



Within the walls of Luyarnha a statue of the righteous demidritch Aitzaz was built by the hunters to honor his heroic sacrifice

friend of Steinhardt, are widely recounted by bards and minstrels across the city. His death at the hands of the ravenous scourge while evacuating the schoolchildren of the Collegium Sancti Oculi precipitated a shift in the treatment of demidritch by Luyharnians. Though they may have otherworldly origins, the alignment of demidritch, like most humanoids, is a product of their environment and upbringing.

Traits

Ability Score Increase. Your Charisma score increases by 2.

Age. Demidritchs mature faster than humans, reaching adulthood after 10 years. Their eldritch powers cause their body to decay much faster; they can live up to 60 years old.

Size. Demidritchs have the same range of height and weight as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Your many eyes were made to see through the darkness of space. You can see in dim light within 120 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.

Shard of Infinity. You are born of the galaxies and their endless void. You have resistance to cold damage.

Astral Being. Your many eyes grant you sight. You have advantage on saving throws against being blinded.

Languages. You can speak, read, and write Common and Deep Speech.

Subraces. Depending on their lineage, demidritchs have different subraces, which represent their variation. The DC for abilities given by the subraces is equal to 8 + twice your proficiency bonus.

DEMIDRITCH

Easily distinguished by their eyes—brightly coloured irises that swirl like galaxies in a jet-black sclera—demidritch occupy a precarious precipice in the minds of Luyharnians, equal parts revered and abhorred. Born of a union between humanoids and eldritch beings, demidritch are often referred to as 'half-angels', a misnomer arising from Luyharnians' mistaken belief that these creatures are descended from celestials. Stories abound of radiant silhouettes—eldritch creatures wreathed in powerful illusions—appearing unto pregnant Luyharnians and blessing their progeny with otherworldly powers.

While the Radiant Church espouses no stance on the morality of such beings, elements amongst their ranks, most notably the bookish *Obitus Scholare*, prize the demidritch as precious specimens that may provide the key to humanity's survival. The deeds of the righteous demidritch Aitzaz, a first hunter and close

Oculare

Also called observers, the many-eyed, and watchers, oculare always possess a greater allocation of eyes than one might expect. Commoners often describe the feeling of being watched when in the presence of oculare; in fact, such individuals commonly find themselves in the employ of the militia or church as investigators, their natural perceptiveness giving them a keen advantage.

Ability Score Increase. Your Constitution score increases by 1.

All Seeing Eyes. Starting at 3rd level, you can use your action to unleash your progenitor's eldritch energy, causing eyes that glow with an ethereal quality to open along your body and clothing for 1 minute. For the duration, creatures within 30 feet of you can't gain advantage on attack rolls against you as a result of being invisible or unseen.

Starting at level 12 you also grow eye-covered eldritch wings which grant you a flying speed of 30 feet and truesight out to a range of 30 feet.

Once you use this trait, you can't use it again until you finish a long rest.

Watchers. You are proficient in the Perception skill.

Nebulare

Beneath the translucent skin of the nebulare flit constellations of multihued lights: galaxy-like swirls and nebulous clouds. In times of great peril, these colourful displays can erupt in a supernova-like display of radiant brilliance, creating localised gravitational fields that help ensure the escape, and continued proliferation, of the nebular demidritch. Though the progenitor of the nebulare, an Outer God, has created no new nabulare for some time, the bloodline can go dormant for several generations, manifesting seemingly at random among newborns. Of course, with the Radiant Church experimentation in full swing, whether or not the recurrence of nebulare is really at random is an unanswered question.

Ability Score Increase. Your Strength score increases by 1.

Astral Attraction. Starting at 3rd level, you can use your action to unleash the potential energy within yourself, causing your body to erupt with power and transforming it for 1 minute.

When you first transform, each creature other than you in a 10-foot radius centered on you must succeed on a Dexterity saving throw or take a number of d6s of radiant damage from the explosion equal to your proficiency bonus.

While transformed in this way, you shed bright light in a 10-foot radius and dim light for an additional 10 feet. You generate a powerful gravitational field. The area within a 20-foot radius centered on you is considered difficult terrain for creatures of your choice that you can see. Starting at level 12 the radius increases to 30 feet.

Once you use this trait, you can't use it again until you finish a long rest.

Glow. You can cast the *light* cantrip on your own body at will.



OATH OF THE ELDRITCH HUNT

The Oath of the Eldritch Hunt is sworn to the eradication of the unnatural, the aberrant, and the alien. These hunters tread a fine line, enhancing themselves with their prey's powers whilst trying to maintain their sanity. Unfortunately, this frenzied hunger drives many to madness, and it is no rare occurrence for these paladins to have to hunt their own.

This oath is found most frequently among paladins of the Radiant Order. Known as grey knights, witch hunters, and knights aberrant, these oft-deformed warriors devote themselves to obliterating the scourge and its creations.

Tenets of the Eldritch Hunt

Resolve. Through willpower and tenacity the strain of the hunt is endured, aching limbs and ailing minds are no reason to fall short.

Respect. Take life only when doing so protects others. Kill only when necessary, lest the bloodshed enslave your soul and hunter becomes beast.

Responsibility. Many rely on your talent to survive the moonlit nights. No matter the circumstances, do not fail them. Sacrifice your own body so that others can retain the sanctity of their own, untainted forms.

Oath Spells

You gain oath spells at the paladin levels listed.

OATH OF THE ELDRITCH HUNT SPELLS

PALADIN LEVEL	SPELLS
3	hellish rebuke, faerie fire
5	moonbeam, hold person
9	displacing maw*, vampiric touch
13	black tentacles, bone maiden*
17	contact other plane, hold monster

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Hunt the Prey. As a bonus action you can call upon the sanctified hunt. You designate a creature within 60 feet of you as your prey, marking the target for 1 minute. As part of casting this channel divinity, and as a bonus action on subsequent turns, you can magically teleport up to 30 feet to an unoccupied space you can see within 5 feet of the marked target. To teleport in this way, you must be able to see the marked target.

Stolen Eldritch Gift. As a bonus action, you use your channel divinity to enhance your body beyond your mortal limits. For 10 minutes you can add your Charisma modifier to any Athletics, Acrobatics and Perception checks that you make.

Sharpened Senses

At level 7, You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, within that range, no creature can hide from you.

At level 18, this range increases to 30 feet.

Find Weakness

At 15th level, you have learned to read your prey to find any flaws they might possess. When you deal damage to a creature, you learn any damage resistances, immunities or vulnerabilities that it has.

In addition whenever you use your Hunt the Prey channel divinity, you can make a single weapon attack against the marked target when you reappear, as part of the same bonus action.

Perfect Hunter

At level 20, you are the embodiment of the eldritch hunt. None can get in the way of your kill. You activate the power of the true hunter as a bonus action. For 1 minute, you gain the following benefits:

- You become invisible.
- You cannot be grappled, restrained, or paralyzed
- Your weapon attacks deal an additional 1d8 necrotic damage, which bypasses resistance.

Once you use this feature, you can't use it again until you finish a long rest.

SPELLS

Displacing maw

3rd level conjuration
(warlock, wizard)

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

Your rib cage opens up violently, trying to devour an enemy in range. The creature must succeed a Strength saving throw or be devoured by the maw formed by your rib bones, taking 4d8 piercing damage and be transported through magic to a point of your choice on the ground within 60 feet of you, where the maw reappears and regurgitates them. On a success they take half as much damage and are not transported.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 and the teleportation range by 10ft for each slot level above 3rd.

Bone Maiden

4th level conjuration
(warlock, wizard)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a virgin's carpal bone)

Duration: 10 minutes

A target in range must succeed a Charisma Saving Throw or be banished inside an iron maiden formed of bone that appears in its space. They are considered restrained and incapacitated, immune to all damage coming from the outside, and take 2d6 piercing damage at the start of each of their turn, as spikes of bones dig in their body. At the end of each of its turns a trapped creature can repeat the saving throw, escaping on a success. The bone maiden has AC 13, 80 hit point, immunity to psychic and poison damage, and vulnerability to bludgeoning damage. If the maiden is destroyed the creature trapped inside is freed.

OSTEOMANCER

Osteomancers are powerful wizards who understand the power that can be harvested from bones. Often said to be cursed and talked about under cover of night, this sort of magic makes the uneducated shiver and the scholar morbidly curious. Those who have the cunning, bravery, or simply foolishness to pursue research in this field find themselves rewarded with afflicted knowledge. These accursed souls are known as Osteomancers.

Brittle Bone Armor

At 2nd level, you learn the basics of osteomancy, using it for protection. Once per short rest, as a bonus action, if you're not wearing any armor or wielding a shield, you can force a frame of bones out of your body to protect you. This grants you temporary hit points equal to 2 times your level in this class.

This armor lasts for one minute, or until you lose the temporary hit points. While you have these temporary hit points, you gain resistance to slashing and piercing damage and your AC increases by a number equal to one-third of your level in this class (rounded down, minimum of 1).

Anatomical Expert

Also at 2nd level, your pursuit of osteomancy has required many hours studying the anatomy of all creatures. You gain proficiency in Wisdom (Medicine) checks, and they are considered Intelligence (Medicine) checks for you. In addition, when this check concerns a creature that possesses a skeleton, you can add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Bone Puppetry

Beginning at 6th level, as an action, you focus your grim magic towards a creature with bones within 60 feet of you. It must make a Strength saving throw against your spell save DC. On a failure, you take control of its skeleton. You control what the creature does on its next turn, at the end of which, it regains control over its body. If you make it attack its allies, it has disadvantage on attack rolls. In addition, its allies have advantage on saving throws from effects caused by a creature under your control, as it resists your command.

You can only have one such creature under your control at a time. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Skeletal Servant

Starting at 10th level, when you kill a creature, you can magically force the skeleton of the creature to be ripped from its flesh and reshaped to your will. When you kill a creature of size Medium or larger, if it has a skeleton, you can cause its bones to rise as a **Minotaur Skeleton**. Roll initiative for the skeleton, which has its own turns. It obeys your mental commands, gains a bonus to its attack rolls equal to your Intelligence modifier (minimum of +0), and gains a number of temporary hit points equal to half your wizard level.

The Minotaur Skeleton remains in your service until the end of your next long rest, or until it is more than 500 feet away from you, at which point it crumbles to dust. Once you summon a Minotaur Skeleton with this feature, you can't do so again until you finish a long rest.

Improved Bone puppetry

Finally, at 14th level, when you use your bone puppetry ability, you gain control of the creature for 1 minute instead of one round. The creature can't resist your command, it doesn't suffer disadvantage on attacks against its allies, nor do they have advantage on saves against effects caused by the creature. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Once under your control, when the creature repeats the saving throw against your Bone Puppetry, you can choose to expend one additional use of the feature to give the creature disadvantage on the save. You must decide to do so before seeing the result of the roll.

Minotaur Skeleton

Large undead, lawful evil

Armor Class 12 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	19(+4)	19(+4)	9(-1)	12(+1)	9(-1)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Understands Abyssal but can't speak it

Challenge 2 (5,000 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a 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 pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 17 (2d12 + 4) slashing damage.

Gore. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage.



Art by Ojgren



It is said that Vicar Priscilla is the only person in Luyarhna who was able to tame such a wondrous creature...

ALES NEBULAE

Lone Travelers

From the day it manifests into existence, until the day it is laid to rest, the ales nebulae has but one purpose, to find its lifelong partner, and to protect it until death. They travel the vast cosmos in search of the one to fill the void within, erring through the stars, for centuries, often in vain. Their whole existence could be considered a cruel cosmic joke. Yet, they do not falter, and their search continues.

Vassals of Gravity

Their mysterious birth in the cosmos grants the ales nebulae powerful, and sometimes uncontrollable, gravitational powers. The other-worldly bird is able to invert gravity for a brief moment, bend the fabric of reality to teleport around, yet cannot control the crushing field of gravity it emits, preventing all from approaching them. All, but the one their life was destined for.

Ales Nebulae

Large monstrosity, lawful neutral

Armor Class 14 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	19(+4)	19(+4)	9(-1)	12(+1)	9(-1)

Skills Perception +7, Survival +6

Damage Resistances force; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities exhaustion, frightened

Senses darkvision 180 ft., passive Perception 17

Languages ---

Challenge 6 (2,300 XP)

Flyby. The ales nebulae doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Gravity Field. The ales nebulae emits a gravitational field. The area within 30 feet of it is difficult terrain for other creatures.

Innate Spellcasting. The ales nebulae's innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day: *misty step*
1/day: *dimension door*

ACTIONS

Multiattack. The ales nebulae makes three attacks: one with its beak and two with its talons or erupting spikes.

Beak. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Talons. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) slashing damage.

Erupting Spike. The ales nebulae causes the earth to erupt into sharp stones, below the feet of a creature that it can see on the ground within 90 feet of it. The target must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) piercing damage.

Invert Gravity (Recharge 5-6). The ales nebulae's speed becomes 0 until the start of its next turn. Each creature within 15 feet of the ales nebulae must make a DC 14 Dexterity saving throw. On a failed save, a creature is lifted 10 feet in the air and is stunned until the start of the ales nebulae's next turn. Any creature that enters the area during that time must also make the saving throw. At the start of the ales nebulae's next turn, gravity reverts again and all stunned creatures are slammed down, taking 28 (8d6) bludgeoning damage and falling prone. On a successful save, a creature can move up to half its speed until it is no longer in the area.

SCORCHED ADJUDICATOR

Failed Experiments

In their lust for power, the *Obitus Scholare* lead gruesome experimentations, merging the flesh of soldiers with that of eldritch beings. Their labor gave birth to powerful combatants, and a sea of corpses. Scorched adjudicators are the fruits of such experiments, humanoids that couldn't become true warriors, failing to resist the call from beyond and losing their sanity. Yet, the scholars still found a use for these failures: they now act as perfect killers for their creators.

Enforcers of Justice

Adjudicators enforce justice, more specifically the brand of justice approved of by the *Obitus Scholare*. Indeed, these abominations are dispatched to remove any threat to the order; their otherworldly powers trapping the souls of their victims and ensuring an irreversible death. The murderous intent of these monsters is apparent in battle; they delight in causing suffering and their mere presence prevents healing. Deriving a twisted sense of pleasure from their hunts, adjudicators often carry the shrunken, decapitated heads of their victims as horrific mementos.

Scorched Adjudicator

Medium aberration, chaotic evil

Armor Class 14 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	14 (+2)	15 (+2)	14 (+2)	9(-1)	17 (+3)

Saving Throws Dex +5

Skills Acrobatics +5, Athletics +7, Perception +5

Damage Resistances fire, necrotic

Condition Immunities blinded

Senses darkvision 120 ft., passive Perception 15

Languages -

Challenge 5 (1,800 XP)

Guiding Light. The adjudicator sheds dim light in a 10-foot radius. When a creature starts its turn in the light, or enters it for the first time on a turn, it has disadvantage on Charisma saving throws until the start of its next turn.

Limited Telepathy. The adjudicator can magically communicate ideas, emotions, and images telepathically with any creature within 120 feet of it. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Reactive. The adjudicator can take one reaction on every turn in combat.

ACTIONS

Multiattack. The adjudicator makes two handaxe attacks.

Handaxe. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) slashing damage. On a hit, if the adjudicator isn't within 5 feet of the target, the adjudicator can teleport to an unoccupied space within 5 feet of the target.

Soul Tear. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 4) necrotic damage and the target must succeed on a DC 14 Charisma 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. If this effect reduces a creature's hit point maximum to 0, the creature dies. A creature killed by this reduction can't be resurrected until the adjudicator is killed.

Inferno (Recharge 4-6). Flames pour down from the wings of the adjudicator. Each creature between 10 and 40 feet of the adjudicator must make a DC 14 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

REACTIONS

Snuff out the Light. When a spell that restores hit points is being cast within 120 feet of the adjudicator, the adjudicator teleports to an unoccupied space within 5 feet of the caster and makes a handaxe attack against it with advantage. On a hit, the spell fails and has no effect.

