

# GIFTS OF THE EVERDARK EVE





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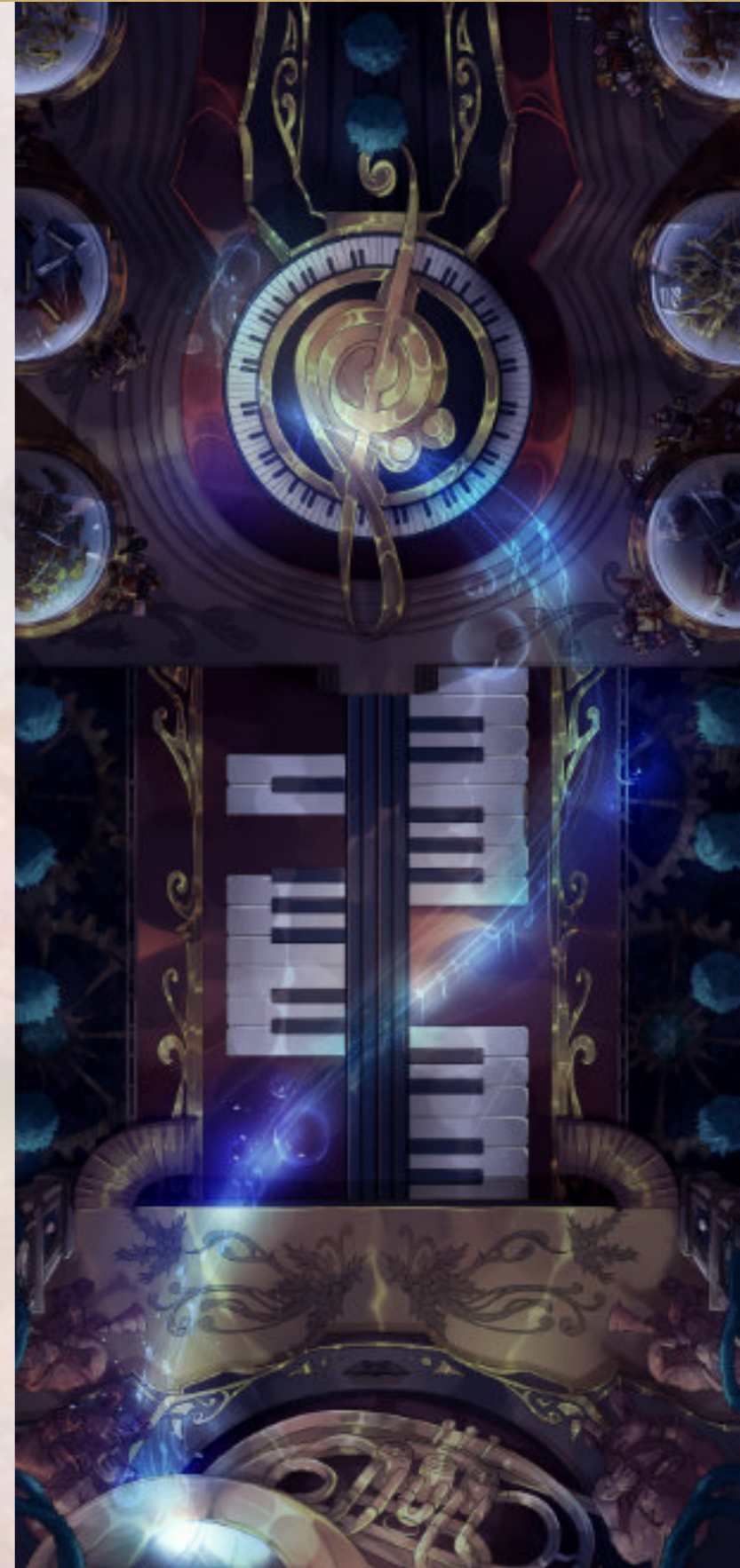


*At first glance, everything looked perfectly fine. The peculiar engines were buzzing, fantastical instruments and gadgets carefully placed – all ready to be wrapped up and sent around the planes. “Business as usual”, the resourceful elves mumbled in chorus as they entered the wintry workshop.*

*It was this very moment, things became odd. The schedule seemed off, the otherwise jolly instruments gave a rather strong impression of danger and all the other elves moved too monotonous...far too monotonous.*

*Every single one stared into their direction and yet...their gaze was empty as the icy plains outside.*

*And by the jaunty jelly bag cap, where is the big boss?*





## THE FALSE FAE

Small aberration, chaotic evil

**Armor Class** 15 (Natural Armor)

**Hit Points** 76 (17d6+17)

**Speed** 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
12(+1)	16(+3)	13(+1)	12(+1)	14(+2)	18(+4)

**Saving Throws** Dex +5, Cha +6

**Skills** Deception +6, Performance +6, Persuasion +6, Stealth +5

**Damage Resistances** psychic

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Deep Speech, Sylvan plus any one language, telepathy 60 ft.

**Challenge** 4 (1,100 XP)

**Curse of the False Fae.** When the false fae dies, each creature within 60 feet of it must make a 14 Constitution saving throw or be cursed. A cursed target loses all its senses except its sense of sight. The curse lasts for 24 hours or until removed by the **remove curse** spell or other magic.

**Eldritch Gift.** The false fae benefits from any magic item as if it wears or carries it, provided it is attuned to that item and within 60 feet of it. Further, the false fae neither has to touch such an item nor speak its command word in order to activate it.

**Nimble Escape.** The false fae can take the Disengage or Hide action as a bonus action on each of its turns.

**Spider Climb.** The false fae can climb difficult surfaces,

including upside down on ceilings, without needing to make an ability check.

### Actions

- **Multiattack.** The false fae uses one magic item it is attuned to. It then makes two attacks.
- **Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (3d4 + 3) piercing damage.
- **Mind Bend.** Melee or Ranged Spell Attack: +6 to hit, reach 5 ft. or range 60 ft., one target. Hit: 11 (2d6 + 4) psychic damage.

## THE FALSE FAE

*Sculpted from eldritch matter; steered by an other-worldly mind. When a spirit of the false fae holds on to a mortal form for too long, it gets trapped in it. Steadily, it builds its cage of flesh, knowing too well that it will break free again anyway – just on another day. As vile as this metamorphosis may sound, the false fae enjoys its stay. Maliciously laughing, it tinkers and schemes; spitefully dancing, it finds itself in places where it can spread its wickedness – be it the well-renowned bakery selling delicate cakes and cookies or a wintry workshop where it diligently constructs cursed toys, tools and instruments.*

**Eerie Imposters.** When a false fae replaces another person or being, it does its best to uphold the charade. It perfectly copies its victim's activities, habits, mimic and gesticulation. All its acting, however, is accentuated by an evil twist. Potions it brews are tainted, trinkets it forges are cursed, tools it builds turn against their users.

### Multi-Faceted

*At the DM's discretion, a sinister spirit resides within the false fae. It manifests as a small face hidden somewhere on the fae's body. It takes a successful DC 16 Wisdom (Perception) or Intelligence (Investigation) check to spot such a face. Further, upon the false fae's death, the spirit detaches from the dying body and manifests in unoccupied spaces within 20 feet of the fae as a spirit of the false fae.*



## THE SPIRIT OF THE FALSE FAE

Tiny aberration, chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 45 (10d4 + 20)

**Speed** 0 ft., fly 5 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1(-5)	14(+2)	14(+2)	12(+1)	15(+2)	19(+4)

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

**Skills** Deception +7, Performance +7, Persuasion +7, Stealth +5

**Damage Resistances** psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** darkvision 60 ft., truesight 30 ft., passive Perception 12

**Languages** Common, Deep Speech, Sylvan plus any one language, telepathy 60 ft.

**Challenge** 5 (1,800 XP)

**Curse of the False Face.** When the spirit dies, its withering presence corrupts the nearest magic item within 60 feet of it. The magic item is cursed and has a 20 percent chance of spawning a false face each time the creature that is attuned to it finishes a long rest.

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

**Shielded Mind.** The spirit is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location. As long as the spirit has its shape changed to appear like another creature, that creature's mind is shielded as well.

## THE SPIRIT OF THE FALSE FAE

*A false fae's presence inevitably attracts even more spirits of the false fae. It literally urges its kin to join in into a macabre drama exclusively played by the twisted actors these aberrations are. This grotesque vortex eventually renders whole districts or even towns being solely inhabited by false faes – caught in an endless loop of stubborn routines they eagerly adapted from their victims.*

**Plot Holes.** False faes are exceptionally good at mimicry and pretending. However, the longer this play continues undisturbed, the sloppier it gets. Not because of a sudden drop in enthusiasm but simply because they can't grasp actual meaning behind the daily routines they try to reenact. Their language might sound like incoherent jabbering, clothing is worn inside out, they sleep with seemingly open eyes or things are intentionally stored in the strangest places. What made perfect sense in the beginning eventually slips off to an uncanny farce defined by absurdity – to a strange mockery of life any visitor is best advised to not take part in.

**Twisted Turn.** As a bonus action, the spirit forces a Tiny, Small or Medium creature it can see within 10 feet of it to make a DC 15 Charisma saving throw. On a failed save, both the spirit and the target turn invisible and the spirit can choose one of the following effects:

- The spirit changes its form to appear physically identical to the target including any equipment the target is wearing or carrying. Any equipment the spirit is wearing or carrying merges into the new form. The spirit's statistics, other than its size, are the same in each form. It reverts to its true form if it dies. Further, the target is put into magical stasis for 1 minute and remains invisible until the stasis ends. The spirit and the target swap spaces in the process. The spirit turns visible again at the end of its turn.
- The target is put into magical stasis for 1 minute and turns visible again at the end of the spirit's turn. The spirit stays invisible until it attacks or until its concentration ends (as if concentrating on a spell).

A creature caught in stasis is stunned and can't speak as well as automatically fails any ability check that relies on using its voice. The stasis ends if it takes damage or another creature takes an action to free it while within 5 feet of it.

### Actions

- **Multiattack.** The spirit makes one mind screw attack for each creature that is put into stasis within 60 feet of it.
- **Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 12 (4d4 + 2) piercing damage.
- **Mind Screw.** Melee Spell Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) psychic damage.
- **Teleport (Recharge 5-6).** The spirit magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

### False Life

*At the DM's discretion, a shapeshifted spirit of the false fae transforms into a false fae after 2d4 days. It retains its changed form, but its statistics are replaced by those of a false fae.*





## CLAUS THE SAINT

Medium Celestial, Chaotic Good

Armor Class 16

Hit Points 220

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	21(+5)	15(+2)	21(+5)	22(+6)

**Saving Throws:** CON +10, WIS +10, CHA +11

**Skills:** Perception +15, Insight +15, Animal Handling +15, Stealth +6

**Resistances:** Radiant, Cold, Fire

**Vulnerabilities:** Necrotic

**Condition Immunities:** Charmed, Frightened, Exhaustion

**Senses:** 90 feet darkvision (25 passive perception)

**Languages:** All

**CR:** 16

Claus is a benevolent joyful figure that comes bearing gifts to those who did good, and coal to those that did evil.

If Claus meets the party (or any other humanoid creature) he will ask them about their deeds and merits. The queried creatures then have 3 options.

• **Tell the Truth:** The creature will try to tell the truth about their endeavours and deeds. Claus will then evaluate whether the creature did good or not (This is up to each DM, as each world and campaign are different. There can be some rolls involved, but one thing is important...alignment does not matter, only deeds themselves) If they come off as good, they receive either a rare magical item of their choice, or a random rarer item (with which they are proficient, or which they can use). If they come off as bad, half of their coins are turned into coal (even those that are not on their person).

◦ If any important part or detail (such as killing an innocent) is deliberately left out, the queried creature must make a persuasion check contested by Claus's insight check. If they fail, they are immediately judged as bad, and all of their coins are turned into coal.

• **Lie and Deceive:** The queried creature can also deliberately lie to try and gain something from this encounter. If so, they make a Deception check contested by Claus's Insight check. If they succeed, they gain the same reward as if they had told the truth, but if they fail, all forms of wealth that they carry or own (aside from magical items) are turned into coal: Portable property, coins, gems, weapons, any documentations that prove ownership of something, etc... (As via the Ruin card in Deck of Many Things)

• **Say Nothing:** You may refuse to take part in this charade, and instead say nothing of your deeds and actions. Claus will respect this decision and you neither lose nor gain anything.

◦ If you lose anything due to this encounter, Claus gives you a chance to redeem yourself. He has a quest at the ready that needs to be done, and if you do this quest, your belongings are returned to you. (This quest should be something that helps a lot of people, or at least makes them happy, and usually should not include killing any creatures, unless they are inherently evil) and coal to those that did evil.

(Claus is not meant to be a combat encounter, but D&D is D&D, so here are some of his combat capabilities if you want or have to use them at some point. He generally would try to avoid killing and harming the PCs, and would perhaps only incapacitate them or try to leave. Successfully killing Claus should probably leave the PCs with an assortment of magic items Claus had on his person)

• Claus is a 20th-level spellcaster. His spellcasting ability is Wisdom (Spell save DC 18, +10 to hit with spell attacks). He has the entire Cleric spell list prepared.

• **You've been Naughty:** Each attack against Claus makes the attacker's equipment covered in a layer of soot, and their pockets, bags and bandoliers become filled with coal. The soot and coal weigh 20 pounds in total and are accounted into their carrying capacity (encumbrance rules apply), affected creatures and creatures within 5 feet of them can use their action to remove up to 40 pounds of soot from an affected creature.

• **Rudolph the getaway driver (Recharge 5-6):** Claus can use his bonus action to summon a flying sleigh with 80 ft. flying speed as his controlled mount. (The Sleigh has AC: 14, 40 HP, and a +0 modifier on all ability scores and saving throws. It is also immune to being charmed, frightened, paralyzed, petrified and poisoned. The sleigh cannot act independently and can only be controlled by Claus)

◦ If the sleigh is destroyed, Santa doesn't take damage from the ensuing fall

◦ The ability can start to recharge once the sleigh is destroyed.

### Actions:

- **Multiattack:** (Claus makes three attacks with his +3 Sword of Merriment or three Snowball attacks)
- **+3 Sword of Merriment:** Melee Weapon Attack: +11 to hit, Reach 5ft., one target. Hit:(1d1) bludgeoning damage. Creatures hit by this attack must make a DC: 20 Charisma saving throw, becoming charmed being unable to attack and use any damaging spells, and forced to smile uncontrollably until the end of their next turn on a failure. Hitting with this attack heals Claus for 1d12 + 5 HP



• **Ho Ho Ho (Recharge 6):** Each creature within 60 feet of Claus must make a DC 20 Wisdom saving throw, being affected by the effects of the Sleep spell on a failure. A glass of milk and a tray of cookies appear within 5 feet of each creature affected by this spell. Claus can use his bonus action to consume these and restore 1 spell slot of 5th level or less and gain 3d10 temporary hit points. Other creatures can destroy these with a successful attack (AC: 10) or by using their bonus action while within 5 feet of the cookies.

• **Snowball:** Ranged Weapon Attack: +8 to hit, Range 120 ft., one target. Hit: (1d1) cold damage. Creatures hit by this attack must make a DC:20 Constitution saving throw, being turned into a snowman and becoming paralyzed on a failure. The effect ends if the affected creature takes any fire damage, or if a creature within 5 feet uses their action to rescue them.

**Legendary Actions:** Claus can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Claus regains spent legendary actions at the start of its turn.

• **Spell Restoration:** Claus restores one spell slot of level 5th or lower

• **Merriment:** Claus makes one +3 Sword of Merriment attack

• **Time to Ho:** Claus rolls to recharge Ho Ho Ho and Rudolph the getaway Driver



## MERRY MUSIC BOX

Small Construct/Aberration, Chaotic Evil

Armor Class 16 (Natural Armor)

Hit Points 123 (19d6+57)

Speed 20 feet

STR	DEX	CON	INT	WIS	CHA
14(+2)	17(+3)	16(+3)	8(-1)	14(+2)	13(+1)

**Skills:** Performance +4

**Saving Throws:** Con +6, Wis +5

**Damage Resistances:** Poison, Thunder

**Condition Immunities:** Prone

**Senses:** Blindsight 60 ft., Passive Perception 12

**Languages:** Common

**Challenge:** 6

**Proficiency Bonus:** +3

**Flesh and Clockwork.** This creature is an ungodly combination of organic and mechanical parts that feeds on other creatures to try to assemble a real and beautiful body for itself. It is considered both Construct and Aberration, and is affected by effects that work on either.

**Compressed Body.** Most of this creature's fleshy and grotesque body is usually hidden inside of a beautiful tiny music box. The music box is also one of its parts, and is indistinguishable from a normal music box, both in appearance and function, while the creature is motionless and hidden inside. While it is in its tiny music box form, this creature can use all of its abilities, but it has no movement speed and attacks against it have advantage.

- It can change into and from this form using a bonus action.

• **Jingles and Bells.** At the start of each of its turns, if it is not restrained or incapacitated, the Merry Music Box can decide to start turning its crank and a winter christmas song begins playing. It can choose one of several types of tunes, and all creatures that are not deafened by magical means within 30 feet of it are affected by its effects.

• **Lullaby.** If a creature ends their turn in the area, they must make a DC 15 Wisdom saving throw, going under the effects of the Sleep spell on a failure for 1 hour, or until woken up.

• **Jingle.** If a creature enters the area for the first time or starts their turn there, they must make a DC 15 Wisdom saving throw. On a failure, they are forced to dance and skip to the lighthearted tune of the melody, losing half of their movement speed until the end of their next turn.

• **Last Wham!** All creatures in the area begin to feel a gripping feeling around their heart. Each time they attack or cast a spell or do some other strenuous activity in the area, they take 1d6 necrotic damage.



## FALSE FACE

Tiny aberration, chaotic evil

Armor Class 13

Hit Points 12 (5d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1(-5)	16(+3)	11(+1)	7(-2)	9(-1)	16(+3)

**Skills:** Stealth +5

**Damage Vulnerabilities:** psychic

**Damage Resistances:** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses:** darkvision 30 ft., passive Perception 9

**Languages:** Common, Deep Speech

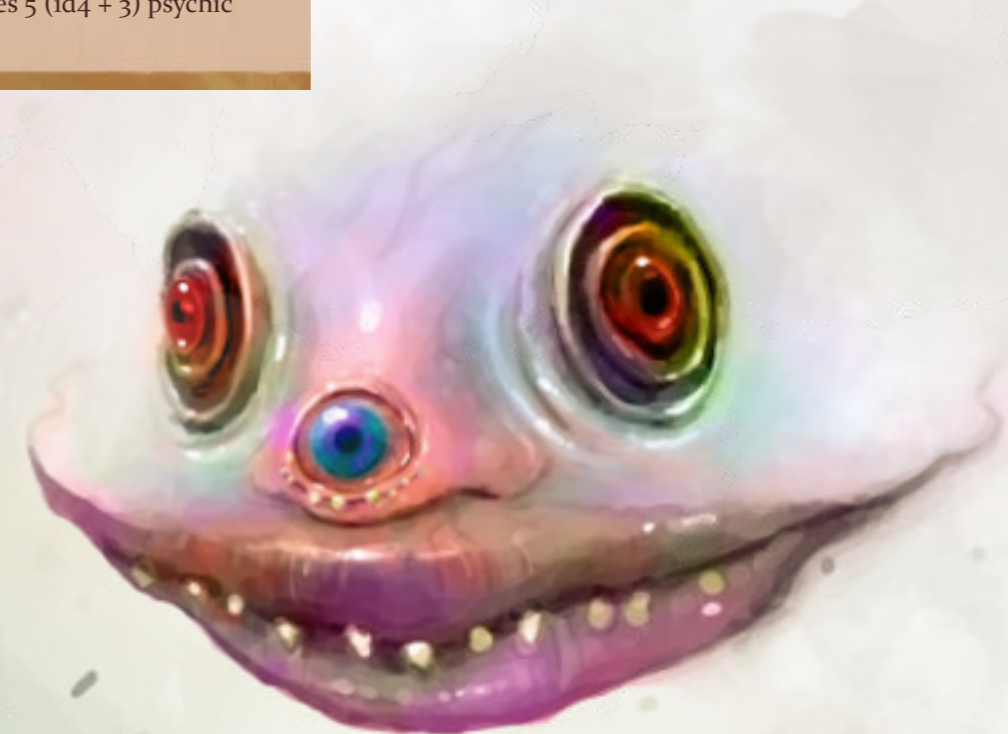
**Challenge:** 1/2 (100 XP)

**Invisibility.** The false face is invisible.

**Scary McScareface.** If a creature succeeds on an ability check while within 15 feet of the false face, the false face becomes visible and hisses jealously until the start of its next turn. In addition, each non-undead creature within 30 feet of the false face that can see or hear it must succeed on a DC 13 Wisdom saving throw or be frightened until the start of the false face's next turn.

### Reactions

- **Malicious Laughter.** If a creature fails an ability check while within 15 feet of the false face, the false face can emit unsettling chuckling and giggling noises only audible to that creature. If the creature can hear the laughter, it takes 5 (1d4 + 3) psychic damage.





## SOMMELIER'S FLAMMENWERFER

Rare Wondrous Item, Requires Attunement

- This item has 6 charges. While holding it, you can expend these charges to use its features. This Item regains 1d6 charges daily at dawn.

**Spray and Pray.** As an action, you can expend 2 charges to spray the boiling hot mulled wine inside the Flammenwerfer in a 30-foot cone. Each creature in the area must make a DC 15 Constitution saving throw, taking 3d10 fire damage and becoming intoxicated by the fumes, making them poisoned until the end of their next turn on a failure, or half as much damage and not becoming poisoned on a success.

**Spirit of Holiday Mood.** You can use your bonus action to expend 1 charge and pour a dose of unnaturally strong mulled wine. As part of the bonus action, you can either drink it or make another willing living creature within 5 feet of you drink it. Drinking it gives the following effects to the consumer until the start of your next turn.

- Resistance to Cold Damage
- 1d12 Temporary Hit Points
- Resistance against the Frightened Condition; if the target is already frightened, this allows them to immediately repeat the saving throw against the effect.

A creature can only truly benefit from this effect without consequence once per long rest, if they consume the wine again, they are also poisoned for the duration of the effect.

- Once it is poured, the wine must be drunk until the end of your next turn, or it loses all of its abilities and becomes regular mulled wine.

**Festive and Flammable.** As an action, you can expend 3 charges to force a creature within 30 feet of you to make a DC 15 Dexterity saving throw; on a failure, the creature is drenched with a dose of very potent mulled wine. The next time that creature takes fire damage within the next minute, that damage is doubled and they burst aflame, making them take 1d10 fire damage at the start of each of their turns until a creature uses their action to douse the flame.

## SNOWBALLER

Rare Weapon (Firearm), Loading, Range (80/240), Two-Handed, Special

- This ranged firearm deals 1d4 cold damage, but you don't add your Dexterity modifier to the damage.
- Any creature hit by this weapon has their Movement Speed reduced by 10 feet until the start of your next turn.

**Snow Cannonball (Recharge 5-6).** You can use your bonus action to make your next attack with this weapon produce a freezing blast. If your attack enhanced by this feature hits, the target and every creature within 10 feet of them must make a DC 14 Constitution saving throw, taking 3d4 cold damage and becoming restrained until the start of your next turn on a failure, or half as much damage and not being restrained on a success.

**Slippery Slope.** When you make the attack action, you can replace one of your attacks made with this weapon with this effect.

- Instead of targeting a creature, you target a 15-foot square of surface within 80 feet of you, turning it into the "Slippery Ice" difficult terrain until the end of your next turn. This will also create a platform of Slippery Ice on any liquid surface.



## TREE OF (CHRIST)MASS DESTRUCTION

Tiny aberration, chaotic evil

**Merry-Go-Round of Death.** When this tiny item is lying on solid ground, you can use your bonus action to trigger it. When you trigger the tree, you rig it to activate after a set amount of time to a maximum of 1 minute. Once the time goes by, the Tree activates at the start of your next turn.

Once activated, the Tree suddenly enlarges itself to a huge deadly mechanical Tree object (AC 20, 50 Hit Points) and starts swiftly spinning, slashing everything in its vicinity with its sharp metal branches.

- Any creatures sharing the Tree's space when it enlarges must make a DC 16 Dexterity saving throw, taking 3d10 slashing damage and being knocked prone and within 5 feet of the Tree on a failure, or taking half damage and being moved within 5 feet of the Tree without being knocked prone.
- Any creature that ends or starts their turn within 5 feet of the Tree must make a DC 16 Dexterity saving throw, taking 3d10 slashing damage on a failure, or half as much on a success.
- On initiative count 20, the Tree moves 10 feet towards the nearest living creature.

The tree will stop spinning after 1 minute of being active or after if it is destroyed. Once the Tree stops spinning, it explodes, pelting everyone within 60 feet with metal shrapnel, forcing them to make a DC 16 Dexterity saving throw, taking 5d10 piercing damage on a failure or half as much on a success. The tree is completely destroyed and unusable again once it explodes.





## JEWELLED CANDY CANE

Rare Wondrous Item (Consumable)

Can be used as a spellcasting focus for all spells

The item has 3 charges. If you wield this item in at least one of your hands, you can expend 1 charge to cast the **Color Spray** (2nd level) spell from it. It regains all charges if you give it as a gift to someone, but you cannot ever use it again after doing so.

You can use your action to eat it, giving you resistance to cold and psychic damage, and allowing you to add your proficiency bonus on any saving throws against being charmed or frightened for 1 minute, if you are already proficient in the respective saving throws, your proficiency bonus is doubled for that roll instead.



## CALLOUS CLOCKWORK CONTRABASS

Rare Musical Instrument (Double Bass), Requires Attunement

- As a bonus action, this big mechanical double bass can be transformed into a tiny pocket watch with the image of the bass on it.
- Can be used as a spellcasting focus by bards or characters proficient in the Lyre, Lute, Dulcimer or Viol musical instruments.

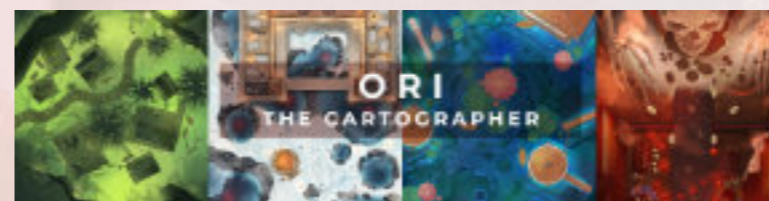
**Killer Line.** When you use this as a spellcasting focus, the bass creates a strong vibrating resonance and so each time you cast a spell of 1st level or higher, the target and all creatures within 10 feet of you must make a DC 14 Constitution saving throw, taking thunder damage equal to twice the level of the spell slot used on a failure.

**Power Chord.** While attuned to the item, you can use your action to make a DC 14 (Lyre, Lute, Dulcimer or Viol) check. On a success, you cast the Thunderwave spell (DC 14 or your Bard spellcasting DC, whichever is higher) at 1st level as part of the action without expending any spell slots. If you succeed on the check by 6 or more, the spell is cast at 2nd level.

### CURSE OF THE SOLOIST (FOR GMs ONLY)

This musical instrument is semi-sentient and it absolutely hates incompetence and sharing the spotlight. Each time after you use it as a spellcasting focus to cast a spell on a different creature that benefits them and doesn't cause direct harm. Or if you fail on the **Power Chord** instrument check, the string of the bass will start to move on its own and will try to restrain and strangle or garrotte you.

When that happens, you must make a DC 14 Strength saving throw, becoming restrained on a failure. While restrained in this way, you take 2d10 slashing damage at the start of each of your turns. You or a creature within 5 feet of you can use their action to make a DC 14 Strength ability check, ending the restrained condition on a success.



*Ori has prepared for you whimsical battlemap - Regna Magica Musica - a place located in different dimension, not constricted by time and space, yet bound by laws of music. Consider what sounds you may make, as they can shapeshift into something unexpected!*

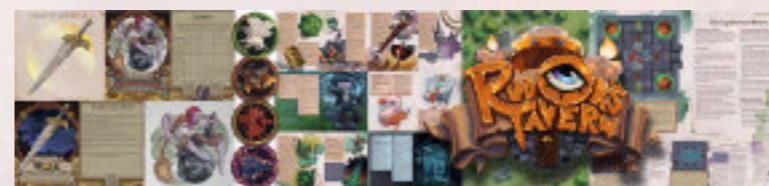


*From fungal-infested forests to winding caverns, through the streets of a bustling metropolis, or hidden in a chest beneath the bed, the planes are swarming with magical critters and fantastic beings! If you are looking for monsters that offer chances for dynamic interactions outside of "just kill it!"; you came to the right place. Breathe life into your campaign and fill up even the most peculiar places of your adventurous worlds!*

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