

THE FALSE FAE

Sculpted from eldritch matter; steered by an other-worldly mind. When a spirit of the false fae holds on to a mortal form for too long, it gets trapped in it. Steadily, it builds its cage of flesh, knowing too well that it will break free again anyway – just on another day. As vile as this metamorphosis may sound, the false fae enjoys its stay. Maliciously laughing, it tinkers and schemes; spitefully dancing, it finds itself in places where it can spread its wickedness – be it the well-renowned bakery selling delicate cakes and cookies or a wintry workshop where it diligently constructs cursed toys, tools and instruments.

Eerie Imposters. When a false fae replaces another person or being, it does its best to uphold the charade. It perfectly copies its victim's activities, habits, mimic and gesticulation. All its acting, however, is accentuated by an evil twist. Potions it brews are tainted, trinkets it forges are cursed, tools it builds turn against their users.

MULTI-FACETED

At the DM's discretion, a sinister spirit resides within the false fae. It manifests as a small face hidden somewhere on the fae's body. It takes a successful DC 16 Wisdom (Perception) or Intelligence (Investigation) check to spot such a face. Further, upon the false fae's death, the spirit detaches from the dying body and manifests in unoccupied spaces within 20 feet of the fae as a spirit of the false fae.



FALSE FAE

Small aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 76 (17d6 + 17)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Dex +5, Cha +6

Skills Deception +6, Performance +6, Persuasion +6, Stealth +5

Damage Resistances psychic

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., passive Perception 12

Languages Common, Deep Speech, Sylvan plus any one language, telepathy 60 ft.

Challenge 4 (1,100 XP)

Curse of the False Fae. When the false fae dies, each creature within 60 feet of it must make a 14 Constitution saving throw or be cursed. A cursed target loses all its senses except its sense of sight. The curse lasts for 24 hours or until removed by the *remove curse* spell or other magic.

Eldritch Gift. The false fae benefits from any magic item as if it wears or carries it, provided it is attuned to that item and within 60 feet of it. Further, the false fae neither has to touch such an item nor speak its command word in order to activate it.

Nimble Escape. The false fae can take the Disengage or Hide action as a bonus action on each of its turns.

Spider Climb. The false fae can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Multiattack. The false fae uses one magic item it is attuned to. It then makes two attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage.

Mind Bend. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 11 (2d6 + 4) psychic damage.