

# POŁUDNICA

A song on the wind is usually all that heralds the appearance of a południca. Her skin is either alabaster or coppery gold. Her hair is either wispy white or bright yellow. Glowing faintly and wearing a white and azure dress, she looks like a piece of the sky come to life. With a beaming smile, she looks positively merry, save for the burning scythe in her hands.

**Sun's Cruelty.** The sun gives life, but the sun can also be cruel. The weariness of those who toil under its heat is what gives life to a południca, and these fey delight in spreading mortal suffering. They usually hunt when the sun is at its apex, seeking victims without ready access to relief from the shade.

A południca gives off intense heat, causing the air around her to become hazy. Her very touch can cause people to wither and weaken as their strength is sapped away. Given their natural cruelty, południcas prefer to toy with their victims first, and might pose riddles or ask for a song with the promise of sparing a life, but they rarely keep their word after making such an offer. However, południca are sly. If they size up an enemy to be a challenge, they won't give up the element of surprise.

**Middy Predator.** Between their natural appearance and the light magic that suffuses their essence, południcas are nearly invisible when viewed against the open sky, a fact they use to their advantage to catch their enemies unaware. They avoid shadows at all cost: not only does their glowing skin make it impossible to hide in darkness, but darkness saps their power.

## LAIR

Counterintuitive though it may seem, południcas lair in enclosed places during the evening and night. At these times, darkness is unavoidable, but the endless blackness of the open night sky is particularly vexing to them. A południca will do her best to make her lair tolerable with magical light sources. The more resourceful ones might find a lair where the colors resemble the blues, whites, and yellows of the daytime for camouflage.



## POŁUDNICA [PO-WUD-NEE-TSA]

Medium fey, chaotic evil

**Armor Class** 17

**Hit Points** 142 (19d8+57)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	16 (+3)	15 (+2)	18 (+4)	19 (+4)

**Saving Throws** Wisdom +9

**Skills** Stealth +12

**Damage Vulnerabilities** cold, necrotic  
**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, radiant

**Condition Immunities** blinded, charmed, exhaustion

**Senses** passive Perception 14

**Languages** Common, Ignan, Sylvan

**Challenge** 13 (10,000 XP)

**Innate Spellcasting (X/Day).** The południca's innate spellcasting ability is Charisma (spell save DC 17). She can innately cast the following spells, requiring no material components:

At will: *light*

3/day each: *daylight*, *misty step*

1/day each: *invisibility*, *thunderstep*

**Scorching Aura.** The air around the południca shimmers with heat. At the start of each of the południca's turns, each creature within 5 feet of it takes 5 (2d4) radiant damage. A creature that touches the południca or hits it with a melee attack while within 5 feet of it takes 5 (2d4) radiant damage.

**Shadow Weakness.** While in dim light or darkness, the południca has disadvantage on attack rolls, ability checks, and saving throws.

**Sunlight Stealth.** While in sunlight, the południca can take the Hide action as a bonus action. The południca is able to hide in the open in daylight, but is unable to hide in dim light or darkness. The południca cannot take the Hide action while being observed.

## ACTIONS

**Multiattack.** The południca makes two scythe attacks.

**Scythe.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (2d4+5) slashing damage plus 5 (1d10) radiant damage.

**Strength Drain.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 5 (1d10) radiant damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a humanoid dies from this attack, its corpse rises as a zombie and acts immediately after the południca in the initiative count. The zombie is under the południca's control.

## LEGENDARY ACTIONS

The południca can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The południca regains spent legendary actions at the start of its turn.

**Move.** The południca moves up to its speed without provoking opportunity attacks.

**Scythe.** The południca makes one scythe attack.

**Strength Drain (Costs 2 Actions).** The południca makes one strength drain attack.