



THE EVERMIST

The simple utterance of the word “Evermist” is enough to bring shivers to the spine of any sailor. A long long time ago, the southern shores of Bricia were a land of plenty, filled with good catches and surprisingly devoid of dangerous sea creatures, such as the dragon turtles or leviathans that hide in the northern seas. However, the Evermist changed this forever. With the fall of Comboro, an island civilization known for worshipping the waters, this dark and unending veil of fog rose from the depths. Since then, venturing past the veil is seen as a death sentence. No fewer than three ships have ever returned from going into unseen waters, but the rest were never seen again. Not a single crewman, not a single plank of wood, nothing washed ashore. Braver pirates sometimes soar the seas on the edge of the mist, hoping to be unseen by the coastal guard, but no trading ship dares go too far off the coast, regardless of what treasures may hide beyond. If a captain proclaims themselves brave enough to sail away, destruction is certain, whether it be at the hand of a mutiny, or at the tentacles of the Evermist’s corruption.

Of the few crews that have indeed survived the horrors of the Evermist, only one openly speaks about it. Forming an expedition to the once holy isle of Ivon, a smaller colony of Comboro, the crew of the pirate queen Blackhawk Tamuu spent 10 years on the sea. To them, it only felt like a few days, no more than 2 weeks.

The only reason they proclaim to have not lost their minds completely is due to Tamuu’s voodoo magics, which were close enough to those of the Evermist to serve as a barrier. The sailors speak of their minds twisting, turning some of their crewmen into vicious bloodthirsty aberrations, but also of a small shed on the isle of Ivon, where the corruption subsides, due to a lullaby-singing person, who calls themselves the Lantern Vendor. This Lantern Vendor, says the crew, is barely sane, keeping themselves together with their lullaby and stew made from the vile aberrations of the isle. But one thing’s for sure, what is past the shroud of mist is not of the human world. It’s an alien presence of immense power.

The other crew of great importance that has returned from beyond the Evermist is the crew of the Feathered Butcher, a ship under the command of a mysterious masked pirate known as The Raven. The crew of this ship, always masked and renowned for their brutality, lurk in the Evermist and ambush ships with immense speed and soulless aggression. What’s more, there are countless stories of The Raven being heavily wounded in battle, but never dying. His age, by now, should be in the hundreds, as he’s been captaining the ship for at least 500 years. Whether it’s the same man behind the mask, or whether the title has been passed on time and time again, the viciousness of his crew has remained. Nothing is ever spoken about the mist they dwell in, not to outsiders and not to members of the crew.

ARTEY
MOSSOAINEN
NIKKI AI

EVERMIST ABERRATION

Large aberration, neutral

Armor Class 14 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 20 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages —

Challenge 5 (1,800 XP)

Amphibious. The aberration can breathe air and water.

Limited Telepathy. The aberration can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The aberration makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Each 24 hours, the target must repeat the saving throw, reducing its Wisdom score by 1d4 on a failure. The disease is cured on a success. If the creature's Wisdom score is reduced by 10 or more, the creature becomes insane. It gains two indefinite madness and in 1d4 days, will turn into an eldritch manipulator.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The aberration has two tentacles, each of which can grapple one target.

Evermist Blast (Recharge 4-6). The aberration sprouts evermist within a 15 foot cone in front of it. All creatures within the cone must make a DC 13 Constitution saving throw. On a failure, they take 24 (7d6) poison damage and become blinded and poisoned until the end of the aberration's next turn. On a success, they take half damage and are not blinded or poisoned.

Aberrations

Where the will of man fights but ultimately fails, the will of beasts is none the wiser. The Evermist corrupts creatures of lesser intellect just as easily as it does humanoids. But whereas humanoids turn into manipulators, creatures such as beasts, fish, and other monstrosities turn into full-blown aberrations. These tentacled creatures of the depths, a mix between octopi and horrors of indescribable dread often hide in plain sight, as most expect them to only live in water. By the time the sailors realize that these creatures can breathe air and walk too, their fate is sealed. The tentacles have already claimed them for the Evermist and the bottom of the sea.



ARTEY
JEREMY HART



ARTBY
SVERKERCASIMILLO

EVERMIST ELEMENTAL

Large elemental, neutral evil

Armor Class 13

Hit Points 52 (8d10 + 8)

Speed 0 ft., fly 30 ft. (hover), swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	13 (+1)	8 (-1)	10 (+0)	6 (-2)

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities acid, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Deep Speech

Challenge 3 (700 XP)

Evermist Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. If the elemental moves through a creature's space, the creature must make a DC 13 Constitution saving throw. On a failure, they are affected by the *charm person* spell. On a success, the creature is immune to this ability for 24 hours.

ACTIONS

Evermist Lash. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is charmed, they suffer an additional 7 (2d6) psychic damage and are stunned until the start of their next turn.

Elementals

Deep beneath where man lives, the elementals also sense the corruption of the Evermist. Not only is the air corrupt, but so are the waves of the ocean the Mist hangs on, so is the land which it seeps into. So, whenever an elemental attempts to come to form, either as a defender of the land or by being summoned, it is instead immediately corrupted with the evil fog and mist, becoming a weakened and twisted version of itself: an Evermist elemental.

These elementals are hostile to everyone that surrounds them, druids and desecrators alike, serving only the will of the Evermist's alien mind.

EVERMIST MAGE

Medium aberration, neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 110 (17d8 + 34)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	19 (+4)	12 (+1)	11 (+0)

Saving Throws Int +8, Wis +5

Skills Arcana +8, History +8

Damage Resistances psychic

Senses passive Perception 11

Languages any four languages

Challenge 11 (7,200 XP)

Amphibious. The mage can breathe air and water.

Spellcasting. The mage is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *acid splash, chill touch, mage hand, minor illusion, prestidigitation*

1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fear, vampiric touch, water breathing*

4th level (3 slots): *greater invisibility, ice storm*

5th level (2 slots): *cloudkill, cone of cold*

6th level (1 slot): *eyebite*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



ART BY
JEREMY HART

Mages

Though most sailors try to fight the madness that the Evermist plunges them into, not all resist. Some, either by cowardice or by ambition, choose to willingly forward the wishes of the Evermists' alien mind. These are in return rewarded by turning into Evermist Mages, a midpoint between human and aberration, with their skin turning translucent and their breath spewing evil mist. Their minds lose texture and they forget most elements of their past, but in return, they receive incredible magical powers, unmatched by most humanoids.

Whether these cultists had any magical aptitudes in their past lives varies from case to case, but most often archmages trick crews of greedy pirates into uncharted waters, wherefrom they sacrifice them to the Evermist in return for these powers. Then, with the crew killed and the ship unmanned, they retreat to the depths, heeding the call of their masters and trying to serve as powerful arcanists for the manipulators who have infiltrated themselves on the shores of Bricia.



ART BY
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Manipulators

Past what the sailors fear, the Evermist's destruction is not always due to the storms, acidic fogs, and corrupted creatures of the depths. Rather, most crews die due to the unholy machinations of Evermist Manipulator. These deceptive shapeshifters infiltrate crews alongside the fog that twists the mind of the weak. Within a day of a manipulator becoming part of a crew, sailors become paranoid, start suspecting each other and turn on their comrades. Within a week, no one is to be trusted and men are thrown overboard with no regard for old friendships.

They are patient harbingers of corruption, choosing to take their time before attacking, and even when they do, they choose to bring their enemies on their side, slowly taking their minds apart bit by bit. Some even suspect that Manipulators started as humans themselves, but had their minds and bodies twisted by their exposure to the Evermist, until they finally turned.

EVERMIST MANIPULATORS

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 20 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	17 (+3)	18 (+4)	13 (+1)	14 (+2)

Saving Throws Int +7, Cha +5

Skills Deception +8, Persuasion +8

Damage Resistances poison, psychic

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common

Challenge 6 (2,300 XP)

Amphibious. The Evermist Manipulators can breathe air and water.

Aura of Paranoia. If two creatures interact while either of them is within 15 feet of the manipulator, they must make a DC 14 Wisdom saving throw. On a failure, they become paranoid of each other and start arguing, no matter their previous relationship. As long as the manipulator stays within 15 feet of them, this effect doesn't end.

Innate Spellcasting. The Evermist Manipulators spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *charm person*, *command*
1/day each: *confusion*, *dominate person*, *suggestion*

Limited Telepathy. The Evermist Manipulators can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Manipulative Master. The Evermist Manipulators cannot lose concentration on enchantment spells by taking damage.

Shapechanger. The Evermist Manipulators can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The Evermist Manipulators makes three attacks with its extract madness.

Extract Madness. *Ranged Spell Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 12 (2d8 + 2) psychic damage. If the creature is charmed by a manipulator or affected by its Read Thoughts ability, this attack deals an additional 14 (4d6) psychic damage and the manipulator is not revealed by making this attack.

Read Thoughts. The Evermist Manipulators magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the Evermist Manipulators can continue reading its thoughts, as long as the Evermist Manipulators's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the Evermist Manipulators has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.