

THE SPIRIT OF THE FALSE FAE

A false fae's presence inevitably attracts even more spirits of the false fae. It literally urges its kin to join in into a macabre drama exclusively played by the twisted actors these aberrations are. This grotesque vortex eventually renders whole districts or even towns being solely inhabited by false faes – caught in an endless loop of stubborn routines they eagerly adapted from their victims.

Plot Holes. False faes are exceptionally good at mimicry and pretending. However, the longer this play continues undisturbed, the sloppier it gets. Not because of a sudden drop in enthusiasm but simply because they can't grasp actual meaning behind the daily routines they try to reenact. Their language might sound like incoherent jabbering, clothing is worn inside out, they sleep with seemingly open eyes or things are intentionally stored in the strangest places. What made perfect sense in the beginning eventually slips off to an uncanny farce defined by absurdity – to a strange mockery of life any visitor is best advised to not take part in.

FALSE LIFE

At the DM's discretion, a shapeshifted spirit of the false fae transforms into a false fae after 2d4 days. It retains its changed form, but its statistics are replaced by those of a false fae.



SPIRIT OF THE FALSE FAE

Tiny aberration, chaotic evil

Armor Class 14 (natural armor)

Hit Points 45 (10d4 + 20)

Speed 0 ft., fly 5 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	14 (+2)	12 (+1)	15 (+2)	19 (+4)

Saving Throws Dex +5, Wis +5, Cha +7

Skills Deception +7, Performance +7, Persuasion +7, Stealth +5

Damage Resistances psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 60 ft., truesight 30 ft., passive Perception 12

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

Challenge 5 (1,800 XP)

Curse of the False Face. When the spirit dies, its withering presence corrupts the nearest magic item within 60 feet of it. The magic item is cursed and has a 20 percent chance of spawning a false face each time the creature that is attuned to it finishes a long rest.

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

Shielded Mind. The spirit is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location. As long as the spirit has its shape changed to appear like another creature, that creature's mind is shielded as well.

Twisted Turn. As a bonus action, the spirit forces a Tiny, Small or Medium creature it can see within 10 feet of it to make a DC 15 Charisma saving throw. On a failed save, both the spirit and the target turn invisible and the spirit can choose one of the following effects:

- The spirit changes its form to appear physically identical to the target including any equipment the target is wearing or carrying. Any equipment the spirit is wearing or carrying merges into the new form. The spirit's statistics, other than its size, are the same in each form. It reverts to its true form if it dies. Further, the target is put into magical stasis for 1 minute and remains invisible until the stasis ends. The spirit and the target swap spaces in the process. The spirit turns visible again at the end of its turn.
- The target is put into magical stasis for 1 minute and turns visible again at the end of the spirit's turn. The spirit stays invisible until it attacks or until its concentration ends (as if concentrating on a spell).

A creature caught in stasis is stunned and can't speak as well as automatically fails any ability check that relies on using its voice. The stasis ends if it takes damage or another creature takes an action to free it while within 5 feet of it.

ACTIONS

Multiattack. The spirit makes one mind screw attack for each creature that is put into stasis within 60 feet of it.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (4d4 + 2) piercing damage.

Mind Screw. *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) psychic damage.

Teleport (Recharge 5-6). The spirit magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.