

Threat

Hard
Difficult

Bounty

2000 Crowns

Armor

5

INT	7
REF	5
DEX	4
BODY	10
SPD	2
EMP	1
CRA	1
WILL	10
LUCK	0

STUN	10
RUN	6
LEAP	1
STA	50
ENC	100
REC	10
HP	100
VIGOR	0



Height	Around 2 meters
Weight	Around 100kg
Environment	Swamps
Intelligence	Human-level
Organization	Solitary

Illustration by Anna Podedworna

Gernichoras

Commoner Superstition (Education DC:25)

Not many people know these monsters. They were once adored as gods by elves. What I heard is they are born of spirits of cursed princesses whose entire retinue had drowned in the bog en-route to her wedding. Gernichora had managed to grab a root before the quagmire swallowed her whole. She screamed for hours, but there wasn't a soul to hear her. Leeches, hundreds of them, covered her from head to toe as she lay helpless. They settled in for a royal feast, and sucked her dry, draining her to the very last drop. Fear and revulsion so completely overwhelmed her spirit, that she couldn't pass into the afterlife. So she came back.

–Rodolf Kazmer

Witcher Knowledge (Witcher Training DC:25)

Gernichoras are not cursed princesses or fallen gods. They are repulsive, muck-covered monster who used leeches and ticks, her "fruit", filled to the brim with her own blood, as offerings to the other monsters. Her blood is so irresistible that it allows her to mind-control any monster that drink it. They are rare and dangerous monsters that spend decades hibernating hidden in swamps. They wake when hungry or when people do harm to their swamp. They are known to be able to destroy small armies and kill many witchers with an army of drowners and grave hags.

If you fight an gernichora, it will not be a direct fight. They are not very strong and are very slow. The direct fight should not worry you but having the opportunity to get to it. If you take to long to kill the gernichora, you can find yourself surrounded by more monsters than you can deal with.

Vulnerabilities

Relict Oil

Abilities

Feral

For the purposes of Awareness and Wilderness Survival, instinct gives them an INT of 10.

Poison Immunity

Gernichoras are immune to the **poison** effect.

Amphibious

Gernichoras can live underwater indefinitely and cannot be drowned. They also do not take penalties for acting underwater.

Irresistible Blood

Gernichora can summon necrophages and vampires in 20m range but take 1 turn to summon anyone farther than 5m.

Skills

Athletics +3

Awareness +8

Brawling +6

Courage +9

Dodge/Escapes +6

Endurance +7

Melee +6

Resist Coercion +10

Resist Magic +10

Wilderness Survival +6

Weapons

Name	DMG	Effect	ROF
Claw	2d6	Bleed (50%)	1
Bite	3d6	Poison (25%), Disease (25%)	1

Loot

Gernichora Blood (1d6)

Random Rune

Venom Extract (1d6)