

LLORONA

The legend is said that in a rural Arruquetan village there lived a young woman named Maria. Maria came from a poor family but was known around her village for her beauty. One day, an extremely wealthy nobleman traveled through her village. He stopped in his tracks when he saw Maria. Maria was charmed by him and he was charmed by her beauty, so when he proposed to her, she immediately accepted. Maria's family was thrilled that she was marrying into a wealthy family, but the noble man's father was extremely disappointed that his son was marrying into poverty. Maria and her new husband built a house in the village to be away from his disapproving father.

Eventually, Maria gave birth to twins: a boy and a girl. Her husband was always traveling and stopped spending time with his family. When he came home, he only paid attention to the children and Maria knew her husband was falling out of love with her. One day, he left and never returned.

Years later, as Maria and her twins were walking by a river, she saw a familiar carriage with a younger, beautiful woman next to her husband. Maria was so angry and confused that, without thinking, she picked up her two children and threw them into the river, drowning them. Only after she saw their bodies floating in the river did she realize what she had done and she then jumped into the river, hoping to die with her children. Now she spends eternity looking for her children around that river. It is said that if you hear her crying, you are to run the opposite way. If you hear her cries, they could bring misfortune or even death.

LLORONA

Medium undead, chaotic evil

Armor Class 12

Hit Points 63 (14d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	10 (+0)	14 (+2)	18 (+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages any languages known in life

Challenge 5 (1,800 XP)

Ethereal Sight. The llorona can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

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

Actions

Decaying Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) necrotic damage.

Etherealness. The llorona enters the Ethereal Plane from the Material Plane or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Hopeless Wail (1/Day). The llorona emits a magical cry. Every humanoid and giant within 60 feet of the llorona that can hear the wail must succeed on a DC 15 Constitution saving throw or be cursed with llorona's sadness. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Horriying Visage. Each non-undead creature within 60 feet of llorona that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this llorona's Horriying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.