

# HORTLAK

Hortlak - It is the general name of the creatures that are believed to scare people out of the grave in Turkish folk culture.

The person in question may be the former owner of the body, or it may be someone else. When a deceased person walks out of his grave, it is called a ghoul, and the person who does this is called a ghoul.

## HORTLAK

*Medium undead, chaotic evil*

**Armor Class** 14 (studded leather armor)  
**Hit Points** 45 (6d8 + 18)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	16 (+3)	13 (+1)	15 (+2)

**Skills** Perception +3, Stealth +4  
**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered  
**Damage Immunities** poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** the languages it knew in life  
**Challenge** 3 (700 XP)

**Sunlight Sensitivity.** While in sunlight, Hortlak has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

**Multiattack.** Hortlak makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

**Life Drain.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a Gulyabani under Hortlak's control, unless the humanoid is restored to life or its body is destroyed. Ferol can have no more than twelve zombies under its control at one time.

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

According to the belief, it is believed that people who do evil while living, who spoil the taste of others, who are interfering, gossipy and incompetent people will resurrect when they die. The ghosts are mostly from old people. He rises from his grave the night he is buried. According to the ancient Turks, it was believed that if a person dies in old age, not in war, he will not be taken to Fly by the Sky God. If a person cannot enter Uçmag, the heaven of God, it means he is trapped in the world.

They taunt those they are angry with, they can run as fast as a horse, they can use weapons, they can be angry with people, they beat people they want, they kidnap their loved ones, they raid houses, they block roads. It is believed that the only way to survive a Hortlak attack is to pray.





## HUMÂ KUŞU

Huma Kuşu (Huma Bird) – It is a mythical bird, often called the bird of paradise, that flies unseen high without resting, never touches the ground - in fact, it is reported that it does not even have feet in some sources.

### ORIGINS

In some sources, it is said that it got its name from the combination of the words Hu meaning spirit in Arabic and water meaning. In some sources, it is claimed that the god Umay is himself. Although it is not known which one, it is certain that this bird has incredible power.

### BELIEFS SHAPED AROUND

It is also called the bird of fortune or the state bird, as it is believed to bring happiness to the person it is placed on. The source of this is the folk tradition and subsequent belief that when a ruler dies, the people gather in a square and the head of Huma or the person whose shadow falls on him is the ruler. It is because of these beliefs about the shadow of Huma that the word Hümayun takes the meanings of ruler, sultan and Huma is called a state bird. It is also widely believed that Huma's creature will never be caught and the person who kills Huma on purpose will die within forty days. In some interpretations, it is also stated that Huma consumed herself by burning herself to be reborn from her ashes every few centuries, like Phoenix.

## HUMA KUŞU

*Gargantuan monstrosity, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 279 (18d20 + 90)

**Speed** 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	13 (+1)	14 (+2)	15 (+2)

**Saving Throws** Dex +5, Con +10, Wis +7, Cha +7

**Skills** Perception +7

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

**Damage Immunities** fire

**Senses** darkvision 120 ft., passive Perception 17

**Languages** understands Common but can't speak it

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

**Death Throes.** When the huma kuşu dies, it explodes, and each creature within 30 feet of it must make a DC 18 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried. The huma kuşu's body turns to ash, but an egg is left where the huma kuşu was.

**Fire Aura.** At the start of each of the huma kuşu's turns, each creature within 5 feet of it takes 11 (2d10) fire damage, and flammable objects in the area that aren't being worn or carried ignite. A creature that touches the huma kuşu or hits it with a melee attack while within 5 feet of it takes 11 (2d10) fire damage. The aura also sheds bright light in a 60-foot radius and dim light for an additional 60 feet.

**Flyby.** The huma kuşu doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Keen Hearing and Sight.** The huma kuşu has advantage on Wisdom (Perception) checks that rely on hearing or sight.

### Actions

**Multiattack.** The huma kuşu makes two talon attacks.

**Talon. Melee Weapon Attack:** +14 to hit, reach 5 ft., one target. Hit: 16 (2d6 + 9) slashing damage plus 14 (4d6) fire damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the huma kuşu can't attack another target with that talon. A grappled creature takes 11 (2d10) fire damage at the start of each of the huma kuşu's turns.

## IMRE

**Imre** – It is the entity defined as Cemre Genie in Turkish and Altay folk culture and mythology. It is also called Imere or Emre. It appears in the spring and rises into the sky, emitting flickering lights. Then it falls on the ice and melts them. From there it enters the ground. After that, steam rises from the heated soil. This is how Emire represents the arrival of spring. It is called Zemire in Bulgarians. It can be said that the word Cemre, which comes from Arabic in Anatolian Turkish, is actually a changed version of this name by analogy.

It is believed that there are 3 Imre among modern Turkish people. The first cemre falls into the air on February 20, and into the water and soil at intervals of seven days.

### IMRE

*Medium elemental, chaotic neutral*

**Armor Class** 13  
**Hit Points** 45 (7d8 + 14)  
**Speed** 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	5 (-3)	10 (+0)	7 (-2)

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

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Draconic

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

**Feed on Fire.** If the imre takes fire damage from a spell or other magical effect, its size increases by one category. If there isn't enough room for the imre to increase in size, it attains the maximum size possible in the space available. While the imre is Large or bigger, it makes Strength checks and saving throws with advantage. If the imre starts its turn at Gargantuan size, the imre releases energy in an explosion. Each creature within 30 feet of the imre must make a DC 12 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried. The imre's size then becomes Medium.

**Form of Fire and Water.** The imre can move through a space as narrow as 1 inch wide without squeezing. In addition, the imre can enter a hostile creature's space and stop there. The first time the imre enters another creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the burning creature takes 5 (1d10) fire damage at the start of each of its turns.

**Heated Body.** A creature that touches the imre or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

**Illumination.** The imre sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

### Actions

**Slam.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) fire damage, or 11 (2d8 + 3) bludgeoning damage plus 14 (4d6) fire damage if the weird is Large or bigger.



## IRSI

They are intangible feminine beings known as fairy (peri kizi) in Turkish and Altaic folk belief and culture.

They take place in all world mythologies with different names. They are often benevolent beings. A very beautiful girl disguises herself as a woman. In Turkish folk belief, she is actually a creature that has neither eyes, ears, nose, nor hair. They marry valiant heroes who are fairy tale heroes. Sometimes they sew magic shirts that make them invisible. They can disguise themselves as animals.

The concept of Fairy Han refers to the leaders of the fairies, as well as the shamans who can communicate with the fairies (Porhan). In the belief of the Nogais, people can force the "Irshi" to work for themselves. The folk belief that it can only be encountered in the evenings is quite common.

In many legends and tales of Turkish peoples, the subject of marriage of Irshis, who can disguise as pigeons, to human beings by turning into a beautiful girl, has a wide place. Irshis, defined as "water nymphs" in some mythological texts, also contain the lines of Water Iyesi. According to the Dede Korkut Oguznames, Tepegöz; It was born from the marriage of the water spirits, which were tied with wings and flew and landed in the spring, with the fairy girl.

### IRSI

*Tiny fey, neutral good*

**Armor Class** 15  
**Hit Points** 1 (1d4 - 1)  
**Speed** 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

**Skills** Perception +4, Stealth +7  
**Senses** passive Perception 14  
**Languages** Sylvan  
**Challenge** 1/4 (50 XP)

**Innate Spellcasting.** The irsi's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

- *At will:* druidcraft
- *1/day each:* confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep

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

### Actions

**Superior Invisibility.** The irsi magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.



## IYE

İye (İyä) – It is the general name given to the guardian spirits in Turkish, Altay and Tatar mythologies. It is also sung as Yiye, Ege, İçi, Is, Ez in different Turkish languages. It has two meanings, general and specific.

1. General Meaning: Owner. Protector. Owner of something.
2. Special Meaning: The guardian spirit of something. The hidden power within a being.

## GOOD PEOPLE IN GENERAL

Iye is the hidden power that exists within the objects and transfers its extraordinary nature to the being it is in. He is its protector. It is also the name given to benevolent spirits. In Turkish mythology, many elements of nature, especially those that have a certain meaning, definitely have an Iye. They expect people to be respectful of themselves, that is, of what they are protecting. If not, they get angry. Other than that, they are harmless. Also, these beings are powerless outside the place they are protecting, so they do not leave.

This spirit exists separately for each member of each element. And it is an integral part of it. For example, each hearth has its own guardian spirit. It has been believed for a very long time that even mosques and masjids, under the name of Masjid (Meçet) Iyesi, have protective spirits after Islam. Even today, this belief is common among Tatars. Owners attach great importance to the cleanliness and safety of their place, and sometimes even use them to set an example for others. In addition, there are iye names formed with special names such as Altay Ezi (protector of Altai Mountain),

## NO PLACE WITHOUT A PROTECTOR

The term Issız in Turkish is used for places that do not have a Protective Spirit. However, such places are almost nonexistent. For example, it can be the owner of almost everything: Stone and Hammer. In Dolgans, there is a genius, which can be expressed as the Possessor of Old Goods. Sometimes abstract facts or events also have an Iye, for example Chut Ezi (Iye of Scarcity) is an entity that causes famines. For this reason, since it does not seem possible to examine all Iyes one by one, it would be more accurate to consider only the most well-known and well-known ones.

## FIRST AND LEADER

There is a Sky God named Eç (Es) in the Yenisey Ostyaks, a tribe neighboring with the Turks, and he lives in the seventh floor of the sky. In addition, Telegüt Turks have a spirit called Iyezi, which has existed since the beginning of the world, as the counterpart of this god, and it would be appropriate to define this entity as Chief (Leader) Iye. Iyes are also sometimes called Watchmen, and if this description is combined with the source narrative here, it is concluded that Iyes may actually be angels who guard and guard.

## TWO MAIN TYPES

Iyes are divided into two main classes;

1. **Kok-Kalig (Sky-Air) İyeleri:** They are the guardian spirits of celestial bodies. Each celestial body has its own possessor. According to one view, their number is 19.

