

BLUD (ALT: DIVAGARER)



And Blud had already spotted Arnica from afar. Twisted the paths, closed the roads, then hid himself behind a bush and waited.

Arnica entered the forest. Spruce boughs hung low overhead; beneath them - dimness, dampness, the stale weave of cobwebs... She looked - and the path beneath her feet was gone!

Arnica darted right, rushed left - exactly what Blud wanted. He crept up behind and quietly clung to her. At once Arnica's head began to spin, and everything became so tangled that she could no longer tell where to go, nor from where she had come.

She was completely lost! And there was no one to ask the way. Deaf spruces murmured their own secrets, while down below, on the needles, pale-green toadstools had gathered for a witch's council.

- Come to us, onto the quiet needles, into the drowsy cobwebs, - the toadstools called to Arnica
- Here you'll forget your wanderings, you'll drift to sleep — and never wake again...
- I don't want to sleep! - Arnica trembled.
- Come, come! - the toadstools chuckled — In our forest, no rooster ever finishes its crowing, nor cat its meowing. There's no road out for you now!

--- FROM THE TALE "ARNIKA" BY ZIRKA MENZATYUK - CHERNIHIV REGION, UKRAINE
--- Illustration from - "Mythic Beings of Ukrainian Folklore" - Dara Korniy

IT APPEARS AS A TALL, THIN WANDERER WITH HOLLOW EYES, CLOAKED WITH FOREST MIST.
Its outline never fully still, as if it were part of the mist itself.

The Blud is a spirit of lost paths, he leads travelers in circles until they forget the way home. Those who follow its false lights may walk forever, never knowing they've already passed the same place a hundred times.

Armor Class 15 (Natural Armor)
Hit Points 102 (12d8 + 48)
Speed 40 ft.

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

Saving Throws Dex +7, Cha +6
Skills Deception +6, Stealth +7, Survival +4, Perception +4
Damage Resistances Psychic; Bludgeoning, Piercing, and Slashing from nonmagical attacks
Condition Immunities Charmed, Frightened
Senses darkvision 60 ft., passive Perception 14
Languages Sylvan, understands Common but speaks only in whispers and riddles
Challenge 5 (1,800 XP) Proficiency Bonus +3

TRAITS

Innate Spellcasting - The Blud's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It requires no material components.

- At will: - Minor illusion, Silent Image
- 3/day: - Enthrall
- 1/day each: - Hallucinatory terrain, Gaseous Form

Shadowbound - The Blud cannot dwell in bright light of the Sun. If exposed to direct sunlight, it is immediately banished to the Feywild until night falls.

Inside-Out - The Blud cannot perceive creatures affected by magical effects that alter their appearance, such as disguise self or similar magic. To the Blud, such creatures are completely invisible.

OLD TALES SAY THAT IF YOU WEAR YOUR CLOTHES INSIDE-OUT, THE BLUD CAN NO LONGER see you, and the way home may yet reveal itself.

Rooster's third cry - If a tricolor (calico) cat or a black rooster comes within 30 ft. of the Blud, it must succeed on a DC 15 Wisdom saving throw or be frightened until the creature leaves its sight. While frightened in this way, the Blud cannot use Echo.

GO NOT WHERE DWELLS THAT SMOKE.
Where the rooster's head's chopped off -
Go not go to the shadowed tide,
No return from the other side

--- Zwyntar - "Roosters" (Translation)

ACTIONS

Multiattack - The Blud makes two Claw attacks.

Claw (Natural Weapon) - Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 4) slashing damage.

Echo (Recharge 5-6) - The Blud chooses three visible points within 30 ft. The real Blud instantly teleports to one point, and two doubles appear at the others, indistinguishable from it.

Each double has AC 8 and vanishes if hit. The doubles last for 1 minute or until destroyed. Doubles act on Blud's turn and able to use only Blud's Multiattack and Claw actions and move.



Blud's Clung - The Blud targets one creature it can see within 30 ft. The target must succeed on a DC 14 Wisdom saving throw or, on its next turn, use all of its movement to run toward the nearest visible light source it can see. If no light source is visible - the target moves in a random direction (1d8). If the target meets an obstacle, it turns 90 degrees left and continues moving until all movement is used.

- Other creatures count as obstacles.
- The target can move through difficult terrain without penalty while under this effect.
- If it enters hazardous terrain, it stops moving immediately after stepping into it.
- Passing a light source does not stop this movement - the target continues in the same direction until its movement ends.

--- ILLUSTRATION FROM "ESSAY ON UKRAINIAN MYTHOLOGY" - HNATYUK V. M. - LVIV: Institute of Ethnology of Ukraine

BONUS ACTIONS

Will-o'-the-Blud (3/Day) - The Blud creates up to three pale, ghostly flames at points it can see within 60 ft. Each flame sheds dim light in a 10 ft. radius, remains stationary, and lasts for 1 minute unless dismissed. These flames count as visible light sources for the purposes of Blud's Clung.

REACTIONS

Shadow Shift - When the Blud takes damage, it shifts up to 10 ft. to an unoccupied space in dim light or darkness that it can see.

EQUIPMENT

None.

MADE WITH - HOMEBREWERY



MORE AT:

TUMBLR - OLD LVIVERN BREWERY