate spellcasting ability is Intelligence (spell save DC 12, +4 to spell attacks). It can innately cast the following spells, requiring no material components:

*At will:* eldritch blast, mage hand, message

*1/day each:* hold person, magic missile, ray of enfeeblement

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

**Spider Climb.** The Twitcher can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## ACTIONS

**Multiattack.** The Twitcher makes two attacks: one with its bite and one with its arachnid legs.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 7 (1d6+4) piercing damage. On a hit the target must make a DC 12 Constitution saving throw, taking 7 (2d6) additional poison damage on a failed save, or half as much damage on a successful one.

**Arachnid Legs.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 7 (1d6+4) piercing damage.

**Poison Breath (Recharge 6, works only during new moon).**

The Twitcher exhales a poisonous breath in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 27 (6d6) poison damage and being poisoned for 1 minute on a failed save, or half as much damage and no other ill effects on a successful one. At the end of each of its next turns, an affected creature can make another Constitution saving throw, ending the effect on itself on a success.



# CHAPTER EIGHT

## WITCHES

*"Black is the heart of the ancient crones.  
Any lie told and deceit they own.  
You can't be saved, you will not last,  
if you trust a witch, your time is past."*

*old nursery rhyme from the province of Thur*

Questo capitolo illustrerà il poco che si sa delle enigmatiche streghe che assillano le notti di Iürmen.





# CHAPTER EIGHT

## WITCHES

### VILE BEWITCHERY

*"At the dawn of my wandering in search of ominous legends, I happened to stay in the small village of Benistat, southwest of Lake Rinalta.*

*I was young at that time, and I still had not learned to trust my instincts without forgetting the necessary cautions.*

*I remember that young and beautiful Anireth, or that appeared to me as such; Noranthe, I think she was called.*

*I couldn't help but approach her, almost bewitched by her beauty, so alien to this gloomy world. Like me, other men of the village were bewitched by her.*

*One sad day I realized, in spite of myself, while I was observing her in the tavern, that behind her there was a grotesque and rotting figure. I sharpened my senses and observed what was her reflection on a metal pitcher. I was overwhelmed by horror when I acknowledged her true, horrendous nature. The beautiful young woman was nothing more than a Majara, and then it became clear to me that the charm she exerted onto me was nothing but a spell.*

*That was the first time I saw a witch, who was later exposed and executed by the Lunar Cult. That experience led me to explore the woods a little further north and the Forests of Sylva in search of other beings similar to her, curious to discover the variants and how far their malignancy could go. My curiosity has cost me many sleepless nights.*

*Believe me, when I tell you that the gaze of a witch is like a claw that scrapes your heart, and that from their lips blows the whisper of a disease that will never leave your mind."*

*Virbelio*

### SUPERSTITIONS ABOUT WITCHES

The witches of Iürmen are evil beings that have existed since ancient times.

It is said that the first among them were women who had contact with the Dark Mirror, centuries before Lagoran enunciated its existence in the Third Truth.

### A DARK GENESIS

There was a time when the old covens were not entirely devoted to evil, but rather to the study of creation and the divine that underlies it, and to the experimentation of esoteric practices.

The process that turned them into the monsters they are now began when one of these groups devoted themselves to forbidden experimentation, making its acolytes outcasts.

Fleeing society and holing up in the swamps, it is said that these women were contacted by a dark entity of death, with which they made a pact that provided for the barter of mortal souls in exchange for immeasurable powers.

It is said that this entity was the Echo of Death known as Agabbadora.

Rumors about this wicked contract spread like a disease among other covens, and so the diverse types of witches we know today were born, scourges of swamps and dying forests.

**A thousand faces.** Witches are not easy to find, provided of course that they do not want it themselves. They dwell in small huts lost in the most fetid environments, where they practice their cult of worship of evil and of every fiendish creature of a higher order.

Their origins are innumerable: beings capable of changing shape, mortal women who draw strength from evil pacts, or even creatures struck by ancient curses, of which one can be sure that they deserve every affliction.

### HABITS AND RITUALS

The witches of Iürmen can have as many forms as the impure thoughts in their minds, and each of them relates to evil in a very specific and individual way, often making them vulnerable to traditional expedients of a bizarre nature.

These treacherous beings have mastered the arts of casting curses and deceiving others through magic, and they jealously keep them, handing them down only within narrow circles.

They can brew potions and cast hexes with their blood, or to mix hair and nails with the food that they make their victims ingest, or even to manufacture malignant fetishes and dark artifacts, capable of making an entire forest rot.

**Predilection towards Infants.** Witches adore humanoid flesh, of any kind, gender, or age, but they have a real obsession with children and babies.

The purity of their little innocent hearts represents for them a delicious meal, and a perfect sacrifice for evil entities of a higher order, such as the Mazarol.

**Curses and Oaths.** It is said, in fact, that the first witches were born from a pact with a dark entity, and oaths are part of their most intimate nature.

The only thing that these hags love more than torturing their victims is to lure them with deceit and making them voluntarily surrender to them.

The dark fairy tales of Iürmen are full of figures who ask witches for help, out of desperation or greed, and to obtain it they are forced to take oaths that ultimately damage them, since breaking a pact with witches has terrible consequences.

Those who are so insane or reckless as to make alliances with these creatures must pay close attention to what they ask, and how they ask for it, since witches always know how to find the right quibbles in words to twist the oath against those who take it.

**Daughters of Envy.** The different races of witches do not enjoy good relations, and even among those of the same kind feuds and power struggles often occur, since their nature is jealous and petty, and they try in every way to abuse others in the most ruthless ways.

However, there are cases in which three witches, neither one more, nor one less, unite in a form of collective consciousness so strong that they even share physical pain. As they can be created, such ties can be dissolved, but this is a difficult decision, as the joint strength of the trio guarantees security and protection and allows them to extend a firmer control over the territories to which they belong. Very little is known about these treble sisterhoods, as they are often covered by strict secrecy.

The place that counts the most covens are the Wailing Marshes, where it is said that the first witches took up residence, making it an accursed place.

The witches that usually unite in covens are the Cogas, the Janare, the Majare, the Lesser Striges and the Trudens. Others prefer to follow dark solitary paths.



## FOLKLORE

- "Salt on the hearth stone is an effective way to counter witches: it prevents some from entering the house, and force others to reveal their true nature." – **TRUE**
- "Crones are said to be obsessed with flowers. The rarer they are, the more they arouse in them a morbid curiosity." – **FALSE**
- "If you are hunting them, be prepared. The places where witches dwell are dangerous, fetid and corrupt." – **TRUE**
- "When a witch casts a hex on someone, you can always find a sign in the house of the victim, for example a braid of hair and feathers." – **TRUE**
- "It seems that the crones shun from holy symbols and flee from their sight." – **FALSE**
- "A coven of witches, if composed of really powerful sisters, can wipe out an entire village or unleash a plague." – **TRUE**
- "Some witches hate direct moonlight, as they once hated the sun." – **TRUE**
- "Lemon, parsley and salt: these are the ingredients for the infusion that is the antidote to the hex of a witch!" – **FALSE**
- "Always look at the sky, wanderer, because according to the lunar cycle the powers and spells of the covens can vary." – **TRUE**
- "When a witch enters someone's house, she always leaves a trail of bad smell." – **TRUE**
- "Throwing grains of wheat at a witch unleashes in them the need to urinate." – **FALSE**
- "Some witches increase their powers during the New Moon." – **TRUE**

## COVENS OF WITCHES

When the witches form a coven, they draw power directly from the esoteric energies of the Trifold Goddess, and exploit them for the vilest purposes, such as obtaining an unnatural long life and deceptive youth, or to corrupt a certain place.

These covens, also called sisterhoods, are always composed of three witches, in order not to find themselves in conditions of decision-making stalemate. They maintain a custom handed down from the first forms of good witchcraft, which idolized the Moon and the ascension of the Trifold Goddess.

However, the bond with Mirithlen, a benevolent deity, does not preclude them from devoting themselves to evil ends or to the service of evil entities. In very rare cases, a coven may also include a black druid (see Chapter Two), but the other two must necessarily be witches.

**Shared Moon Spells.** According to the Lunar Phase, everyone in a sisterhood can tap into shared magic. Each can cast spells that depend on the Moon currently present in the sky according to the following tables, but all must share the spell slots with each other.

**Ascending (Ascending, First Quarter and Growing Gibbous) and Descending (Waning, Last Quarter and Waning Gibbous) Lunar Phase:**

1st level (4 slots): gleam, lunar glamour

2nd level (3 slots): blade of the four moons, fare for memories

3rd level (3 slots): selenite litany

4th level (3 slots): lunar mirage, banner of the moon goddess

**Full Moon**

1st level (4 slots): lunar beacon, moonrain

2nd level (3 slots): blade of the four moons, mooncloak

3rd level (3 slots): shield of eclipse

4th level (3 slots): lunar fascination, banner of the moon goddess

5th level (2 slots): lunar pact, lunar rancour

6th level (1 slot): lunar cage

**New moon:**

1st level (4 slots): moonrain, horror

2nd level (3 slots): blade of the four moons, new moon

3rd level (3 slots): shield of eclipse

4th level (3 slots): silvery thunderbolt, banner of the moon goddess

5th level (2 slots): lunar pact, lunar rancour

6th level (1 slot): assault of the black moon

Each witch is considered a 12th level spellcaster, for the purpose of casting such spells. Their spellcasting ability is Intelligence and the DC for these spells is equal to 12 + Intelligence Modifier. The spell attack bonus is equal to 4 + Intelligence modifier.

N.B: Witches adhering to a coven see their Challenge Rank rise by 2.

## BASÛRA

*"We walked for hours, crossing what some call the Cave of Mysteries.*

*The gloomy cave in which we found shelter was an ancient cemetery of bears and their remains were outlined by the flashing of our torches, creating disturbing projections on the walls. It was a time of flooding, when we crossed the gorges of Thur's Teeth, and that cave seemed to be the salvation of the expedition, but for many of our group it turned out to be their grave.*

*We knew the stories that were told about the witches who once inhabited the area, responsible for erasing an entire village from the maps. They were Majara of incredible powers, and among them was a coven that first coined the tragic spell known as the Curse of the Last Moon. It seems that one of them had survived the witch hunt of the Second Age, and her fame kept away the wayfarers, who did not dare those sepulchral valleys.*

*We were not that cunning.*

*I barely survived, with the aim of confirming the existence of this elderly silent creature to the inhabitants of the surrounding areas. The occult rites she practiced had transformed her into a deformed and eyeless crone. Blind, yes, but able to perceive our presence with lethal precision.*

*In the darkness of those caves, between inexplicable footprints and distant echoes, lie the bodies of those who, like me, had the foil to disturb that being, but were less fortunate."*

*- taken from "Journey into the Cave of the Mysteries"  
by the Master of Tradition Virbelio*

Basûra is the name of this vile witch. She was once a Majara, a witch who brought misfortune and bad luck.

Now all that remains of her are the vestiges of a lost beauty and, whatever the reason for her mutation, she seems to be connected to Ènferun and its cold power.

**The caves of the Basûra.** Her lair is known as Caves of Basûra, an underground maze where she dwells undisturbed and isolated from everything. The reason for her voluntary segregation is unknown, but some suppose that she guards something, or that she waits for the propitious time to return to the world to sow devastation, or that she simply intended to escape the great witch hunt that took place centuries ago.

Among the mute voices of the bones that furnish her lair, she waits.

## POPULAR SUPERSTITION

The area where she hides has been uninhabited since before the Last Sun, and in the Lunar Age it is impossible to find settlements within a radius of miles.

Even scholars of popular legends and Masters of Tradition have failed to penetrate the secrets of this witch. The stories of Virhelio, the only one to have testified to her presence, give great importance to the bear cemetery in the cave, since it seems that Basùra practices rites of osteomancy.

There are those who claim that she is attempting to become the mortal vessel of the power of a Monarch of the Night. Many forbidden osteomantic traditions, on the other hand, are linked to the funeral rites celebrated in honor of Agabbadora, and perhaps Basùra intends to become her receptacle.

## CAVES OF BASÙRA (LAIR)

Also known as the Cave of Mysteries, it is a set of gloomy tunnels that winds deep into Thur's Teeth. It is a humid and fetid place, full of old bones and underground aquifers. In such a place it is easy to get lost or even go crazy, since the echo of footsteps and voices reverberates to the point of disorienting anyone.

### Lair actions

On initiative count 20 (losing initiative ties), Basùra takes a lair action to cause one of the following effects. Basùra can't use the same effect two rounds in a row:

- Part of the ceiling collapses in a point on the ground that Basùra can see. Each creature within 10 feet of that point must make a successful DC 15 Strength saving throw or take 9 (2d8) bludgeoning damage and be knocked prone, or half as much damage and no other ill effects on a successful save.

- Basùra chooses a creature that she can see within 60 feet. Target creature must succeed on a DC 15 Charisma saving throw or be cursed until the end of its next turn. While cursed, it has disadvantage on all its attack rolls, ability checks, and saving throws.
- Basùra calls upon the spirits of people she has previously killed. Each creature that sees them within 90 feet of Basùra must make a successful DC 15 Wisdom saving throw or lose 3 (1d6) Soul Points and be frightened until the end of its next turn.



*Basùra*

# BASÛRA

*Medium Fiend, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	15 (+2)	18 (+4)	20 (+5)

**Armor Class** 19 (natural armor, 22 during full moon, 17 during new moon)

**Hit Points** 153 (18d8+72)

**Speed** 20 feet

**Saving Throws** Wis +9, Cha +10

**Skills** Arcana +7, Stealth +8, Deception +10, Insight +9, Nature +7, Perception +9, Religion +7

**Damages Resistances** cold, fire, necrotic, poison

**Damage Immunities** bludgeoning, piercing, and slashing from weapons that aren't magical

**Condition Immunities** blinded, surprised

**Senses** blindsight 60 feet (30 feet during new moon) passive perception 19

**Languages** Whisper of the Echoes, First Tongue, Wild Jargon, and Primordial Runic

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

**Bone Divination (2/day).** Basûra has some hints about the future, through her divination skills. When an attack hits her, she can choose to avoid that attack, taking no damage.

**Eyeless.** Basûra has no eyes. She perfectly relies on her other senses to know the location of creatures and objects in her surroundings. Therefore, she is immune to the blinded condition and cannot be surprised.

**Favored Terrain.** Basûra's favored terrain is dungeon/ruins.

**Innate Spellcasting.** Basûra's spellcasting ability is Charisma (spell save DC 20, +10 to spell attacks). She can innately cast the following spells, requiring no material components:

**At will:** *guidance, minor illusion, ray of frost, true strike*

**3/day each:** *charm person, counterspell, darkness, detect thoughts, misty step, scorching ray, suggestion*

**2/day each:** *arcane eye, commune, contact other plane, hallucinatory terrain, legend lore*

**1/day each:** *eyebite, mass suggestion, sunbeam*

**Legendary Save (3/day).** When Basûra fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** Basûra has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Basûra's attacks are magical.

**Vile Foe.** When a living creature that isn't blinded is in front of Basûra within 60 feet, that creature must make a DC 17 Wisdom saving throw, losing 14 Soul Points on a failed save. If that creature sees Basûra again, it's immune to the Vile Foe effect for the next 24 hours.

## ACTIONS

**Multiattack.** Basûra makes three attacks: two with her claw and one with her bite.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 10 (3d4+3) slashing damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 10 (2d6+3) piercing damage.

**Bone Barrier (Recharges after a Short or Long rest).** Basûra calls up splinters of bones from anywhere they are present and animates them into a ringed wall around her up to 60 feet in diameter, 20 feet high, and 5 feet thick. Each creature that sees that wall for the first time must make a DC 20 saving throw, losing 7 (2d6) Soul Points on a failed save.

The wall provides three-quarters cover to Basûra and any other creatures behind it, and her space is difficult terrain for any creature other than Basûra. When a creature other than Basûra enters the wall's area or starts her turn there, it must make a DC 20 Dexterity saving throw, taking 33 (6d10) slashing damage on a failed save, or half as much damage on a successful one. The wall lasts for 1 minute and Basûra can end it earlier at will.

## REACTIONS

**Portent of Bones (2/day, 4/day during full moon).** When Basûra or a creature within 60 feet that isn't behind full cover makes an attack roll, saving throw, or an ability check, Basûra can roll a d20 and choose to use this roll in place of the attack roll, saving throw or ability check.

## LEGENDARY ACTIONS

Basûra 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. Spent legendary actions are regained at the start of each of her turns.

**Cast a Spell.** Basûra casts one of her at will spells.

**Claw.** Basûra makes a claw attack.

**Search.** Basûra makes a Wisdom (Perception) check.

**Bone Protection (costs 3 actions, only during full moon).** Basûra conjures in her hand a monstrous bone, glowing with moonlight, that vanishes at the start of Basûra's next turn. As long as Basûra holds it in her hand, she instantly knows when someone attacks it, and therefore she cannot be hit by any type of attack. A creature can use an action to pull off the bone from the Basûra's hand winning a Strength (Athletics) check contested by a Basûra's Strength (Athletics) check. A creature that is not an *Undead* or *Fiend* that touches the bone must make a Wisdom DC 20 saving throw, losing 33 (6d10) psychic damage and 7 (2d6) Soul Points on a failed save, or half as much damage and no other ill effects on a successful one.

*She has no eyes, but this gives her a greater focus on future possibilities.*

# BORDA

*"When the night fell on Iürmen, many lives were broken, and families destroyed.*

*The story of Borda was more tragic than others: a refugee of the Gray Folk who had come to Ervenrun, she had lost her children, and the pain had made her lose her mind.*

*Several cases of disappearing children occurred in the city, almost as if they had been kidnapped by the fog. Years later it became clear to everyone that the person responsible was a woman driven insane by her pain. Her necromancy had become the instrument with which to pour out her inner emptiness, in the mad hope of being a mother again.*

*The witch was eventually found breastfeeding the skulls of babies. Such horror led to her and her accomplice husband being thrown into the deepest well in the city, the farthest*

*place from the light that could be found. Soon, hungry and insane, she ended up eating her husband.*

*The wailing of that woman tormented the sleeps of the inhabitants of Ervenrun for months, while she fed on hatred and worms immersed in the mud, and then it ceased. The woman's corpse was never found, and since then she is said to wander through the basement of the city, intent on luring children into her noose."*

*- taken from "Myths and Superstitions of the White City: The Legend of Borda"*

Borda is the nightmare of every parent in the White City, but the terror she instills has spread throughout all of the Eastern Mark.

Some inhabitants of the Enclave claim to have heard her humming in the depths of Ervenrun, her voice a distorted echo capable of chilling even the most hardened souls. It seems that her macabre song attracts children, her favorite victims.

**Foul nature.** The nature of this witch is unique, since she acquired her power and immortality through a dark pact with paranormal beings, which made her as horrible in appearance as she already was in the soul.

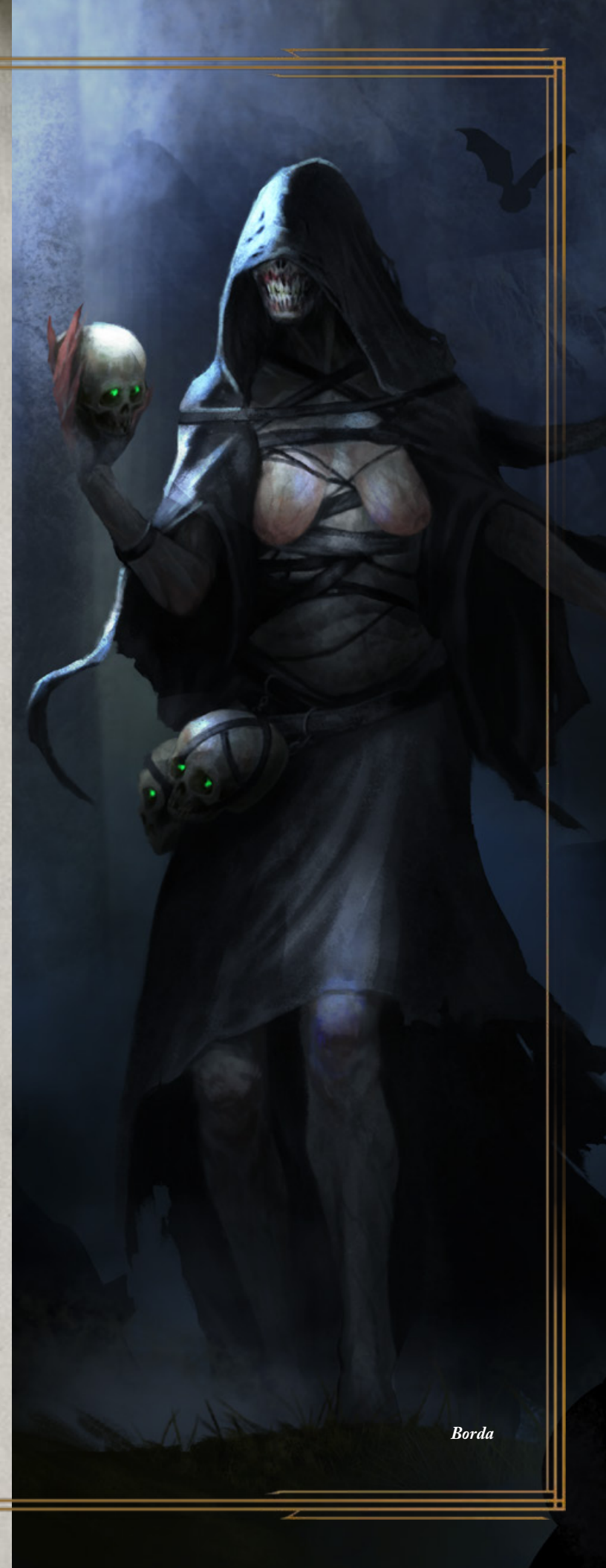
Many Masters of Tradition in the city have long investigated her mystery, studying what her habits might be, but the only thing they have ascertained is that she is so worn out in her heart that she can no longer tolerate Mirithlen's radiousness.

## POPULAR SUPERSTITION

Rare were the sightings of Borda in the fog of the fields around Ervenrun, and only on the nights of the New Moon or during the pitch dark of the day, because she hates the direct light of the lunar goddess.

The only way to meet with this abject creature is to wander into the depths of Ervenrun, from which many keep away. It is said that in the maze of hypogea among the humid tunnels is her burrow, but no one has ever dared to explore so deeply.

Other than the children who vanished in the city and the abandoned babies whose fate is marked by her passage, disappearances of children intent on playing in the surrounding countryside have also been reported. Parents warn their children never to stray in the mist when there is no Moon in the sky, as Borda's noose could catch them and drag them to certain death. This superstition suggests that the only reason she has to leave the underground city is precisely the search for children to be lured with her song in the countryside outside the walls.



*Borda*

## BORDA'S ITEMS

Borda always has his Dark Noose with her, which she uses as a weapon (see **Nightfell Corebook** - Chapter Eight) and from which she never separates.

**Skulls of Sight.** She often carries with her skulls of babies or children, proof of the dark fate of her victims. She can decide to leave these skulls in a place, well hidden, and see through their orbits at any time. To identify these items, it is necessary to refine the hearing, since it seems that they emit the same feeble cry of a child. These items turn out to be indestructible, but some say they lose this quality if soaked in olive oil.

## THE ROOM IN THE DARK (LAIR)

Among those who inhabit the Enclave of Ervenrun there is often talk of the apparitions of Borda, the legendary witch. In fact, she moves through the underground tunnels of the White City and inhabits the labyrinthine depths of the Enclave. An ancient place, which she furnished as a ritual room, is located in the deep darkness and silence of the subsoil, according to some near the bottom of the well where it was thrown.

This natural cavity in the subsoil is supported by the foundations of the ancient castle of Erven, and the only possible source of lighting are candles placed by her to attract curious unfortunates. Although the room is not particularly large, it has high ceilings and can accommodate many antique furnishings and baubles. Borda will avoid direct confrontation outside her lair whenever possible.

### Lair actions

On initiative count 20 (losing initiative ties), Borda takes a lair action to cause one of the following effects. Borda can't use the same effect two rounds in a row:

- Part of the ceiling collapses in a point on the ground that Borda can see. Each creature within 10 feet of that point must make on a DC 15 Strength saving throw, taking 9 (2d8) bludgeoning damage and being knocked prone on a failed save, or half as much damage and no other ill effects on a successful one.
- Borda chooses a creature that she can see within 60 feet of her. Target creature must succeed on a DC 15 Charisma saving throw or be cursed until the end of its next turn. While cursed, it has disadvantage on all of its attack rolls, ability checks, and saving throws.
- Borda calls upon the spirits of its victims, draining energy from them. She regains 20 hit points.

## BORDA

*Medium Fiend, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	15 (+2)	10 (+0)	20 (+5)
<b>Armor Class</b> 18 (natural armor), 21 during new moon, 16 during full moon					
<b>Hit Points</b> 170 (20d8+80)					
<b>Speed</b> 20 feet					
<b>Saving Throws</b> Des +8, Cha +10					
<b>Skills</b> Arcana +7, Stealth +8, Deception +10, Perception +5, Persuasion +10					
<b>Damage Resistances</b> cold, fire, poison					
<b>Damage Immunities</b> necrotic; bludgeoning, piercing and slashing from weapons that aren't magical					
<b>Senses</b> darkvision 90 feet, passive perception 15					
<b>Languages</b> Common, Whisper of the Echoes, First Tongue, Wild Jargon, Primordial Runic					
<b>Challenge</b> 15 (13.000 XP)					

**Child Mimicry.** Borda can perfectly imitate the voice of a child.

**Favored Terrain.** Borda's favored terrain is dungeon/ruins.

**Innate Spellcasting.** Borda's spellcasting ability is Charisma (spell save DC 20, +10 to spell attacks). She can innately cast the following spells, requiring no material components:

**At will:** *mage hand, minor illusion, ray of frost, vicious mockery*

**3/day each:** *alter self, calm emotions, charm person, counterspell, invisibility, magic missile, suggestion*

**2/day each:** *dimension door, hypnotic pattern, ice storm, locate creature*

**1/day each:** *geas, mass suggestion, finger of death*

**Legendary Save (3/day).** When Borda fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** Borda has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Borda's attacks are magical.

**Skull Scry.** Borda can hear and see through her infant skulls, as long as it is up to 1 mile away from them.

**Special Equipment.** Borda owns a Dark Hood.

**Vile Foe.** When a living creature that isn't blinded is in front of Borda within 60 feet, that creature must make a DC 17 Wisdom saving throw, losing 15 Soul Points on a failed save. If that creature sees Borda again, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** Basura makes one claw, one bite attacks, and uses its dark hood.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. **Hit:** 10 (3d4+3) slashing damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. **Hit:** 10 (2d6+3) piercing damage.

**Chilling Souls (Recharges after a Short or Long rest).** Through their skulls, Borda calls up the spirits of killed children. Each creature that sees them must make a DC 20 Wisdom saving throw, losing 7 (2d6) Soul Points on a failed save.

The spirits float around Borda for 1 minute. On each of their turns, as a bonus action Borda can direct them against a creature within 60 feet. Target creature must make a DC 20 Constitution saving throw, taking 18 (4d8) cold damage and 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.

**Dark Hood.** See *Corebook of Nightfell* – Chapter VII.

**Pain of the Innocents (1/day, only during full moon).** Borda's skulls start floating mid-air and emit a painful wailing. All creatures within 120 feet of Borda that can hear it must make a DC 20 Wisdom saving throw. A creature takes 33 (6d10) psychic damage, loses 7 (2d6) Soul Points, and is frightened for 1 minute on a failed save, or takes half as much damage and no other ill effects on a successful one. Target creature can make another saving throw at the end of each of its next turns, ending the effect on itself on a success.

### LEGENDARY ACTIONS

Borda 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. Spent legendary actions are regained at the start of each of her turns.

**Cast a Spell.** Borda casts one of its at will spells.

**Claw.** Borda makes a claw attack.

**Dark Hood (costs 2 actions).** Borda uses its Dark Hood.

**Evasive Movement (works only in its favored terrain).** Borda moves up to her movement without causing attacks of opportunity.

## COGA

The Cogas are lesser witches who bear the signs of an ancient disaster. In forgotten times, they came into conflict with some coven of Truden, contending for the mountain territory of the Northern Chain; the Cogas were defeated by the greater power of their opponents, and from the latter suffered a tremendous curse similar to that which transformed the ancient Alperni into Feral Oms.

**Wandering monstrosities.** After being driven out of the Alper Lands and the Wailing Marshes, these witches scattered throughout the Known Lands. Among the various kinds of witches, they gather in covens more easily, aware of their relative weakness, if isolated.

In the Lunar Age, they have a habit of settling near isolated outposts and infiltrate homes when the inhabitants sleep, to delve into their dreams and cause horrendous nightmares.

In addition to feeding on the terror of their victims, they usually kidnap babies from their cradles, and then sacrifice them to the Full Moon.

**The Curse of the Full Moon.** The moment they were cursed, the Cogas assumed beastly traits and an animal tail, deformities that are accentuated during the Phases of the Full Moon and that they have learned to exploit to their advantage. In fact, they are the witches who most benefit from the power of the moon, and have a deep reverence for the Full Moon.

## COGAS' ITEMS

The Cogas almost always have these objects with them, which they do not even give to their sisters.

**Black Pit Weapon.** Perhaps they were the first to create this specific form of Grim Weapons, using their typical sacrificial daggers to kill newborns during full moon nights, severely corrupting the weapon in question.

**Witch's Bag.** These bags contain the soul of the poor slave creature of the Coga, which they evoke at will as a sentinel or to spy on sleeping mortals, waiting to strike. They practice numerous animal sacrifices to harness their souls and make them a ghostly family.

## COGA

*Medium monstrosity, neutral evil*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	10 (+0)	14 (+2)	18 (+4)

**Armor Class** 17 (natural armor) 20 during full moon, 15 during new moon

**Hit Points** 90 (12d8+36)

**Speed** 20 feet

**Skills** Arcana +3, Stealth +6, Deception +7, Nature +3, Survival +5

**Damages Resistances** cold, fire, necrotic, poison; bludgeoning, piercing and slashing from weapons that aren't magical

**Senses** darkvision 90 feet, passive Perception 12

**Languages** Common, Wild Jargon

**Challenge** 5 (1.800 XP)

**Favored Terrain.** The Coga's favored terrain is dungeon/ruins.

**Full Moon Appearance.** During the full moon, the Coga has a long beastly tail.

**Innate Spellcasting.** The Coga's spellcasting ability is Charisma (spell save DC 15, +7 to spell attacks). It can innately cast the following spells, requiring no material components:

*At will:* detect magic, minor illusion, charm person

*3/day each:* alter self, pass without trace, invisibility, sleep

*2/day each:* clairvoyance, phantasmal killer

*1/day:* dream

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

**Magic Weapons.** The Coga's attacks are magical.

**Special Equipment.** The Coga carries a black pit dagger and a hag's pouch.

### ACTIONS

**Multiattack.** The Coga makes two attacks: one with its claw and one with the black pit dagger. During the full moon, it also makes a tail attack.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 11 (2d4+6) slashing damage.

**Black pit dagger.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 8 (1d4+6) piercing damage plus 13 (3d8) necrotic damage. If the target is a living creature and dies, after 24 hours its soul goes to the Hag's Pouch under the Coga's control.

**Tail.** *Melee Weapon Attack:* +6 to hit, reach 10 feet, one target. *Hit:* 11 (2d4+6) bludgeoning damage. On a hit the target must make a DC 15 Strength saving throw. On a failed save, target is prone until the end of its turn.

**Midnight's Charm (1/day).** The Coga chooses a creature that it can see within 120 feet of it. When that creature goes to sleep it must make a DC 15 Wisdom saving throw. On a failed save, that creature has terrible nightmares while sleeping and it is charmed by the Coga until it goes to sleep again. While charmed, that creature obeys to the orders issued by the Coga and the Coga can telepathically communicate with that creature as long as it's within 300 feet of it.

**Moonstrike (1/day) (only during full moon).** A streak of silver energy blasts from the Coga, forming a line 60 feet long and 5 feet wide. Each creature in the line must make a Dexterity DC 15 saving throw, taking 21 (6d6) radiant damage and 21 (6d6) psychic damage on a failed save or half as much damage on a successful one

## JANARA

Hags with the eternal appearance of decrepit old women. Like the Cogas and Majare, they often tend to form covens, aware that mortals cannot resist their joint powers.

They usually nestle in misty swamps, dead forests, or vast spectral plains, but they tend not to stray too far from inhabited centers, from which they kidnap citizens of all ages, to make them slaves to devour one piece at a time. In rare cases, they adopt children in whose hearts they see darkness, and they educate them and instruct them in the esoteric arts. They often become mediums (see *Corebook of Nightfell* – Chapter V), warlocks, or even Majare and Black Druids, in the case of the vilest subjects.

Traditional gimmicks. The Old Tradition knows many techniques to lure and counter these crones. To attract them, in fact, you just need to put old brooms or salt crystals in front of the doors, as the witches cannot resist the temptation to start counting the grains of salt or the bristles of the broom. This technique can also be used to unmask the Janara hidden among the elderly ladies of the village. If the Janara manages to finish counting the bristles of the broom, she makes it her own and makes her a *witch's broom* (see below).

This is the easy part, they say, since although captured and held by the hair or by the robe, a Janara can become ethereal and dematerialize to escape the aggressors, but not before asking her persecutors the question "What do you hold in your hand?". The correct answer is "Iron and Steel!", which will force her to stay in the solid state and fight for survival.



Coga



## JANARE'S ITEMS

The most common magical item found among the junk they carry or in their shelter, is a gnarled broom that they use as a weapon, or as a flying mount.

**Witch's Broom.** A gnarled stick that has all the properties of a quarterstaff. Those who own this instrument can spend a charge to fly magically for up to an hour. The flight speed of the broom is 40 feet.

The stick has 3 charges and recovers 1d2+1 at each change of the moon's phase.

## JANARA

*Medium fey, neutral evil*

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

**Armor Class** 14 (natural armor) 17 during full moon, 12 during new moon

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

**Speed** 20 feet, fly 50 feet (while on the *Broom of the Witch*)

**Skills** Arcana +2, Stealth +4, Deception +5, Perception +4, Survival +4

**Damage Resistances** piercing, and slashing from weapons that aren't magical

**Senses** darkvision 90 feet, passive perception 14

**Languages** Common, Wild Jargon

**Challenge** 3 (700 XP)

**Favored Terrain.** The Janara's favored terrain is cultivated fields.

**Innate Spellcasting.** The Janara's spellcasting ability is Charisma (spell save DC 13, +5 to spell attacks). It can innately cast the following spells, requiring no material components:

*At will:* detect magic, minor illusion, ray of frost

*2/day each:* hideous laughter, magic missile, misty step, sleep

**Magic Weapons.** The Janara's attacks are magical.

**Special Equipment.** The Janara carries a *Broom of the Witch*.

## ACTIONS

**Multiattack.** The Janara makes two claw or two Broom of the Witch attacks.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (2d4+3) slashing damage.

**Broom of the Witch.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 6 (1d6+3) bludgeoning damage.

**Veil of the Night.** The Janara becomes incorporeal. While it's incorporeal, the following conditions apply to the Janara:

- It's immune to the exhaustion, grappled, prone petrified, and restrained conditions
- it's immune to bludgeoning, piercing and slashing damage from weapons that aren't magical
- it gains resistance to all other types of damage
- it can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object
- It cannot make weapon attacks
- It can revert to its normal form as a bonus action.

## Broom of the Witch

wondrous item, rare (requires attunement)

As an action, you can speak the command word and use 1 charge to make the broom hover and fly for 24 hours. It moves according to your will, and while you are on it you gain movement fly 50 feet

The broom has 3 charges. It regains 1s2+1 expended charges at the start of the next moon phase.



Joviana

# JOVIANA

*"It was daytime at Owlrock, and everyone slept under the deadly sky of clouds and darkness. I, Asarne of the Gray Folk, hid in the wooden basement of our house, holding my child to my chest.*

*That was the day when Joviana would appear in the village to reap victims, and I knew that this time it would be my child's turn. I had the idea of replacing my little one with a doll in which I had put rusty knives and scissors, knowing that she would swallow the puppet whole.*

*As expected, we heard the footsteps of the witch, who entered through the window and approached the bed made of straw and furs. Her cry of anger and pain was heartrending and echoed throughout the town, awakening the inhabitants from their sleep: she had swallowed the doll I had prepared. She cursed Owlrock, and since that day she has kept persecuting my family every time she returns, disfigured by the blades that protrude from her neck. Eventually, she succeeded in taking my Rasil away."*

*- testimony on the apparition of Joviana*

"The Joviana comes before the clock, wearing socks and cloak..." In Owlrock, everyone knows about the crone that haunts the woods.

The Forest of Stregghi is notorious for the amount of abject creatures, witches and ghosts that haunts it, but none of these are as dangerous as the Joviana.

In the village they gave her many names, such as Zobia, Zobia, Jobia or Giner. She is known as the one who overlooks the woods and wanders from branch to branch to come back and claim her tribute once a month.

Distant yet close. Joviana lives in Witchill, at the other end of the forest and a few days walk from Owlrock. She crosses those woods with wide strides, moving quickly through the trees.

She arrives in the village without being seen, agile and lethal, and with the same rapidity she moves away towards the large tree at the top of the hill, where her wrecked home is.

In the shack. The Joviana's shack is nothing more than a small shed and is not considered as Lair.

## POPULAR SUPERSTITION

Her black legend has reached the Grasslands of the Ancients, but those who are really tormented are the children of Owlrock, a town that she has sworn to bring to ruin, devouring all the descendants of its inhabitants.

Anvernia, lady and protector of the settlement, sent Lunar Cultists to hunt her down. No one has ever returned, but for every adventurer sent, Joviana brought back a severed head the following month, as a warning. No one dares to challenge her anymore.

She looms on a monthly basis, and only during the dark days or nights of the New Moon, since, like many other witches of a filthy nature and with powers closely linked to the darkness of the Dark Mirror, she seems reluctant to come out of her lair during the nights when the moon shines in the sky.

Some residents of Owlrock claim to have helped the Wardens of the Dead hunt her down. It seems, in fact, that the witch, bizarrely, is greedy for rice, as well as children. Years ago, some brave commoners managed to lure her and catch her in a trap using this expedient, cooking a huge pot of rice, so abundant that the witch ate until the moonrise, when her powers seemed weaker. Yet, it was discovered too late that she still retained enough strength to mercilessly slaughter her hunters, and then flee into the woods; that day the life of an innocent child was spared, but at what cost.

## JOVIANA

*Large Fiend, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	15 (+2)	17 (+3)	18 (+4)

**Armor Class** 16 (natural armor), 19 during new moon, 14 during full moon

**Hit Points** 119 (14d10+42)

**Speed** 25 feet

**Saving Throws** Des +7

**Skills** Arcana +6, Stealth +7, Deception +8, Nature +6, Perception +7

**Damages Resistances** cold, fire, necrotic

**Damage Immunities** poison; bludgeoning, piercing and slashing from weapons that aren't magical

**Condition Immunities** poisoned

**Senses** darkvision 90 feet, passive perception 17

**Languages** Common, Whisper of the Echoes, First Tongue, Wild Jargon, Primordial Runic

**Challenge** 10 (5.900 XP)

**Eldritch Swiftess.** Joviana has advantage on initiative checks and can take on each of her turn the Dash, Dodge, or Hide Actions as a bonus action.

**Favored Terrain.** Joviana's favored terrain is forest.

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

**At will:** *mage hand, minor illusion, poison spray, speak with animals*

**3/day each:** *conjure animals, counterspell, pass without trace, spider climb*

**2/day each:** *blight, conjure woodland beings*

**1/day each:** *awaken, wall of thorns*

**Legendary Save (3/day).** When Joviana fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** Joviana has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Joviana attacks are magical.

**Shield of the Forest (doesn't work during new moon).** Joviana can attempt to hide even when she is lightly obscured by foliage.

**Vile Foe.** When a living creature that isn't blinded is in front of Joviana within 60 feet of it, that creature must make a DC 15 Wisdom saving throw, losing 10 Soul Points on a failed save. If that creature sees Joviana again, it's immune to the Vile Foe effect for the next 24 hours.

### ACTIONS

**Multiattack.** Joviana makes three attacks: two with her claw and one with her bite.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 13 (3d6+3) slashing damage.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 feet, one target. *Hit:* 15 (4d6+2) piercing damage.

**Joviana's Shriek (Recharge after a Short or Long rest).** Joviana releases a creepy shriek. All creatures that are within 120 feet of Joviana and that can hear it must make a DC 17 Wisdom saving throw. On a failed save a creature takes 33 (6d10) psychic damage, loses 5 (2d4) Soul Points, and is frightened for 1 minute, or takes half as much damage and no other ill effects on a successful one. At the end of each of her next turns, target creature can make another saving throw, ending the effect on itself on a success.

**Strength of the Forest (1/day, works only when she is in her favored terrain).** Joviana draws strength from ancient and forgotten spirits of the forest. Her skin turns green and oaky while vines and roots sprout from her. Each creature that can see Joviana must make a DC 17 Wisdom saving throw, losing 5 (2d4) Soul Points on a failed save. For 1 minute, Joviana gains 50 temporary hit points, and each time it hits with a weapon attack, it deals additionally 11 (2d10) damage.

### LEGENDARY ACTIONS

Joviana 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. Spent legendary actions are regained at the start of each of her turns.

**Cast a Spell.** Joviana casts one of its at will spells.

**Claw.** Joviana makes a claw attack.

**Hide.** Joviana tries to hide, as per the Hide action.

## MAJARA

Teacherous and elusive are the Majare, who show themselves to their victims as innocent and beautiful women, with the sole aim of rending the hearts of those who give in to their seduction.

In ancient times they were known as harbingers of misfortune, pestilence, and cataclysm. The many covens that existed then have now vanished as a result of the witch hunt of the Second Age. During the eternal night, however, these petty figures have returned to rage in the inhabited centers, capturing men and women to make them crazy and tear their hearts.

**Fear of their Reflection.** The Majare, by some called Mavare, look beautiful and charming, but mirrors and other reflective surfaces show the rot that is in their soul. Most adventurers who study the Old Tradition learn that using a mirror against them can make them temporarily weaker. Their horrendous reflex traumatizes them, and the attackers can take advantage of this to attack them with force.



Majara

## MAJARA

*Medium fey, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	12 (+1)	12 (+1)	16 (+3)

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**Armor Class** 15 (natural armor) 18 during full moon, 13 during new moon  
**Hit Points** 67 (9d8+27)  
**Speed** 20 feet

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**Skills** Stealth +4, Deception +5, Perception +3, Persuasion +5, Survival +4  
**Damage Resistances** bludgeoning, piercing, and slashing from weapons that aren't magical  
**Senses** darkvision 90 feet, passive perception 14  
**Languages** Common, Wild Jargon  
**Challenge** 3 (700 XP)

**Charm of the Witch.** When under its illusory appearance, the Majara has advantage to any Charisma check.

**Favored Terrain.** The Majara's favored terrain is towns.

**Horror of the True Form.** At the start of the Majara's turn, if she sees herself in a mirror or any other reflecting object or surface, she must make a DC 15 Wisdom saving throw. On a failed save, she is paralyzed for 1 minute. At the end of each of her next turns, she can make another saving throw, ending the effect on a success. On a successful save, the Majara is immune to this effect for 24 hours.

**Innate Spellcasting.** The Majara's spellcasting ability is Charisma (spell save DC 13, +5 to spell attacks). She can innately cast the following spells, requiring no material components:

*At will:* *minor illusion, ray of frost*

*3/day each:* *charm person, suggestion*

*1/day each:* *dominate person, geas*

**Magic Weapons.** The Majara's attacks are magical.

### ACTIONS

**Multiattack.** The Majara makes three attacks: two with its claw and one with its bite.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (2d4+3) slashing damage.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 6 (1d6+3) piercing damage.

**Illusory Appearance.** The Majara becomes a beautiful innocent young woman. The form can be revealed only through mirrors or any other reflecting object or surface or truesight.

The Majara reverts to her normal form at her will as a bonus action or when she dies.

## MASCA

Horrible and deformed, these are among the most ancient witches, and no one remembers what made them so gruesome.

They are by far the cruelest and demented witches known.

Usually solitary, they hoard corpses of all kinds and eat continuously, whether living creatures or decomposed bodies. In some cases, they may gather in covens, in order to procure more and more food. Those who dare to disturb them, stand between them and their prey, or drive them away, incur the most terrible curses.

Despite being brutal and wild, they remain powerful spellcasters with occult magical powers.

**Eternal Life.** It can happen, albeit rarely, that they choose a little girl to teach their knowledge about occult rites and curses.

Mascas do not die of old age, but their curse leads them to constant physical deterioration. Although tired of living, they can die only after transmitting their power, and their curse, to a young woman who can take their place.



Masca

WITCHES

## MASCA

*Medium monstrosity, chaotic evil*

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

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**Armor Class** 17 (natural armor) 20 during full moon, 15 during new moon  
**Hit Points** 102 (12d8+48)  
**Speed** 20 feet

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**Skills** Nature +4, Perception +4, Persuasion +7, Survival +4  
**Damage Resistances** cold, fire, necrotic; poison: bludgeoning, piercing, and slashing from weapons that aren't magical  
**Senses** darkvision 90 feet, passive perception 14  
**Languages** Common, Wild Jargon  
**Challenge** 5 (1.800 XP)

**Corpse Eater.** When the Masca eats a corpse of a small or larger creature, she gains 18 (4d8) temporary hit points, and she has advantage on her attack rolls for 1 hour. When the Masca sees a corpse of a small or larger creature, and she has not already eaten another one in the last hour, she must make a DC 15 Wisdom saving throw. On a failed save, the Masca is compelled to eat that corpse, using her action to do so for 1 minute. If someone or something disturbs the Masca during this time, at the start of her next turn, the Masca can make another saving throw, ending the effect on a success.

**Favored Terrain.** The Masca's favored terrain is dungeons/ruins.

**Innate Spellcasting.** The Masca's spellcasting ability is Charisma (spell save DC 15, +7 to spell attacks). She can innately cast the following spells, requiring no material components:

*At will:* detect magic, chill touch, ray of frost

*3/day each:* hellish rebuke, hex, magic missile

*2/day each:* counterspell, fear, fireball

*1/day each:* black tentacles, eyebite

**Magic Weapons.** The Masca's attacks are magical.

### ACTIONS

**Multiattack.** The Masca makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 13 (2d8+4) slashing damage.

**Masca's Jinx (3/day).** The Masca chooses a creature that she can see within 60 feet and speaks cursed words. Target creature must make a DC 15 Charisma saving throw. On a failed save, target creature is cursed until the next moon phase or until a remove curse is cast on it. A cursed creature has disadvantage on all its attacks, checks, and saving throws rolls. On a successful save, target creature is immune to this effect for the next 24 hours.

## STRIX

They are among the first daughters of the immortal covenant that gave birth to the lineage of witches. Some pagan cultures, in ancient times, venerated the Greater Striges, manifestations of a primitive power in the form of iridescent women and guardians of the forests.

Striges of any rank are feared, especially among other witches, and only Truden dare to challenge them openly.

## STRIX, GREATER

Unlike almost all other witches, they do not enjoy tormenting mortals. They are usually concerned only about guarding a particular wild environment and its natural balance, and they are always alone.

They suffer from the fact that almost no one, among ordinary mortals and other witch covens, venerates them anymore, which makes them now less powerful than they were in ages past, and their eternal beauty has thus faded.

This loss of vigor has made them within the reach of the Trudens, who aim to dominate all witches.

**Shapeshifting Spirits.** The Greater Striges can appear in their humanoid form, but also in the form of huge birds of prey, usually owls of unnatural size, and were therefore worshipped as protective spirits by Druidic circles.

Although they descend directly from the first witches and their power has nefarious origins, they have shaped their very nature to be closer to the Primes, and like them, they began to wither at the advent of the Lunar Age.



## GREATER STRIX

*Medium fey, neutral evil*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	14 (+2)	18 (+4)	20 (+5)

**Armor Class** 18 (natural armor) 21 during full moon, 16 during new moon

**Hit Points** 136 (16d8+64)

**Speed** 20 feet

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

**Skills** Arcana +7, Intimidation +10, Perception +9, Survival +9

**Damage Resistances** fire, necrotic, poison

**Damage Immunities** bludgeoning, piercing, and slashing from weapons that aren't magical

**Senses** darkvision 90 feet, passive perception 19

**Languages** Common, Wild Jargon, Primordial Runic

**Challenge** 16 (15,900 XP)

**Favored Terrain.** The Strix's favored terrain is forest.

**Innate Spellcasting.** The Strix's spellcasting ability is Charisma (spell save DC 20, +10 to spell attacks). She can cast the following spells, requiring no material components:

**At will:** *detect magic, animal messenger, speak with animals*

**3/day each:** *bestow curse, call lightning, counterspell, dispel magic, dominate beast*

**1/day each:** *black tentacles, commune with nature, contact other plane, finger of death, fire storm, wall of force*

**Legendary Resistance (3/day).** When the Strix fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** The Strix has advantage on saving throws against spells or other magical effects.

**Magic Weapons.** The Strix's attacks are magical.

### ACTIONS

**Multiattack.** The Strix makes three attacks: two with her claws and one with her beak.

**Beak. Melee Weapon Attack:** +9 to hit, reach 5 feet, one target. **Hit:** 19 (3d10+4) piercing damage.

**Claw. Melee Weapon Attack:** +9 to hit, reach 5 feet, one target. **Hit:** 17 (3d8+4) slashing damage.

**Might of the Ancients (1/day).** The Strix calls upon ancient forgotten powers in a point that she can see within 60 feet. Each creature in a 20-foot-radius, 60-foot-high cylinder centered on that point suffers horrible visions and must make a DC 18 Wisdom saving throw. A creature takes 55 (10d10) psychic damage, loses 10 (3d6) Soul Points, and is frightened for 1 minute on a failed save, or half as much damage and no other ill effects on a successful one. At the end of each of its next turns, a frightened creature can make another saving throw, ending the effect on itself on a success.

**Spirit of the Forest (Recharges after a Short or Long Rest).** As a bonus action, the Strix turns herself into a beautiful giant owl with 50 hit points. While in this form, the Strix retains her game statistics and ability to speak, but her armor class, hit points, movement, Strength, and Dexterity are replaced by those of the new form, and she gains any special senses, proficiencies, traits, actions, and reactions that the new form has but that she lacks. She can cast her spells with verbal components in her new form. She reverts to her original form when she reaches 0 hit points or after 8 hours. She can also revert to her original form as a bonus action.

## STRIX, LESSER

Like the Greater Strix, they are said to belong to the earliest known witch covens, dating back to an ancient era.

Unlike their venerable relatives, they are not the object of veneration, and their power and connection to primordial witchcraft has taken on far more monstrous ways. They cannot change their shape but appear stuck in an appearance that is halfway between that of a bird of prey and that of a humanoid figure.

They are among the most powerful inhabitants of the Wailing Marshes, but they can be found near any swamp or deep in the most remote forests.

**Cursed burrows.** Their power manifests as an environmental disease in the places where they dwell for a long time, and their presence is followed by a deterioration of primordial life. The areas infested by them are recognizable by the presence of animal carcasses, dead vegetation, fetid and almost unbreathable air, as well as by disgusting fungal formations that sprout from the ground and hollow trunks.



*Lesser Strix*

## LESSER STRIX

*Medium fey, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	12 (+1)	16 (+3)	18 (+4)

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**Armor Class** 18 (natural armor) 21 during full moon, 16 during new moon  
**Hit Points** 90 (12d8+36)  
**Speed** 30 feet

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**Saving Throws** Con +6, Wis +6  
**Skills** Arcana +4, Intimidation +7, Perception +6, Survival +6  
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from weapons that aren't magical  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 feet, passive perception 16  
**Languages** Common, Wild Jargon, Primordial Runic  
**Challenge** 7 (2.900 XP)

**Amphibious.** The Strix can breathe air and water.

**Favored Terrain.** The Strix's favored terrain is swamp.

**Innate Spellcasting.** The strix's spellcasting ability is Charisma (spell save DC 15, +7 to spell attacks). She can innately cast the following spells, requiring no material components:

*At will:* detect magic, poison spray, speak with animals

*3/day each:* animal messenger, hex, shield, stinking cloud, web

*1/day each:* black tentacles, cloudkill

**Magic Resistance.** The Strix has advantage on saving throws against spells or other magical effects.

**Magic Weapons.** The Strix's attacks are magical.

### ACTIONS

**Multiattack.** The Strix makes two claw and one beak attacks.

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 14 (2d10+3) piercing damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 12 (2d8+3) slashing damage plus 5 (2d4) poison damage. On a hit, target creature must make a DC 15 Constitution saving throw. On a failed save, that creature is poisoned for 1 minute. At the end of each of its next turns, that creature can make another saving throw, ending the effect on itself on a success. On a successful saving throw, that creature is immune to this effect for the next 24 hours.

**Flight of the Crow.** As a bonus action, the Strix becomes a swarm of crows until the end of her turn, she gains a flying speed of 50 feet and her movement doesn't provoke attacks of opportunity. While in this form she retains all her stats and hit points but cannot cast spells nor take the Attack action.

**Shadow Crows (Recharges 5–6).** The Strix chooses a creature that she can see within 60 feet. A swarm of shadowy crows appears around that creature, that must make a DC 15 Wisdom saving throw, taking 22 (5d8) cold damage and 22 (5d8) psychic damage on a failed save or half as much damage on a successful one.

## TRUDEN

Withered up and hairy maliards, twice as tall as a human being. They possess nothing of the divine force that pervaded Perchta, but for centuries they have been plotting to succeed Our Lady of the Beasts.

These witches are among the most powerful and dangerous and are sworn enemies of the Greater Striges, whose adulation from the Old Coven and pagan cults they envy. They crave power and knowledge and destroy everything that gets in the way of their plans. Most of all, they wish to rule over all other witches; a goal that is entirely achievable, since among them there are tremendously powerful sorcerers, capable of enslaving entire villages.

When they gather in a coven, they can bring an entire region to ruin, and entire peoples tremble to the sound of their litanies echoing through mountains and valleys.

**Cowardly deceivers.** The Trudens are feared above all for their hexes, which can subjugate an entire population, as in the case of the Garnar.

They know how to grasp the most unspeakable desires in the souls of mortals, appearing when despair takes the place of lucidity and feeding on the discouragement of their interlocutor. They are the witches most adept at devising deception and trapping the naïve in shady pacts and oaths. Sometimes, even the Greater Striges fall victim to their traps and false promises.

**Dark Ladies of the Frost.** They share the blood of the giants of the past and it is said that they were once giants themselves, bewitched by the rites of the first witches. They dominate the mountains and glaciers of the Alper Lands and are the deadliest danger you may encounter.

**Cryomancy.** Trudens are queens of deception and can easily acquire slaves of wild species, such as the Krampus. Their true power, however, lies in their ancient magic. These hags are experts in cryomancy and always dwell in mountains, tundra, and snowy woods, drawing from their icy magical power and forging *permafrost weapons*.

**Ritual Mating.** Although they are ruthless and selfish, the Trudens care a lot about their lineage. Once a year they celebrate the great rite of Black Esbat at the top of the mountains, where both solitary witches and covens gather. Here they bring humanoid slaves or even Krampus faithful to them, to mate with them in ungodly ritual orgies. After that, they kill and bleed those whose bodies they have exploited and use that blood to complete blasphemous arcane practices.

This celebration is always and only held during the last New Moon of the year, of which they exploit the black power

to propitiate fertility. Their dark daughters mature and age prematurely, becoming horrible within a few decades, after which they separate from their mothers to exert the dark arts they have learned.

## TRUDEN

*Large fey, chaotic evil*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	14 (+2)	17 (+3)	20 (+5)

**Armor Class** 15 (natural armor), 18 during full moon, 13 during new moon

**Hit Points** 157 (15d10+75)

**Speed** 20 feet

**Saving Throws** Str +9, Con +10

**Skills** Deception +10, Perception +8, Persuasion +10, Survival +8

**Damage Resistances** necrotic, poison

**Damage Immunities** cold, necrotic, poison; bludgeoning, piercing, and slashing from weapons that aren't magical

**Senses** darkvision 90 feet, passive perception 18

**Languages** Common, Wild Jargon, Primordial Runic

**Challenge** 15 (13,000 XP)

**Bless of the Ice.** The Truden can move freely on snowy or icy terrain as if it weren't difficult terrain and she suffers no levels of exhaustion due icy storms or low temperatures.

**Favored Terrain.** The Truden's favored terrain is arctic/snowy.

**Icy Skin (only during full moon).** The Truden is exceptionally resilient during full moon. She gains resistance to all damage that isn't already immune to.

**Innate Spellcasting.** The Truden's spellcasting ability is Charisma (spell save DC 20, +10 to spell attacks). She can cast the following spells, requiring no material components:

*At will:* *detect magic, minor illusion, ray of frost*

*3/day each:* *bestow curse, counterspell, dispel magic, sleet storm*

*1/day each:* *commune with nature, cone of cold, ice storm, wall of ice*

**Legendary Resistance (3/day).** When the Truden fails a saving throw, she can choose to succeed instead.

**Magic Resistance.** The Truden has advantage on saving throws against spells or other magical effects.

**Magic Weapons.** The Truden's attacks are magical

### ACTIONS

**Multiattack.** The Truden makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 feet, one target. *Hit:* 15 (2d10+4) slashing damage plus 13 (2d12) cold damage.

**Frozen Soul (2/day).** The Truden chooses a creature that she can see within 60 feet. A light blue ray hits that creature's head. Target creature must make a DC 18 Wisdom saving throw. A creature takes 18 (4d8) psychic damage and 18 (4d8) cold damage, loses 10 (3d6) Soul Points, and is paralyzed for 1 minute on a failed save, or half as much damage and no other ill effects on a successful save. At the end of each of its next turns, a paralyzed creature can make another saving throw, ending the effect on itself on a success. On a successful save, target creature is immune to the Frozen Soul's effects for the next 24 hours.

**Strength of the Frost (recharges after a short or long rest).** As a bonus action, the Truden's muscles become icy and her eyes turn blue, and she recovers hit points up to half her maximum.

Any creature within 60 feet that can see her must make a DC 18 Wisdom saving throw, losing 10 (3d6) Soul Points on a failed save. For 1 minute, the Truden gains the following benefits:

- She has advantage on any Strength checks or saving throws.
- She has advantage on melee weapon attacks
- On a hit, each of her melee attacks deals additionally 9 (2d8) cold damage



Truden

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