

A BOOK BY
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MARKED BY ASHES. FORGED BY FIRE

VALOROUS

Gay



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Chapter 1:

The Wendigo's Curse



The wind howled like a dying animal through the skeletal pines. Snow fell in whispering sheets, cloaking the forest in deathly silence. Vvicky trudged forward, his boots sinking into powder that swallowed sound. His breath fogged in the bitter cold as he adjusted his camera strap.

He had come here for a story—a tale of missing hunters, strange cries in the night, and footprints that didn't belong to any known beast. The villagers had warned

him. “Stay south of the river. Up there, lives hunger itself.”

He had ignored them.

The first sign appeared at dusk: deep tracks in the snow, elongated like a man who walked on broken legs. Then came the carcass—a moose flayed open, ribs cracked, the heart missing. His stomach clenched as he snapped photos.

That night, the wind carried a sound he would never forget. A low, mournful wail, almost human. He stepped outside his tent with trembling hands. Snow swirled under a blood-red moon, and in the distance... movement.

A tall, crooked silhouette between the trees. Watching. Waiting.

The next day, Vvicky followed its trail deeper into the wilderness. As the sun bled into the horizon, he stumbled upon a tree—a grotesque altar, its bark stripped and hung with strips of flesh. Human flesh.

And then, silence. The forest held its breath.

When he turned, the Wendigo stood behind him. Seven feet tall, gaunt and skeletal, its cracked skin stretched over jutting bones, crowned with antlers black as death. Hollow pits for eyes.

It opened its jaws and screamed.

The sound tore through his mind like knives. He ran, branches clawing at his face, but the thing moved faster—bones snapping as it hunted. Vvicky fell into a pit filled with bones, skulls grinning at him from the dark.

The last thing he saw was its face, jaws unhinging wide enough to swallow his head.

Somewhere in the snow, his camera lay blinking red... recording.

Chapter 2: The Blood Moon Pact (Vampire)



Location: A ruined castle in Eastern Europe.

Main Character: Wwilliam, a historian chasing a legend.

The castle rose like a corpse from the mist, its spires black against the crimson moon. Wwilliam's boots crunched on the frost-laced stones as she crossed the shattered courtyard, lantern in hand.

Inside, shadows whispered through corridors lined with cracked portraits. Hhe had come for the Codex Noctis—a book said to contain the origin of the oldest vampire clan. But as he descended the spiral staircase, the air grew colder, thick with the scent of rot and iron.

In the grand hall, he found it: an altar draped in decaying velvet, upon which lay the Codex. She reached for it—when the door slammed shut.

Footsteps echoed. Slow. Elegant. Predatory.

From the darkness stepped a man clad in black, his face pale as bone, eyes burning like coals. His voice dripped like honeyed venom.

“You should not have come here, mortal.”

Before Wwilliam could scream, the others emerged—figures crawling from the shadows, their mouths lined with fangs, their nails black as obsidian.

They circled him. One whispered: “The blood moon has chosen him.”

The master seized her throat, his cold breath brushing his ear.

“You will not die, Wwilliam... You will serve.”

The last thing he felt was teeth piercing hiser flesh—and the warmth of hiser blood spilling away.

The Codex slid from his fingers. Its pages fluttered open to a single phrase: “The Circle Awaits the Seventh Night.”

Chapter 3:

The Howling Shadows (Werewolf)



Location: Black Hollow Forest, Scotland.

Main Character: Detective Marcus, investigating a string of brutal murders.

The corpses were shredded beyond recognition. Locals spoke of “the beast of Black Hollow.” Ddidn’t believe in folklore—but the claw marks on steel doors told another story.

The full moon rose like an eye of silver as Marcus ventured into the hollow. The trees groaned in the wind, shadows shifting like liquid. He found blood first—splattered across roots, still warm. Then a scream ripped through the night.

He ran towards it, gun drawn.

In a clearing stood a man—or what was left of one—writhing, bones snapping, flesh tearing. His jaw elongated, teeth spilling like daggers from his gums. Fur erupted through his skin as he screamed to the heavens.

The beast turned, eyes glowing gold, breath steaming in the cold. Then it charged.

Marcus fired—once, twice—bullets thudding uselessly into its hide. It hit him like a freight train, hurling him into the mud. Its claws raked his chest, hot blood spilling.

As the darkness swallowed him, Marcus saw its face—part man, part wolf, all hunger.

When he woke hours later under the dying moon, his wounds were gone. But inside him, something stirred. Something waiting for the next full moon.

Chapter 4: The Forbidden Tome (Wizard)



Location: Prague, beneath an abandoned monastery.

Main Character: Adrian, a scholar of the occult.

Adrian should never have opened the book.

It was bound in human skin, inked with blood, locked in a vault untouched for centuries. They called it ‘The Grimoire of Tenebris’. Legends said it contained the language of creation—and destruction.

He read the first spell at midnight. The candles trembled. The walls bled shadow. And then, a voice crawled into his mind:

“Free me... and I shall grant you eternity.”

The floor cracked. Darkness spilled like smoke, taking shape—a figure robed in midnight, its face hidden beneath a hood, eyes burning green fire.

“You summoned me,” it whispered. “Now serve.”

Adrian screamed as tendrils of darkness coiled around his flesh, etching runes into his bones. Power surged through him, burning like acid, as his humanity rotted away.

By dawn, Adrian was gone. In his place stood something else—something ancient, with a voice that could command storms and a heart black as the void.

And the Grimoire whispered on.

Chapter 5: The Witch of Hollow Creek



Location: A deserted village in Romania.

Main Character: Clara , a paranormal investigator.

The houses stood empty, their windows like hollow eyes. Clara moved through the ruins, camera rolling. Legends spoke of a witch who had cursed the land centuries ago. Those who entered never returned.

She reached the old chapel, its doors hanging by rusted hinges. Inside, the altar was blackened by fire, and symbols crawled across the walls like worms.

Then came the laughter.

Soft. Childlike. Echoing through the chapel. Clara spun—nothing. Her breath came fast, misting in the air. Then the candles lit themselves, one by one, casting long, twitching shadows.

From the darkness, she emerged. A woman draped in rags, her hair a nest of serpents, her eyes twin pits of night. She floated inches above the floor, whispering words that made the walls bleed.

Clara tried to run, but roots burst from the ground, snaring her legs. The witch glided closer, her voice a lullaby of death:

“Your bones will keep my house warm.”

The last thing Clara saw was her own reflection in the witch’s black eyes—before the darkness swallowed her scream.

Chapter 6: The Siren's Abyss



Location: North Atlantic, aboard the Artemis research vessel.

Main Character: Captain Jonas , deep-sea explorer.

The sonar picked up something massive—something alive—two miles beneath the surface. The crew cheered. They thought it was a discovery. They were wrong.

That night, the singing began. Soft. Sweet. Rising from the black waters like a lover's call. One by one, the men

walked to the deck, eyes glazed, smiles vacant. They stepped into the sea without a sound.

Jonas fought the pull of the melody, chaining himself to the mast. Through the fog, he saw her—rising from the waves, skin pale as the moon, hair flowing like ink, eyes like shards of sapphire. Her smile promised ecstasy. Her teeth promised death.

She climbed the hull, her claws screeching on steel, her mouth opening wide as a scream split the night. The last thing Jonas heard was the ocean boiling with the voices of the drowned.

FINAL CHAPTER: THE GIRL WHO HUNTS MONSTERS



Her name was Larisa. She wasn't chosen—she was forged.

The stories were not myths. They were warnings. The Wendigo's hunger, the Vampire's lust, the Werewolf's rage, the Wizard's greed, the Witch's curse, the Siren's call—they were real, and they had killed thousands.

But Larisa carried something none of them expected: the Sigil of Ashes, a relic that burned with the power of

the first dawn—a weapon that could kill what should never live.

She tracked them one by one, across frozen forests and sunken ruins, through blood-soaked castles and whispering catacombs.

When the final night came, they gathered—six horrors standing beneath an eclipsed moon.

The Wendigo shrieked. The Vampire hissed. The Werewolf roared. The Wizard chanted. The Witch cursed. The Siren sang.

And Larisa walked into the circle, blade glowing like a piece of the sun.

Her voice was calm.

“This ends now.”

What followed was not a battle—it was an extinction.

The Sigil burned through bone and shadow, through claw and fang. Screams tore the night as one by one, the beasts fell—until only silence remained.

Llarisa stood alone beneath the dying moon, her blade dripping with black blood. She looked at the horizon, knowing this was not the end. Because where there is darkness... there will always be more.

Llarisa- The Brave Girl's Backstory

Early Life

Llarisa grew up in a small mountain village near the Black Forest. Her family was poor but happy—her mother a healer, her father a woodcutter.

When she was 12, strange disappearances began: hunters vanished, children stolen from beds, livestock found drained of blood.

One winter night, her family was attacked by the Wendigo. Llarisa survived only because her mother pushed her into a hidden cellar before being taken. She heard their screams through the floorboards.

That night scarred her forever.

The Mark of the Sigil

While hiding in the cellar, Larisa found a relic her mother had been keeping secret: the Sigil of Ashes—a small shard of obsidian etched with fiery runes.

When she touched it, it seared her palm, burning a permanent mark into her skin.

From then on, monsters could sense her—drawn to her like moths to fire—but the Sigil also made her immune to their enchantments (vampire hypnosis, siren song, witch curses).

She was no longer just a girl—she had become a beacon and a weapon.

Years of Training

Alone and driven by vengeance, Larisa wandered from village to village.

An old hermit—once a warrior priest—took her in and trained her in combat, survival, and the lore of cursed creatures.

She learned that the monsters were not random—they were all bound by the same curse, tied to the ancient Grimoire and its promise of eternal power.

She vowed to end them, not just for revenge but to protect others from suffering her fate.

Why She Fights?

Personal Vengeance - Her family was devoured; every monster reminds her of that night.

Destiny - The Sigil of Ashes chose her; no one else can resist the monsters' powers.

Justice - She sees the trail of horror—missing people, ruined towns—and refuses to let others die while she lives.

Fearless Resolve - She has already lost everything. Death does not scare her anymore.

Why All Monsters Attack at Once

Normally, these cursed beings hunt alone. But when Larisa grows stronger and begins killing them one by one, the Wizard, keeper of the Grimoire, realizes she is a threat to their survival.

He unites them under a pact during the Blood Moon, summoning them all to destroy her together.

Instead of fearing them, Larisa sees this as her chance—one battlefield, one night—to end them forever.

Llarisa 's Future - With Yetis as Friends

After the Blood Moon Battle

Llarisa defeats the first six monsters under the Blood Moon: Wendigo, Vampire, Werewolf, Siren, Witch, and the Wizard.

She feels proud but soon notices something worrying—people are disappearing again.

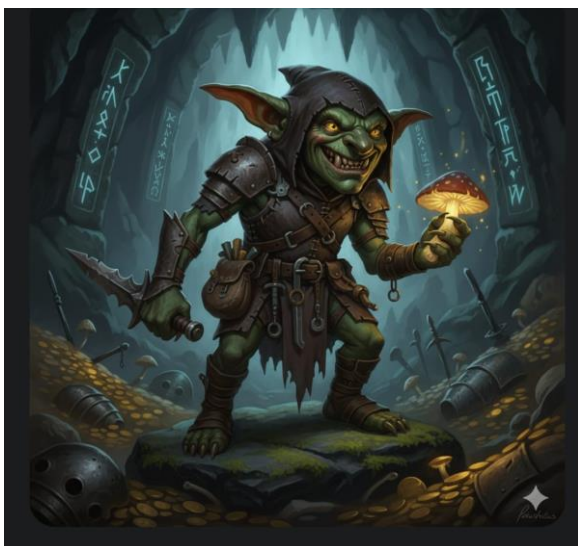
This time, disappearances happen not only in small villages but also in cities and mountain areas.

Travelers vanish at night. Livestock is killed mysteriously. Shadows move strangely in forests and mountains.

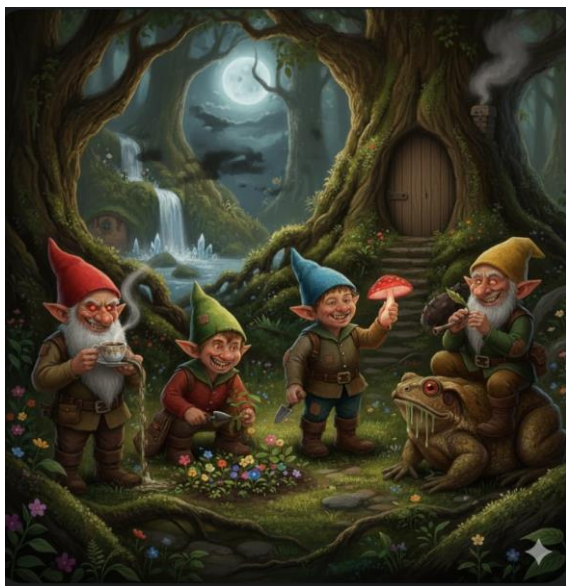
Llarisa realizes the curse is not gone—it is growing stronger.

The New Wave of Monsters

Goblins: Small, quick, and clever. They hide in sewers and abandoned buildings. They steal children and food and make traps for anyone who tries to stop them.



Gnomes: Sneaky underground creatures. They lure humans into tunnels and make them lost forever.



Ogres: Huge, strong, and violent. They attack villages and destroy anything in their way.



Dark Fairies: Magical and cruel. They enter dreams and trap humans in nightmares.



Yetis: The strongest and wisest of all. They are noble guardians of the mountains. They protect humans and travelers and fight monsters. They are not dangerous to humans.



Meeting the Yeti

While traveling to a snowy mountain village to investigate disappearances, Larisa is attacked by a group of ogres.

Suddenly, a massive white figure appears—it is Tharok, the Yeti.

Tharok fights the ogres, saving Larisa's life. She is scared at first, but she soon realizes he is kind, wise, and strong.

Tharok becomes her friend and guide:

He teaches her how to survive in snowstorms and mountains.

He shows her how to sense monsters before they attack.

He tells her the history of Yetis and how they have always protected humans.

Tharok sees the Sigil of Ashes and knows Larisa is chosen to fight cursed creatures.

Building the Yeti Alliance

Tharok calls other Yetis from hidden mountain areas. Some Yetis are shy or suspicious, but Tharok and Larisa gain their trust.

Slowly, Larisa forms a small army of Yetis, all ready to protect humans and fight monsters.

They train together:

Larisa learns mountain survival, tracking monsters, and combat strategies.

Yetis learn to fight alongside humans, not only in mountains but also in villages and cities.

Larisa starts leading her team of Yetis, learning responsibility, strategy, and how to stay brave even when danger is everywhere.

Battles Across the World

Cursed creatures attack villages, towns, forests, and mountains.

Llarisa and the Yetis fight back on many fronts:

Yetis protect travelers and fight ogres in mountain paths.

They rescue humans trapped by dark fairies.

They stop gnomes from taking humans underground.

Llarisa uses the Sigil of Ashes, which gives her strength and special powers to fight monsters.

With the Yetis' help, she rescues people, protects villages, and prevents destruction.

Llarisa's Growth

She starts to understand monsters more deeply. Some cursed creatures are angry or afraid because of past pain. She realizes not all monsters are completely evil.

The Yetis help her stay human, preventing her from being corrupted by the Sigil's power.

Villagers start to trust Yetis, seeing them as protectors rather than threats.

Llarisa becomes a leader and symbol of hope, guiding humans and Yetis together.

Daily Life in the Alliance

Life is not always battles. Between attacks:

Llarisa trains with Yetis in mountains.

Yetis help farmers carry heavy loads and protect livestock.

Villagers learn how to travel safely with Yetis and how to stay out of danger.

Llarisa teaches humans basic defense against monsters.

Slowly, humans and Yetis form friendships. Some children play with young Yetis. Villagers start celebrating Yetis as guardians of their homes.

The Hidden Danger

One night, a page from the Grimoire glows and floats toward Llarisa.

It shows the shadow of a huge, dark figure—the Hollow King, the true source of the curse.

The cursed creatures are his pawns. The Wizard Larisa killed was just one servant.

The page warns:

“When I rise, no power will be enough without the bond of all guardians.”

Llarisa realizes this new enemy is much stronger than any monster she has fought before.

Preparing for the Next War

Llarisa trains with the Yetis every day. They patrol the mountains and nearby villages.

She studies old legends about the Hollow King and ways to fight him.

Villagers help by building safe houses and warning travelers.

Yetis scout the mountains and caves for signs of cursed creatures moving in groups.

Llarisa knows the real war is coming. She must unite humans and Yetis fully before the Hollow King rises.

Cliffhanger – To Be Continued

One winter night, a massive horde of goblins, gnomes, ogres, and dark fairies attacks a mountain village.

Llarisa and the Yetis fight bravely. Tharok leads the Yetis, saving humans and counterattacking monsters.

But in the shadows, a dark figure stirs—the Hollow King is awakening.

The Sigil on Larisa's arm glows brighter than ever. She whispers:

“We must be ready... or everything will be lost.”

The snow swirls. Mountains shake.

To Be Continued...

Summary

Long ago, the world was cursed by a forbidden book known as the Grimoire of Shadows. Written by an ancient sorcerer who sought eternal life, the book gave

rise to six abominations—each born of greed, hunger, or betrayal. These creatures roamed the dark forests, rivers, and mountains, preying on humankind:

The Wendigo – once a starving man, now a skeletal beast of endless hunger, haunting frozen woods.

The Vampire – a noble lord cursed with thirst for blood, feeding on villages under the cover of night.

The Werewolf – a man torn between beast and human, slaughtering innocents during full moons.

The Witch – a woman who sold her soul for power, whispering curses and weaving nightmares.

The Siren – a drowned maiden reborn as a sea-demon, luring sailors with her voice to watery graves.

The Wizard – the last keeper of the Grimoire, pulling the strings from the shadows, binding all monsters to his will.

For generations, these creatures destroyed lives, yet none could stop them. Every hunter, priest, or warrior who tried fell victim—some killed, others turned into twisted thralls. Humanity learned only fear and silence.

The Brave Girl – Larisa

But then came Larisa, a girl from a quiet mountain village near the Black Forest. Her childhood was shattered when the Wendigo attacked her home one winter night. She watched her family torn apart, hiding

in a cellar, powerless. Yet that night, she discovered a strange relic her mother had hidden: the Sigil of Ashes, a shard of obsidian marked with burning runes.

The Sigil scarred her palm, leaving a permanent brand. From then on:

She could resist monster enchantments—immune to vampire hypnosis, siren songs, and curses.

But monsters could also sense her presence, drawn to her like moths to fire.

Left with nothing but grief and vengeance, Larisa wandered the land. An old warrior priest trained her in survival and combat, teaching her that the Grimoire's curse was the source of all these horrors. From that moment, Larisa made her vow: she would end every creature born of the curse, no matter the cost.

Why the Monsters United

At first, she hunted them one by one. She burned the Wendigo's corpse in the snow. She drove a stake through the vampire's heart. She survived the witch's labyrinth of illusions and drowned the siren in her own waters.

But with each victory, Larisa became a greater threat. The Wizard, keeper of the Grimoire, realized she alone could break their pact. During the Blood Moon, he summoned the monsters together, binding them with

dark oaths: they would unite and destroy the girl before she destroyed them all.

For the first time in history, six nightmares hunted the same prey.

The Final Stand

Instead of fleeing, Larisa saw opportunity. If all monsters gathered in one place, she could end them in one battle. With the Sigil burning in her palm, she prepared for her final stand.

She faced each of them with fearless resolve:

The Wendigo's claws tore through the night, but fire consumed it.

The Vampire's fangs struck, but she drove sunlight into his coffin.

The Werewolf raged, but her silver blade split its heart.

The Witch cursed her with shadows, but the Sigil burned them away.

The Siren's voice faltered when her throat met steel.

And finally, she faced the Wizard, whose Grimoire summoned horrors beyond imagination—yet Larisa's will proved stronger. She struck him down, breaking his pact, and silence returned to the night.

When dawn rose, all six creatures lay dead. For the first time in centuries, humanity was free. Villages whispered her name: The Slayer of Curses.

The Sequel Hook

Yet victory came at a price. As the Wizard's blood seeped into the earth, the Grimoire released a final warning: the curse has only begun.

New horrors began to stir—monsters not bound by the old pact but born from deeper darkness:

Goblins and Gnomes, lurking in caves, stealing children and treasures.

Ogres, towering brutes feeding on human flesh.

Yetis, ancient predators awakened in snowy peaks.

Fairies, once guardians of nature, now corrupted into cruel tricksters who hunt mankind for sport.

Soon, it was not just villages, but entire cities where people vanished. The curse had spread beyond forests and seas—into the heart of civilization.

And so Larisa's journey was not over. The monsters she thought destroyed were merely the first circle of darkness. The real war was only beginning.

To Be Continued...