

NO STATS OR DAMAGE DIE ARE TRULY DEFINED. TUNE THEM AS YOU NEED, **ESPECIALLY THE BOSSES! I've had to give them massive buffs since my players are too good and I undertuned them to begin with. Make it up on the fly if you have to. Whatever should give your players an appropriate challenge that they can get past with some difficulty will be enough.. Unless it is Kuro, in that case- bring them as close to a TPK as possible before they end up killing her, but be careful.**

Almost all of the creatures, NPCs, and stats in here are built off existing things, most namely the Ori games and Creatures of Sonaria.. Do note I simply make conglomerations of this stuff.

Credit goes to the respective people who made the art or took the screenshots.

Aereis

These creatures are graceful and are normally incredibly rare in the Material World. Beings of pure light hailing from primarily the Feywild and the Upper Planes, they can wield their halo with their psychic energy. It is said they come to this world from fallen stars, the inner core forming into seemingly melted gold before taking a final form. Due to their perfect nature, a few are often the avatars of powerful beings of light outside the material realm. Their blood is made of a magical substance and they can produce a nearly unlimited amount of it, so long as their core is not damaged. This substance is considered the ultimate medicine, curing diseases such as blindness within a few days. Other Aereis, avatars included, will often descend upon you with the sole intention of furious murder if you got the blood by killing one. However, if you help the Aereis or they have seen your work and you need some help yourself, they will sometimes be willing to help you, wounding themselves so you may take some of their blood as a gift. Sturbi often serve Aereis that are known as avatars. Aereis are incredibly intelligent and insightful, and as such many seek their advice. They will see right through any form of deception. They have an innate desire to protect what is right, and will fight to their dying breath if it means doing so. Aereis need no sustenance, only utilizing water, and letting the light of the sun do the rest. While many Aereis are good, they can also be evil and created as "copies" of already existing ones by any dark forces. If you run into the same Aereis when it is already in your sight, and you are able to view the copies... figure out which one is evil and **shoot it down as fast as you can.**

Aereis (STAT BLOCK)

Medium (tier 1 and 2) - Large (tier 3, aka avatars) Celestial

(almost always) Any Good (Most are Lawful, but some are known to be Neutral/Chaotic Good)

AC 14 | 16 | 18

Hit Points (depending on tier) | Tier 1: 6d8 + 5 (29) | Tier 2: 10d8 + 5 (45) | Tier 3: 25d8 + 15 (125)

Speed: 30ft, 80 flight

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	14 (+2) 18 (+4) T3 ONLY	12 (+1) 16 (+3) T3 ONLY	12 (+1)

Damage Immunities : Poison, Radiant

Damage Resistances : Necrotic

Condition Immunities : Charmed, Frightened.

Senses: Truesight 60 ft, Darkvision 120 ft. Passive Perception 14

Languages : Celestial, many understand Common but most speak it brokenly (Avatars speak Common fluently.)

Challenge 4, 6, 13

Mindsight. The Aereis automatically succeeds on any checks against non-magical deception and charms; they also have advantage on perception checks. They can't tell if you are telling the truth or see into your mind, but they do know instinctively when somebody is lying.

Will of the Light. Aereis are not fond of running from a fight and oftentimes will fight to the bitter end, doing everything in their power to see good (or evil, if it's a void-copy..) prevail.

Core of Purity. Any poison the Aereis ingests is automatically deactivated by the light in their blood and purged.

Eternal Radiance. Aereis cannot die of old age, and if they are killed, or cast *self-sacrifice*, they will rebirth in the form of a fallen star one year later. This can only be averted by finishing the Aereis off with necrotic magic, which is difficult enough.

Keen Observer. The Aereis knows how many hit points surrounding creatures have, if they are damaged or wounded. It does not know their maximum. It cannot sense anything if a creature's hit points are at full. It can only take this as a bonus action once every other turn.

ACTIONS

Lightbow. The Aereis' halo transforms into a bow, shooting three projectiles, dealing 4d6 radiant damage, and 3d6 piercing damage each. The radiant damage is doubled if the enemy is undead, or is any type of Evil. The projectiles can hit multiple targets. This radiant damage is halved (rounded up) if a target's alignment is Lawful Good.

Sunblade. The Aereis' halo transforms into a long, shining blade that behaves like a flying sword. The sword cleaves in a semi-circle in front of it. It is possible to avoid the sword by making a DC 18 saving throw, or to resist some of the sword via a DC 15 saving throw, taking half damage. The sword deals 4d6 radiant damage and 3d6 slashing damage (double radiant if avatar). The radiant damage is halved if a target's alignment is Good. The radiant damage is doubled if a target is any kind of Evil or undead.

Mending Light. The Aereis heals up to two targets for 3d8 health points each. Add 4 to a (or both) target's health if their alignment(s) are Good.

Self-Sacrifice. The Aereis touches a dead target, and gives their life-force back to the cosmos to be reborn again one day. The energy from the now-deceased Aereis that remains brings that target back to life with half of their hit points (rounded down.) Aereis can also choose another route and implode on themselves like a dying star, dealing 10d10 radiant damage and 7d10 force damage (13d10 radiant and 10d10 force if avatar) Any Good creatures are immune to the radiant damage used in this way. Neutrals have resistance. Tier 1 Aereis cannot use this ability unless it is channeled and performed via an avatar Aereis.

**UNDEAD WITH GOOD CANCEL OUT



A tier 2 Aereis. Tier 1 Aereis are similar, but a bit smaller and without the glow, outside their halo of which all glow. Avatars are far bigger than either and the majority of their bodies glow, usually having an aura of pure, joyous light around them. Corrupted avatars, and Corrupted Aereis in general, exist, but are rare in Eyzira. In these cases, they retain all their attacks but deal mixed Necrotic damage and favor Evil in their spells.

Sturbi

Sturbi are simple, worm-like creatures that float around, hailing from the same origins as Aereis, but with lesser stars (aka meteors.. These oftentimes become their eye). Pink and purple little fluffy fellas, they have a golden orb that sits in an odd socket, functioning as their “eye” that they use to see out in both directions. Males seem to have a more curved snout, while females have a rounded one. It is said they guide spirits to the New World. They are quite friendly, and don't have very many means of defense, not that they often need them, as they will always attempt to make new friends. However, what they lack in attacks, they make up for in confusing tricks. Sturbi are always floating.. Unless they happen to be resting, sunbathing on a rock in the middle of nowhere. Sturbi are also odd in the regard you can seem to touch them for a moment, but in another they will fade into a different demiplane where they are still visible but are in an ethereal state where they cannot be touched, only a cold mist bending around where they are. They always seem to know where everything near them is. You can't sneak up on them. It's impossible. They're also quite adorable and cuddly, having a sort of hopeful presence they emit. Normal weapons seem to phase right through them, doing absolutely nothing. They can only be damaged by magic. It doesn't matter how long they've been doing something. They don't get tired. They love doing stuff too much. They also love eating poisonous flowers for unknown reasons. (They don't get sick.) ..and they absolutely LOVE playing with each other in the Feywild.

Sturbi (STAT BLOCK)

Small Celestial
Neutral Good

AC 10
Hit Points 3d6+3 (12)
Speed: 150 flight

STR	DEX	CON	INT	WIS	CHA
2(-4)	10 (0)	10 (0)	6 (-2)	30 (+10)	11 (+1)

Damage Immunities : Radiant, Piercing, Bludgeoning, Slashing
Damage Resistances : Force (½) Poison (Ingestion, ½)
Condition Immunities : Exhaustion, Blinded,
Senses: Truesight 120 ft, Darkvision 180 ft. Passive Perception 25
Languages : Celestial, telepathic to those who speak Common.

Challenge 0

Astral Shift. Sturbi automatically shifts into a realm where physical weapons and attacks cannot hurt them when they sense something creeping up on them. They can also use this ability to traverse the Upper Planes (aka the New World) via special gateways created for them and the spirits they assist. (Not the Lower, however. They seem to fade out of existence as the light in them dies. They cannot go to Mechanus or Limbo innately, but they can exist there, unlike the lower planes.) Sturbi must spend approximately three seconds casting this.

Unmatched Perception. Sturbi innately detects all nearby monsters or creatures without needing to make a perception check.

Guilt. Any monster or creature with an Intellect of 7 or higher that successfully hits a Sturbi must succeed on a DC 15 Intellect Saving Throw or they begin to feel guilty about harming such an adorable critter and the victim that took on the guilt deals half damage for the next 1 hour.

Searing Light. Sturbi's fur will fluff up if it feels threatened and doesn't think it can cast *Astral Shift* fast enough, or is unable to. In this state, its fur feels like getting you zapped, except it can leave a pretty nasty burn. When touching a Sturbi in this manner, you take 1d8+1 fire damage for every turn you keep touching or holding the Sturbi.

Keen Observer. The Sturbi knows how many hit points surrounding creatures have, if they are damaged or wounded. It does not know their maximum. It cannot sense anything if a creature's hit points are at full.

ACTIONS

Planar Shift. The Sturbi immediately shifts into a different plane to escape whatever may be threatening it.

Lesser Teleport. The Sturbi teleports to a location in its sights 20 feet away. It may recast this every 30 seconds.



Avothius

These beasts are fluffy, yes, but don't let that mistake you. An adult Avothius is the size of a teenage dragon, varying from large to some older ones being huge. They have one heck of an appetite.. For meat. Avothius, if kidnapped as a baby Vovo and you successfully, somehow, escape the wrath of the mother, can be used as mounts so long as you don't leave its home habitat. Avothius are found in the Northern Isles where the snow gets deeper, as well as in the glacial parts of the Feywild. Oftentimes, they spend so much time up there that giant spikes of ice freeze onto their backs (In the Feywild, this can happen semi-magically, and with the ice negating the effects of the heat everywhere else, they are free to roam.). If you want to ride a trained Avothius that dons such spikes, you will have to use the neck and go from there or be skewered. When they are not hungry, Avothius are actually quite passive and friendly; unless it's a mama protecting her lil' vovos, or they are hungry! (Vovos are the term for baby Avothius, usually ones still quite vulnerable and unable to defend themselves as they don't have the ice packed onto them.)

They don't get scared. Ever. They know they are bigger than most other creatures and don't like being showed up.. Like owlbears and moose.

Unfortunately, Avothius are easily corrupted. Do not take one into Decay. After a couple hours, it may randomly decide to kill you.

Avothius (STAT BLOCK)

Large/Huge Beast,
Neutral

AC 16
Hit Points 13d12+8 (90)
Speed: 20ft

STR	DEX	CON	INT	WIS	CHA
24 (+7)	4 (-3)	30 (+10)	6 (-2)	8 (-1)	6 (-2)

Damage Immunities : Cold, Bludgeoning, slashing and piercing from non-magical attacks
Damage Resistances : Fire (Feywild Avothius), Slashing, Bludgeoning, Piercing
Condition Immunities : Charmed, Frightened.

Senses: Darkvision 30 ft. Passive Perception 10

Languages: somewhat understand Common, especially those trained, but cannot speak it. They can speak very basic Draconic.

Challenge 9

Egocentric. Avothius don't like to be shown up. They won't run from any fight for any reason.

Fur of Frost. Attacking the Avothius with your bare hands, or anything that involves you touching it with your limbs, is a bad idea. Any attacks made directly by a part of the body, such as punches, bites, or clawing, also deals 2d4 piercing damage and 1d4 cold damage to the attacker. Furthermore, where the ice has become spikes, many places underneath are plated with heavy, thick sheets of ice, rendering the Avothius practically immune to bludgeoning damage and some forms of slashing, unless in rare circumstances or the Avothius does not have packed ice on it, which is uncommon unless they are young.

Wintery Resolve. Kept warm by its coat and having incredible heat conservation abilities, the Avothius is immune to all forms of cold damage.

ACTIONS

Fortify. The Avothius pulls itself together mentally, negating and ignoring all poisons, bleeds, etc. that are not force damage. This also gets rid of *guilt*, such as that used by Sturbi.

Crunch. The Avothius crushes its jaws on its target, in an attempt to smash their bones to smithereens. The victim must make a DC 15 Constitution Saving Throw or fall prone. The victim must then make another DC 15 Constitution Saving Throw, on a fail, they become paralyzed until their next long rest due to broken bones. On a success, the victim resists the attempt and can end the prone condition. If the first saving throw fails, the victim takes 2d8 piercing damage and 4d8 bludgeoning damage (force if feywild avothius). This damage is halved if the throw is successful.

Thrash. The Avothius whips its tail back and forth in a cone behind it, dealing 5d10 bludgeoning damage and forcing a DC 15 Constitution Saving Throw to anyone caught in it. On a fail, anyone hit falls prone.



Mythrus

Mythrus's stat block.

Huge dragon, chaotic good

AC 18

HP 170

Speed 40 ft. climb 40 ft. Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	22 (+6)	15 (+2)	12 (+1)	20 (+5)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Arcana +6, History +6, Perception +11, Stealth +5

Damage Immunities cold

Senses Blindsight 60 ft, darkvision 120 ft, passive perception 21

Languages Common, Draconic

Legendary Resistance (1/day). If Mythrus fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Mythrus makes three attacks, one with his bite and two with his claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft, one target. *Hit:* 18 (2d10+7) piercing damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft, one target. *Hit:* 14 (2d6+7) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft, one target. *Hit:* 16 (2d8+7) bludgeoning damage.

Breath Weapons (Recharge 5-6). Mythrus uses one of the following breath weapons.

Cold Breath. Mythrus exhales an icy blast in a 45-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much on a successful one.

Paralyzing Breath. Mythrus exhales paralyzing gas in a 45-foot cone. Each creature in that area must make a DC 16 Constitution saving throw or be paralyzed for 1 minute (5-6 turns). A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Detect Magic. Mythrus detects the general direction of sources of magic. He can detect any kind of magic within 3 miles if he does so willingly twice per day. He can detect radiant and necrotic magic passively.

Evasive Tactics. Mythrus has spent much time in parts of the Feywild and Material Realm with dense foliage and is good at gliding around in tight areas. He has advantage on Dexterity checks or saving throws that involve dodging attacks or obstacles.

Empowering Presence. Mythrus gives nearby allies advantage on their next saving throw or check of any type if he is nearby. This effect can only occur once per hour per ally.

Ani

THIS IS A PLAYABLE RACE.

To make Darksworn Ani Subrace: Remove *Twisting Light* Racial, Remove *The Art of Healing* Racial, Restoration Beam becomes a Destruction Beam fueled by necrotic energy, now dealing damage and having an extra 2d8 as base, but otherwise functioning the same. *Celestial Ancestry* becomes *Tainted Ancestry*, removing your resistance to radiant damage. Your Intelligence score increases by 2 instead of your Wisdom. You are capable of feeling hatred and malice in your personality, unlike your former kin.

EVERYTHING ELSE STAYS THE SAME.

This subrace is intended to be run sparingly. Most Ani die if they attempt to wield large amounts of necrotic energy; this is the end result if they do survive. As a result, they are incredibly rare, and often evil or at least neutral. Not all, some can still be good, but many are not what they formerly were.

The Ani are an interesting race of semi-celestials with unknown origins, having far more celestial blood than even Aasimar. Despite being quite odd compared to the more common races, and considered odd even among the likes of tieflings, their celestial nature leads to them being treated with general respect by the common folk or scholars who happened to be enlightened to their heritage.

Celestial Descendents

Ani are white humanoids with gray and gold highlights, clawed feet, and hands. Six protrusions extend from their back, which can vibrate and are sometimes used to talk to other Ani. They have four large ears and two crested structures on their forehead that act like antlers. They have long, broad tails, almost fin-like towards the end. Their eyes are generally black with a white pupil, and depending on the individual, may have faint undertones of green, blue, hazel, amber, or other colors, usually only noticeable if light is shined on them. They have three small arrowtip-shaped markings underneath their eyes. There are four sets of moon shaped markings on their arms and legs, each set for each limb, in trios spaced apart vertically. This is also on both sides of their torso. While white, light gray, and gold are the most common colors you can see on them and will always be there as a sort of primary coloration, blue, purple and sometimes even green highlights are possible, usually when it comes to the moon marking sets. Ani are always primarily white, but different patterns and colorations of the above mentioned colors mark individuals apart. Some Ani have a floating orb which could be considered an artifact. The orbs are imbued with magic and have many patterns on them, are hollow inside, and can condense the magic inside down to a beam which can be used to heal what they wish on demand. These orbs follow the Ani they are attuned to via floating.

The Ani don't live in every part of the world, and even though finding them where they shouldn't be is incredibly rare, you can still find the (very) occasional adventuring Ani wandering the many lands. Nobles and common folk who live in the Ani-less parts are often bewildered when they see one. Some, particularly scholars, pick up that they are part celestial and become interested to learn from them, but many more are either spooked or surprised.

Nearly all Ani are incapable of wielding dark magic or necrotic energy and most hypothetically would be wounded or killed if they tried wielding a sizable amount right off the bat. There are, however, a select few who can do this; they accomplish it by wielding the magic in small amounts and building up a tolerance. The downside is they are disliked by many other Ani, and to them, this means ones attempting to wield necrotic magic have forsaken their celestial descentance.

In Eyzira specifically, they were first created by the Spirit Willow as it began to grow, not long before the islands ascended into the sky. In this same setting, Ani are cousins of the Skidru, who are of the same descentance but were created later as the second generation of the Light's children after the Aereis.

Gentle and Altruistic

The Ani in general are incredibly altruistic and will help others with no benefit to themselves, at least not an obvious one. The majority of them are gentle and simultaneously energetic. Some like to poke satire, but very rarely to the point where they will start a fight and it is almost always intended as humor.

Nearly all Ani are incapable of feeling hatred or having evil intentions, this sort of behavior or self-thought is incredibly rare and only begins to surface apparently when an Ani chooses to start wielding dark magic. The more they wield, the more apparent the change becomes. All Ani can feel skepticism and distrust, though. The Ani value honesty and keep their word; they will try their best to fulfill a promise they might have made.

The vast majority of Ani hate harming when they don't need to. However, they are fully willing to attack in self-defense. This especially goes for adventuring Ani who often have their own hard line that, if crossed, will warrant such.

Ani Names

Ani names are generally quite short, not usually more than five characters long. They don't typically have last names. Some of the first parts (occasionally last parts too) of names you can generate at this website; <https://perchance.org/sky-cotl-namegen>, make good names for an Ani.

Male Ani Names: Ilu, Faro, Atsu, Sol, Fil, Leru, Reem, Vumo, Ivo, Ato, Miled, Gijo, Xinef, Isiv, Loge, Mapu, Dupi, Lafu, Cediz, Cayum, Koset, Kuvef

Female Ani Names: Eki, Ari, Tatsu, Ewoni, Ru, Isu, Era, Vinya, Kifri, Milau, Epa, Rori, Exa, Cuya, Moxa, Xefi, Ozaki, Asuca, Iteke, Tebi, Nimi, Miru

Ani Traits

Ability Score Increase. Your Wisdom score increases by 2, and your Charisma score increases by 1.

Age. The Ani mature at around the same rate as humans, but a smidge slower, reaching adulthood at around 25 and living up to 150 years.

Size. Ani are quite small, around the size of Dwarfs. They usually stand about 4 ft, give or take. You can find bigger ones, but this is uncommon. They will NEVER stand more than 5 ft tall. An Ani can take either Medium or Small size, depending on where they are in regards to the 4 ft mark.

Speed. Your base walking speed is 35 feet.

Darkvision. Thanks to your celestial heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Celestial Ancestry. You have resistance to radiant and necrotic damage (if the necrotic damage was not cast by you)

The Art of Healing. You have advantage on Wisdom (Medicine) checks.

Restoration Beam. At 3rd level, your orb can channel a golden healing beam which heals what it is aimed at. You can aim it telepathically. This beam is the equivalent of 1st level *Cure Wounds*, (1d8+SP MOD) and acts as such, except with a 40 ft range. You can use the orb's beam once per long rest. 1d8 is added to the healing every 3 levels, capping out at level 15 with 5d8. This can be cast as a bonus action.

Twisting Light. You have a physical inability to wield necrotic magic unless you have built up a resistance to it. The Ani have mastered the art of copying the spells, but with radiant magic as a substitute. Any spells you have that deal necrotic damage deal radiant instead. You can forcibly bypass this at your own risk, and deal necrotic damage, but you also take the damage that was dealt to the target with no resistance applied, since the spell backlashes.

Languages. You can speak, read, and write Celestial and Common.

Classlocks. Ani are generally locked out of the following classes. They can still be these classes, but they have to jump through quite a few hoops. They may also risk losing the respect of their fellow Ani, since these classes don't align with their nature or values. In some cases, this is a life-risking decision when it comes to dealing with necrotic magic. Ani who happen to be these classes are very rare exceptions. Ani rolling these classes are often Darksworn, but not always, and some may have a reason to roll them in their backstories. (An Ani can still be an Eldritch Knight Fighter without much consequence. They typically summon and create their own

“light-blades” if this is the case.. Glowing white sticks that do not look like swords, but act like them.) *Barbarian, Rogue, Fighter (NOT EK), and Warlocks if the patron is Evil.*

Sketches (MINE)

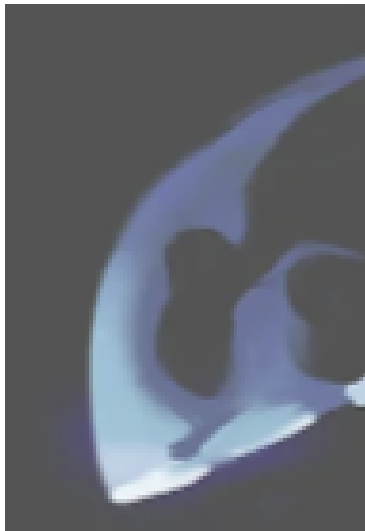




Original:



Ani “Lightblades” typically look like this, but golden. (Ori concept art)



Mora the Spider

A grandiose spider queen, she resides in the Mouldwood Depths. The Decay seems to have done something to her- She spins massive webs, and her emission of a biting (literally) darkness has become a threat to any outsiders. Instead of poison, she has an uncanny ability to produce acid, spit it, and spray it while slashing via her legs. Always bring torches.. Or start glowing. She is currently guarding the Eyes of the Light.

BOSS. FIXED STATS, BUT MAY BE TWEAKED AT WILL

Huge beast, chaotic evil (corruption), chaotic neutral (after defeat)

AC 16

HP: 151

Speed: 20 ft

STR	DEX	CON	INT	WIS	CHA
15 (+2)	21 (+5)	15 (+2)	18 (+4)	18 (+4)	9 (-1)

Saving throws

Con +5, Dex +8, Wis +5

Skills Acrobatics +12, Perception +10

Senses Darkvision 200 ft, passive Perception 18

Languages Spideric (although common as well once her corruption is removed)

Challenge 10-11

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Standing Leap. Mora's long jump is up to 40 feet and her high jump is up to 20 feet, with or without a running start.

Deadly Darkness. Mora can emit a biting black fog at will. If it becomes too thick, creatures in it that are not touched by Decay will begin taking 2d6+2 necrotic damage every turn. This fog sinks like cold air.

ACTIONS

PHASE 1

Death from Above (Recharge 5-6, uses 2 turns). Mora bites a target, then climbs up the wall considerably high and dangles herself from the ceiling 60 ft. above the ground via a web before casting *acid burst*. | NEXT TURN | Mora jumps off the ceiling, righting herself mid-air, and using *deadly leap*. Acid Burst still goes on cooldown in this manner.

Deadly Leap. If Mora jumps at least 15 feet as part of her movement, she can then use this action to land on her feet in a space that contains one or more creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 13 (3d6+4) slashing damage plus 10 (2d6+4) acid damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of Mora's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in Mora's space.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 12 (2d6+5) piercing damage plus 12 (2d6+5) acid damage. The target must make a DC 11 Constitution saving throw. On a success, half damage is taken. On a fail, the target takes an additional 1d6 poison damage and is poisoned for 1 hour. If the poison reduces the target to 0 hit points, they are stable but paralyzed for the duration, even after regaining hit points.

Web (Recharge 3-4). Ranged Weapon Attack: +7 to hit, range 80, one target. **Hit:** The target is restrained by webbing. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed. (AC 12; hp 10; vulnerability to fire damage; immunity to poison, bludgeoning and psychic damage)

Acid Burst (Recharge 3-4). Mora shoots 3 blobs of acid, dealing 3d6 acid damage each. More than 2 Acid Burst projectiles cannot hit the same target within the same usage of the ability.

PHASE 2 (below half health, aka 75)

Mora loses the ability to cast *web*. She gains a new ability in its stead.

Death from Above (Recharge 5-6, uses 2 turns). Mora bites a target, then climbs up the wall considerably high and dangles herself from the ceiling 60 ft. above the ground via a web before casting *acid burst*. | NEXT TURN | Mora jumps off the ceiling, righting herself mid-air, and using *deadly leap*. Acid Burst still goes on cooldown in this manner.

Deadly Leap. If Mora jumps at least 15 feet as part of her movement, she can then use this action to land on her feet in a space that contains one or more creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be

knocked prone and take 15 (4d6+4) acid damage plus 15 (4d6+4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of Mora's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in Mora's space.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 12 (2d6+5) piercing damage plus 12 (2d6+5) acid damage. The target must make a DC 14 Constitution saving throw. On a success, half damage is taken. On a fail, the target takes an additional 1d6 poison damage and is poisoned for 1 hour. If the poison reduces the target to 0 hit points, they are stable but paralyzed for the duration, even after regaining hit points.

Furious Fit. Mora jumps three times using her momentum, casting *deadly leap* on the second two jumps. When *deadly leap* is used in this manner, the targets can make a DC 18 Strength or Dexterity (target's choice) saving throw to avoid both jumps entirely. The original DC from *deadly leap* still stands, but for only one jump; targets have to make another saving throw for the next jump. The DC for *furious fit* can also be used to dodge the second jump.

Acid Burst (Recharge 3-4). Mora shoots 3 blobs of acid, dealing 3d6 acid damage each. More than 2 Acid Burst projectiles cannot hit the same target within the same usage of the ability.

PHASE 3 (below 50 HP)

Mora begins emitting *deadly darkness*. It is not strong enough to affect the party immediately, but there is a 4-minute time limit before the darkness becomes too thick and starts to damage the party. *Deadly darkness* deals 4d6 necrotic damage for every turn a creature spends in it and can be warded off by sources of light. Mora retains all her abilities from the second phase. Upon being reduced to 1 hit point, she screeches and collapses, accidentally slicing the Eyes of the Light free in the process. After the Eyes merges with the Voice (or any other wisps the players may have collected at this point), Mora gets up, a bit shaky. Her alignment has been turned to Chaotic Good, and she will no longer attack, but thank them. All *deadly darkness* is purged from the depths and she heads up to a hammock-like structure made of web to rest.

Death from Above (Recharge 5-6, uses 2 turns). Mora bites a target, then climbs up the wall considerably high and dangles herself from the ceiling 60 ft. above the ground via a web before casting *acid burst*. | NEXT TURN | Mora jumps off the ceiling, righting herself mid-air, and using *deadly leap*. Acid Burst still goes on cooldown in this manner.

Deadly Leap. If Mora jumps at least 15 feet as part of her movement, she can then use this action to land on her feet in a space that contains one or more creatures. Each of those

creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 15 (4d6+4) acid damage plus 15 (4d6+4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of Mora's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in Mora's space.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) piercing damage plus 12 (2d6+5) acid damage. The target must make a DC 11 Constitution saving throw. On a success, half damage is taken. On a fail, the target takes an additional 1d6 poison damage and is poisoned for 1 hour. If the poison reduces the target to 0 hit points, they are stable but paralyzed for the duration, even after regaining hit points.

Furious Fit. Mora jumps three times using her momentum, casting *deadly leap* on the second two jumps. When *deadly leap* is used in this manner, the targets can make a DC 18 Strength or Dexterity (target's choice) saving throw to avoid both jumps entirely. The original DC from *deadly leap* still stands, but for only one jump; targets have to make another saving throw for the next jump. The DC for *furious fit* can also be used to dodge the second jump.

Acid Burst (Recharge 3-4). Mora shoots 3 blobs of acid, dealing 3d6 acid damage each. More than 2 Acid Burst projectiles cannot hit the same target within the same usage of the ability.

Mora's picture (she looks more like a normal brown spider after the corruption is purged, although she can still deal acid damage in the lore of the world and as such has only hints of green.. More Ori concept art!)



Mythrus and the Stink Spirit

In the Luma Pools, Mythrus had begun acting odd, as the adventurers realized there was something attached to his back.. The presence they had been trying to locate, and it immediately became apparent that the Stink Spirit was a creation of the Decay. Mythrus then promptly eats the Strength of the Light and attempts to kill the party, in which a chase ensues. The chase drags on before arriving at a dead end as, reluctantly, the party initiates a boss fight. The Stink Spirit (an Aboleth, doesn't look like a normal one but has the stat block) acts immediately after Mythrus in the initiative count, although they are so intertwined with one another they share a health pool. In the state of struggling to control Mythrus (they used all three enslave attempts), the Aboleth is not emitting mucus as it is also above land- it is spending the vast majority of its time using Mythrus and only uses the tentacle attacks in order to not lose its grip.

The Stink Spirit does not look like a typical Aboleth, with many more tentacles and a lot of black, but still uses a very similar stat block.

Mythrus is within a decade of adulthood, and as such has mixed and shared/split stats from both the Young Silver Dragon and Adult Silver Dragon stat blocks, although he is not old enough for Legendary Actions.

BOSS. FIXED STATS.

Huge dragon, chaotic good (mind controlled by an Aboleth)

AC 18

HP 201

Speed 40 ft. climb 40 ft. Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	22 (+6)	15 (+2)	12 (+1)	20 (+5)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Arcana +6, History +6, Perception +11, Stealth +5

Damage Immunities cold

Senses Blindsight 60 ft, darkvision 120 ft, passive perception 21

Languages Common, Draconic (Mythrus) | Deep Speech, telepathy 120 ft. (Stink Spirit)

Legendary Resistance (1/day). If Mythrus fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. Mythrus makes three attacks, one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft, one target. *Hit:* 18 (2d10+7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft, one target. *Hit:* 14 (2d6+7) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft, one target. *Hit:* 16 (2d8+7) bludgeoning damage.

Breath Weapons (Recharge 5-6). Mythrus uses one of the following breath weapons.

Cold Breath. Mythrus exhales an icy blast in a 45-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much on a successful one.

Paralyzing Breath. Mythrus exhales paralyzing gas in a 45-foot cone. Each creature in that area must make a DC 16 Constitution saving throw or be paralyzed 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.

Tentacle. The Stink Spirit attached to Mythrus swings a tentacle at a target. *Melee Weapon Attack:* +9 to hit, reach 15 ft, one target. *Hit:* 12 (2d6+5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can only be removed by *heal* or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied before 10 minutes have passed.

There are no phases in this boss fight.

When Mythrus reaches 10 hit points, he will begin to screech and thrash as he breaks free-peeling the Aboleth off himself and taking it up through a hole that the players can climb up through via a vine. If they do this, they are met with Mythrus and the Foul Presence wrestling each other for the next 15 or so seconds, before Mythrus manages to pin the Aboleth down and kill it.

Mythrus's picture (YEA THESE ARE ALL JUST INTERNET PICTURES HAHA-)



And.. Aboleths in Eyzira.. (ignore debris)



The Triplets (Shadris, Rexaris, and Draxis)

Lost when the Spirit Willow died, the triplets' ghosts were recovered by their grieving mother and remain forever as spirits in shadows, for they were too young to ever know the Light. Their spectral forms almost seem solid as their mother is close to bringing them back to life, to the point they will grow to adulthood despite being ghosts, but will freeze in time in a way after the fact. As the Shadowfell twisted their spirits further, they, like their mother, assumed that their deaths were intentional. Despite being trapped forever as spirits if their mother fails in resurrecting them, they will help her exact vengeance against what they believe wanted them dead– the Light– As hatred is all they can remember.

BOSSSES. FIXED STATS. THE TRIPLETS SHARE A HEALTH POOL AND INITIATIVE COUNT SPOT IN THE ORDER OF (Draxis, Shadris, Rexaris). ANY DAMAGE OR HOTS USED ON ONE AFFECTS ALL, SAME APPLYING TO ANY BUFFS OR HEALING MAGICS THEY MAY CAST ON THEMSELVES. SAVING THROWS AND CHECKS DO NOT APPLY TO ALL THREE UNLESS THEY ARE TRIGGERED BY SPELLS, POISONS, MAGIC WEAPONS OR ANYTHING ELSE THAT MAKES SENSE IN CONTEXT.

Shadris

Large undead, lawful evil

AC 18

HP 131

Speed 40 ft. climb 40 ft. Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	11 (+0)	23 (+6)	21 (+5)	19 (+4)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Arcana +6, History +6, Perception +5, Stealth +4

Damage Immunities fire

Damage Resistances necrotic

Senses Blindsight 30 ft, darkvision 120 ft, passive perception 18

Languages Common, Draconic

Living Shadow. While in dim light or darkness, Shadris has resistance to damage that isn't force, psychic, or radiant.

Sunlight Sensitivity. While in sunlight, Shadris has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, Shadris can take the Hide action as a bonus action.

Power of Three. Tied closely together spiritually, the Triplets share a health pool, only roll once for initiative, and share the spot in the order of Draxis, Shadris, and Rexaris. They share a cooldown on Shadow Breath, and only one of them can be in a physical form at a time, and as such only one can take damage at any given point, if the damage is not radiant. They each have special abilities that can phase into a physical state from the Ethereal Plane, but although the cooldown on these abilities is unique to each triplet and thus is not shared, the cooldown is doubled while on the Ethereal Plane as it takes extra energy to phase the ability to a physical state. The Triplets in the Ethereal Plane cannot use Shadow Breath.

Lust for Control. All undead shadows raised by the Triplets' Shadow Breath are under the control of Shadris, acting immediately after her in the initiative count.

ACTIONS

Multiattack. Shadris makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft, one target. *Hit:* 17 (2d10+6) piercing damage plus 3 (1d6) necrotic damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft, one target. *Hit:* 13 (2d6+6) slashing damage.

Shadow Breath (Recharge 5-6 turns, SHARES COOLDOWN DUE TO POWER OF THREE). Shadris exhales shadowy fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies immediately, and an undead shadow rises from its corpse and acts immediately after The Triplets in the initiative count. The shadow is under Shadris's control.

Shadow Volley (Recharge 2-3 Physical, 5-6 On Ethereal Plane). Shadris shoots out three bolts of raw shadow, dealing 13 (2d6+6) necrotic damage each. Multiple bolts cannot hit the same target.

Rexaris

Large undead, chaotic evil

AC 18

HP 131

Speed 40 ft. climb 40 ft. Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	23 (+6)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +8, Stealth +8

Damage Immunities fire, necrotic

Senses Blindsight 30 ft, darkvision 120 ft, passive perception 18

Languages Common, Draconic

Living Shadow. While in dim light or darkness, Rexaris has resistance to damage that isn't force, psychic, or radiant.

Sunlight Sensitivity. While in sunlight, Rexaris has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, Rexaris can take the Hide action as a bonus action.

Power of Three. Tied closely together spiritually, the Triplets share a health pool, only roll once for initiative, and share the spot in the order of Draxis, Shadris, and Rexaris. They share a cooldown on Shadow Breath, and only one of them can be in a physical form at a time, and as such only one can take damage at any given point, if the damage is not radiant. They each have special abilities that can phase into a physical state from the Ethereal Plane, but although the cooldown on these abilities is unique to each triplet and thus is not shared, the cooldown is doubled while on the Ethereal Plane as it takes extra energy to phase the ability to a physical state. The Triplets in the Ethereal Plane cannot use Shadow Breath.

Dark Fortitude. Rexaris is immune to necrotic damage.

ACTIONS

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

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft, one target. *Hit:* 17 (2d10+6) piercing damage plus 3 (1d6) necrotic damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft, one target. *Hit:* 13 (2d6+6) slashing damage.

Shadow Breath (Recharge 5-6 turns, SHARES COOLDOWN DUE TO POWER OF THREE). Rexaris exhales shadowy fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies immediately, and an undead shadow rises from its corpse and acts immediately after The Triplets in the initiative count. The shadow is under Shadris's control.

Black Lash (Recharge 2-3 Physical, 5-6 On Ethereal Plane). Rexaris strikes using the tentacles on his neck twice, dealing 13 (2d6+6) for each strike. Can hit one or two targets.

Draxis

Large undead, neutral evil

AC 18

HP 131

Speed 40 ft. climb 40 ft. Fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	23 (+6)	19 (+4)	14 (+2)	11 (+0)	21 (+5)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Perception +10, Stealth +10

Damage Immunities fire

Damage Resistances necrotic

Senses Blindsight 30 ft, darkvision 120 ft, passive perception 18

Languages Common, Draconic

Living Shadow. While in dim light or darkness, Draxis has resistance to damage that isn't force, psychic, or radiant.

Sunlight Sensitivity. While in sunlight, Draxis has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, Draxis can take the Hide action as a bonus action.

Power of Three. Tied closely together spiritually, the Triplets share a health pool, only roll once for initiative, and share the spot in the order of Draxis, Shadris, and Rexaris. They share a cooldown on Shadow Breath, and only one of them can be in a physical form at a time, and as such only one can take damage at any given point, if the damage is not radiant. They each have special abilities that can phase into a physical state from the Ethereal Plane, but although the cooldown on these abilities is unique to each triplet and thus is not shared, the cooldown is doubled while on the Ethereal Plane as it takes extra energy to phase the ability to a physical state. The Triplets in the Ethereal Plane cannot use Shadow Breath.

ACTIONS

Multiattack. (Recharge 2-3) Draxis makes three attacks: one with his bite and two with his claws.

Bite. Melee Weapon Attack: +10 to hit, reach 10 ft, one target. *Hit:* 17 (2d10+6) piercing damage plus 3 (1d6) necrotic damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft, one target. *Hit:* 13 (2d6+6) slashing damage.

Shadow Breath (Recharge 5-6 turns, SHARES COOLDOWN DUE TO POWER OF THREE).

Draxis exhales shadowy fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies immediately, and an undead shadow rises from its corpse and acts immediately after The Triplets in the initiative count. The shadow is under Shadriss's control.

Shadowform (Recharge 3-4). Draxis transforms into a wisp of *deadly shadow* for 1 turn. He becomes immune to all conditions and all damage except for radiant and psychic. Touching him or attacking him at melee range in this state will deal 1d6 necrotic damage. He teleports to a random location in the boss room on his next turn. He then promptly reforms into his dragon form and is able to attack like normal. He cannot use this ability on the Ethereal Plane.

Twilight Arrow (Recharge 2-3 Physical, 5-6 On Ethereal Plane). Draxis conjures an assassin's arrow made of a glowing, condensed shadow. He then fires it via telekinesis. The arrow deals 14 (3d8+2) necrotic damage on impact.

PHASE 1 - Calculations

Shadriss begins the fight in the Shadowfell, with her brothers in the Ethereal Plane using Black Lash and Twilight Arrow every now and then. Phase 1 ends when Shadriss reaches 154 HP (or takes 77 damage).

PHASE 2 - A Walking Tank

Shadriss shifts back into the Ethereal Plane, and her brother, furious, shifts into the Shadowfell to take her place. Shadriss and Draxis fire off Shadow Volley and Twilight Arrow respectively, taking turns. Phase 2 ends when Rexaris reaches 77 HP (or takes 77 damage).

PHASE 3 - The Stupid Sibling

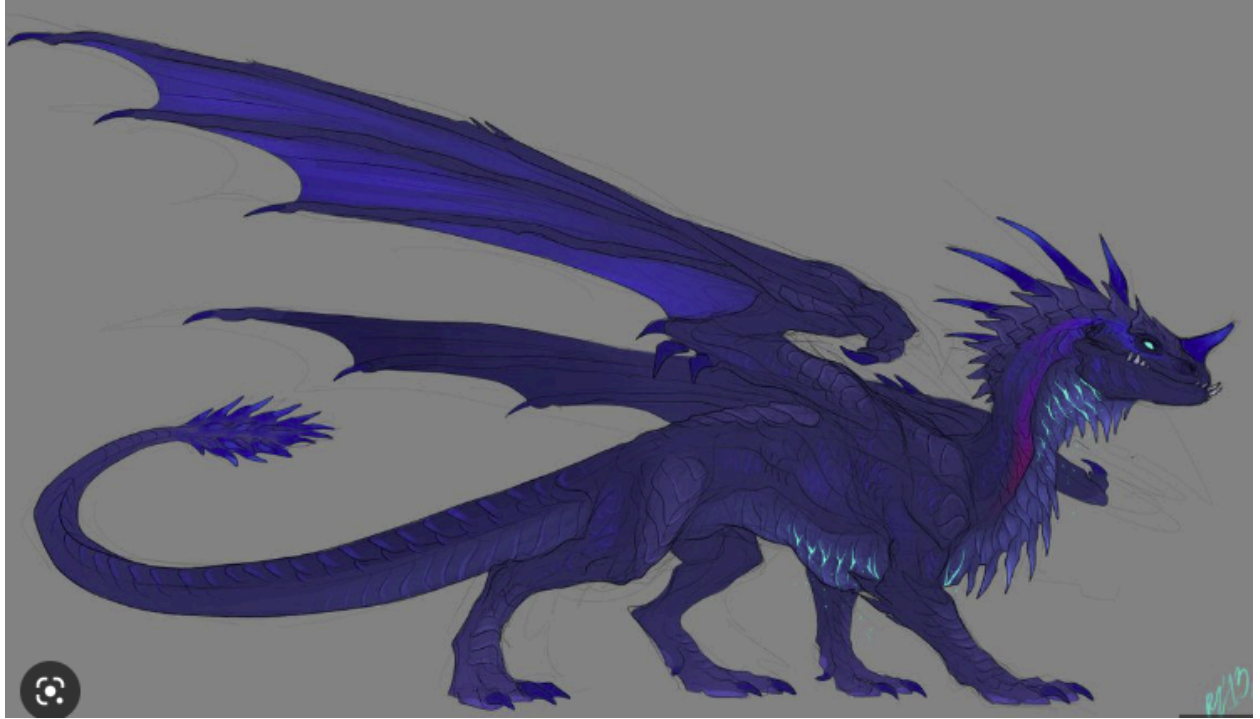
Rexaris shifts back into the Ethereal Plane, and Draxis takes it upon himself to finish the party off. Shadris and Rexaris spam Shadow Volley and Black Lash whenever available, respectively. When Draxis gets low enough on HP, his siblings start to screech in terror and protest, panicking as they realize they could also probably die if he doesn't phase back. Draxis, letting his ego get in the way, says that he can handle them fine. Phase 3 ends when Draxis reaches 0 hit points, as the Triplets die and shards of their spirits remain.

The players can take the shards along with the Egg back to Eyzira. If they bring the shards, they can bury them where the players wish, putting the spirits of the Triplets to rest, and their life's energy allowing the players to roll a hit dice each.

After the boss fight concludes, a ***very rightfully enraged*** Kuro can be seen and heard rapidly approaching. A chase begins with an unknown being barrelling into the party and knocking them off the tower as it gets engulfed in Kuro's flames.

After they reach the portal, the party scrambles through with Kuro hot on their tails.

(In respective order, Shadris, Rexaris and Draxis.. Bad quality i know ;-;)



Seir

Seir is the light that guards the land of Eyzira, and once watched over it via the Spirit Willow. Its fragments (Seir itself once restored as well) follow the players around for much of the campaign. Seir's fragments by themselves are defenseless and unable to do anything but in turn are immune to all damage types except necrotic, which they have resistance to. This stat block should not be used for the fragments alone.

Seir is a pacifist and does not like causing harm unless it is necessary.

In the lore, Seir is immune to nearly all damage types once completed, just like its fragments, but for balancing purposes, Seir can't be immune to or able to resist every damage type in the game. As a trade-off to losing invulnerabilities, Seir can assist the players with more attacks and more damage, although it still isn't enough to make a major difference. They are immune to all forms of conditions.

Seir is by definition a tank. However, it cannot grab the attention of monsters very well.

Seir (STAT BLOCK)

Tiny Celestial, Neutral Good

AC 20

Hit Points 780

Speed: 60 flight

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	18 (+4)	30 (+10)	14 (+2)

Damage Immunities : Radiant, Poison, Thunder, Cold, Force, Acid, non-magical Fire, Slashing, bludgeoning, and piercing from non-magical attacks

Damage Resistances: Necrotic in bright light

Condition Immunities : everything except Prone and Stunned

Senses: Truesight 300 ft, Darkvision 500 ft. Passive Perception 25

Languages : all, telepathy 1 mile

Challenge ?

Mindsight. Seir automatically succeeds on any checks against any form of deception. They are also immune to being charmed and frightened. They also have advantage on perception checks.

Ethereal Form. Seir is immune to forms of damage that deal it in a physical way, as it is an intangible wisp of light that you can see, but not touch. It can only be hit by certain magical attacks. Seir can also pass through walls, creatures, etc, that are no more than 10 feet thick, regardless of the material.

Keen Observer. Seir knows how many hit points surrounding creatures have, if they are damaged or wounded. It does not know their maximum. It cannot sense anything if a creature's hit points are at full. This can be used as a bonus action every other turn.

Immortality. Seir cannot die by normal means. Upon dropping to 0 hit points, it simply teleports to Mount Celestia for seven days before returning, although in a much weaker state. The longer Seir stays alive without “dying”, the stronger it becomes. If Seir “dies” and the final blow was dealt by necrotic damage, it drops to the ground and turns a golden white. In this “remnant” state, Seir can be held and can still speak, but it is unable to move on its own or cast spells. If Seir remains like this for two weeks, it fades into Mount Celestia permanently, unless it is either restored to its vessel- a spirit/world tree- or a new one is created. Seir splits into five pieces upon the death of its vessel, leaving it in a state that prevents it from fading until it is reassembled. Seir's newly reassembled form, a brilliant gold just as it was before, is not subject to the two-week timer and can, in theory, remain indefinitely in that particular state so long as it doesn't die.

ACTIONS

Spirit Shock. Seir shoots two bolts of raw light at the target, dealing 4d6 radiant damage each. This damage ignores immunities and treats it as resistance.

Light Burst. Seir lets out an explosion of supercharged radiant energy. Within a 15 foot semi-circle, all creatures caught in the blast, with the exception of Seir's allies and those it wishes no harm, take 6d10 radiant damage and must make a Constitution saving throw or be knocked 5 feet away from Seir and fall prone. This damage pierces through immunities and treats it as resistance instead.

Warp. Seir instantly teleports to an area it can see and is not occupied up to 30 feet away.

Mending (Recharge 5-6). Seir immediately heals up to 6 allies up to 100 feet away for 4d20+15. If a target rolls a nat 20 on any of their four rolls, they gain the leftover healing from the entire spell as temporary hit points.

The Will of the Wisps. Seir grants a portion of its magic to all nearby allies for 1 hour, causing all their attacks to deal 15 additional radiant damage, regardless of it being a spell, magical weapon damage, or physical weapon damage. If a target must roll to hit, they do so with advantage. This radiant damage buff ignores resistances and immunities. Seir loses 10 damage on all its attacks as it maintains the spell, although the spell itself does not require concentration. Utility, healing, and protection spells are unaffected. This can only be used if at least one ally, or Seir itself, has fallen below half of its hitpoints. This spell continues even if Seir is sent into its remnant state or teleports to Mount Celestia.

Fallen Avatar

The Fallen Avatar was the old body of the Child of Light that first merged with Seir and created the Willow. It sat dormant and empty for thousands of years, before the Decay reanimated it.

This thing is going to act as a sort of damage check to see if they are ready for Kuro- if they are not, throwing more random mana trees in and expanding Willow's End

Fallen Avatar (STAT BLOCK)

Large Undead, Chaotic Evil

AC 18

Hit Points 160

Speed: 30ft, 80 flight

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	18 (+4)	16 (+3)	12 (+1)

Damage Immunities : Poison, Necrotic

Damage Vulnerabilities: Radiant

Damage Resistances: Bludgeoning

Condition Immunities : Charmed, Frightened, Paralyzed, Blinded, Deafened, Unconscious

Senses: Truesight 60 ft, Darkvision 120 ft. Passive Perception 14

Languages : Abyssal, Deep Speech, Celestial, Common

Challenge 15

Mindsight. The Aereis automatically succeeds on any checks against non-magical deception and charms; they also have advantage on perception checks.

Twisted Will. Fallen Avatar will fight to the bitter end, doing everything in their power to see evil (or the Void) prevail.

Core of Decay. Any poison the Avatar ingests or otherwise enters the Avatar's system is automatically deactivated by the sheer darkness in its blood and purged.

Insanity Incarnation. The Avatar is essentially a zombie Aereis and cannot be disabled via normal means, leading to an semi-alarming list of condition immunities. It has no mind,

controlled by the Void or the evil that created it. It knows no fear. Its ties to the Void (or its creator) make it partly ethereal, so it is somewhat resistant to bludgeoning damage.

Keen Observer. The Avatar knows how many hit points surrounding creatures have, if they are damaged or wounded. It does not know their maximum. It cannot sense anything if a creature's hit points are at full. This can be used as a bonus action every other turn.

ACTIONS

Rotting Arrows. The Avatar's halo transforms into a twisted black bow, shooting three projectiles, dealing 5d6+3 necrotic damage, and 2d6+2 piercing damage each. The necrotic damage is doubled if the target is any type of Good. The projectiles can hit multiple targets or just one. This necrotic damage is halved (rounded up) if a target's alignment is Evil.

Voidblade. The Avatar's halo transforms into a long, black blade that behaves like a flying sword. The sword cleaves in a semi-circle in front of it. It is possible to avoid the sword by making a DC 18 Dex OR Str saving throw, or to resist some of the sword via a DC 15 saving throw of the aforementioned, taking half damage. The sword deals 6d6+4 necrotic damage and 2d6 slashing damage. The radiant damage is halved if a target's alignment/type is Evil or Undead. The necrotic damage is doubled if a target is any kind of Good.

Nightmare Vision (Recharge 3-4). The Avatar conjures two masses of decaying insanity. They pool out in two 15-foot circles, with the origin point being the center of the circles. They will adjust to the terrain. Any creature that is not undead that steps in the masses takes 2d6 necrotic damage for every turn they are in it.



**Fallen Avatar is an Aereis, but its personal lore and abilities are my own creation.*

Kuro

Complete with a thirst for blood and vengeance, Kuro is an ancient red shadow dragon and the main antagonist of the campaign. Her screech is said to knock birds out of the air stone dead, her scales are also slick like ash and hard to grip to.

Nobody knows where she came from, or how she got this way before she began her murder spree..

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Mortals don't. Seir does, and Kuro wasn't always evil. Kuro's origins begin with her as a considerably old adult red dragon, guarding her hatchlings and an egg yet to hatch. When the Willow died, it unleashed so much energy it killed her hatchlings and left her with an unquenchable hatred for the Light that the Willow was aligned with. Kuro assumed the whole thing was intentional as Seir "wanted to banish the very thing they created", unable to think properly in her grief. She retreated to the Shadowfell as it matched what she was feeling. After many years, she had transformed into what she now was, keeping the egg and her hatchling's bodies as undead spirits in the Shadowfell- thinking the egg was dead and has long waited for the time to resurrect it manually by breaking the hatchling out of the egg.

### **BOSS. FIXED STATS.**

Gargantuan dragon, chaotic evil.

AC 21

HP: 2,201 (1,800 via player damage)

Speed 40 ft, climb 40 ft, fly 80 ft.

| STR      | DEX     | CON     | INT    | WIS     | CHA     |
|----------|---------|---------|--------|---------|---------|
| 30 (+10) | 10 (+0) | 29 (+9) | 18(+4) | 15 (+2) | 23 (+6) |

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Perception +16, Stealth +14

Damage Resistances necrotic

Damage Immunities fire

Senses Blindsight 60 ft, darkvision 120 ft, passive perception 26

Languages Draconic, Common

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

**Living Shadow.** While in dim light or darkness, Kuro has resistance to damage that isn't force, psychic, or radiant.

**Sunlight Sensitivity.** While in sunlight, Kuro has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

**Shadow Stealth.** While in dim light or darkness, Kuro can take the Hide action as a bonus action.

**Annihilation.** Kuro charges a beam of shadowfire and darkness for roughly 2 turns' time before unleashing it. She can charge it a few seconds at a time if she is distracted and then unleash, but it must be tapped into or resume charging within 1 minute, else the energy dissipates. Anything caught in the beam, a roughly 20 foot wide, 200 foot long horizontal cylinder is killed, dealing 200d100 necrotic damage. This pierces immunities and treats them as resistance. Kuro can use this ability once per day. The beam can only be stopped by incredibly powerful magic shields or more than 15 feet of rock/lead.

## **ACTIONS**

### **PHASE 1 (100-70% HP, 1,540)**

**Multiattack.** Kuro makes three attacks: one with her bite and two with her claws.

**Bite.** *Melee Weapon Attack:* +17 to hit, reach 15 ft, one target. *Hit:* 21 (2d10+10) piercing damage plus 14 (4d6) necrotic damage.

**Claw.** *Melee Weapon Attack:* +17 to hit, reach 10 ft, one target. *Hit:* 17 (2d6+10) slashing damage.

**Tail.** *Melee Weapon Attack:* +17 to hit, reach 20 ft, one target. *Hit:* 19 (2d8+10) bludgeoning damage.

**Frightful Presence.** Each creature of Kuro's choice that is within 120 feet of Kuro and aware of her 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 them, they are immune to Kuro's Frightful Presence for the next 24 hours.

**Shadow Breath (Recharge 6-7 turns).** Kuro exhales shadowy fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies immediately, and an undead shadow rises from its corpse and acts immediately after Kuro in the initiative count. The shadow is under Kuro's control.

**LEGENDARY ACTION: Wing Attack (Costs 2 actions.)** Kuro beats her wings. Each creature within 15 feet of Kuro must succeed on a DC 25 Dexterity saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone. Kuro can then fly up to half of her flight speed.

Kuro heads to an intermission at 1540 health.

### ***Intermission (70-50% HP, 1,100)***

In her rage, Kuro begins screeching and flies off in a short intermission that the players can use to heal up. Seir empowers them, healing the party for 4d20+15 each. Half of the spell slots that the players expended in total are restored (rounded down starting from the highest levels), distributed evenly.

After this, Kuro kidnaps Seir and flies out of range before tossing Seir into the air and attempting to incinerate it. This is barely stopped by an intervention out of nowhere from a now-healed Mythrus. The two get into a brutal fight, with Kuro having the size and power advantage but Mythrus having an agility advantage. While the fight escalates, Kuro destroys the Spirit Willow and the remnants slide into the magma. There is so much magic in the air it is causing the land to become unstable.

All party members make a DC 17 Dex Saving Throw to make it to a ledge higher up. A failure results in 5d10+8 necrotic damage, with a success avoiding any damage.

By this point, Mythrus has managed to deal 340 hit points in damage to Kuro.

When the party heads to a higher ledge, Kuro finishes charging her beam and attempts to destroy Seir. Mythrus starts glowing as he expels his magic and turns himself into a living shield, barely curling around Seir in time to protect it before Kuro fires the beam and kills him. Mythrus's magic shell barely saves Seir as Mythrus disintegrates into countless tiny orbs of light and Seir falls to a ledge lower down, now in a remnant state, but not quite dead yet.

The players, who are now in range of Kuro, draw Kuro's attention away from Seir and initiate phase two. Kuro starts phase 2 at 1,100 HP.

### ***PHASE 2 (Below 50% HP, 1,100-1)***

Kuro gains the buffs from her living shadow passive due to the Willow's destruction. On the new platform, phase 2 begins, similar to phase 1 but on a different platform and with slight buffs to most of Kuro's abilities. Mythrus has been killed and Seir has been sent into a remnant state, so

the players are now on their own. If Seir cast *The Will of the Wisps* before getting thrown into its remnant state, that buff is still active.

**Multiattack.** Kuro makes three attacks: one with her bite and two with her claws.

**Bite.** *Melee Weapon Attack:* +17 to hit, reach 15 ft, one target. *Hit:* 25 (2d10+15) piercing damage plus 17 (5d6) necrotic damage.

**Claw.** *Melee Weapon Attack:* +17 to hit, reach 10 ft, one target. *Hit:* 21 (2d6+15) slashing damage.

**Tail.** *Melee Weapon Attack:* +17 to hit, reach 20 ft, one target. *Hit:* 21 (2d8+15) bludgeoning damage.

**Frightful Presence.** Each creature of Kuro's choice that is within 120 feet of Kuro and aware of her 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 them, they are immune to Kuro's Frightful Presence for the next 24 hours.

**Shadow Breath (Recharge 5-6).** Kuro exhales shadowy fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies immediately, and an undead shadow rises from its corpse and acts immediately after Kuro in the initiative count. The shadow is under Kuro's control.

**LEGENDARY ACTION: Wing Attack (Costs 2 actions.)** Kuro beats her wings. Each creature within 15 feet of Kuro must succeed on a DC 25 Dexterity saving throw or take 20 (3d6+10) bludgeoning damage and be knocked prone. Kuro can then fly up to half of her flight speed.

Kuro's Picture

