



FUDDUDDLE

- Beast

"Silean Public Safety Announcement:

The mighty Fudduddle is a fearless hunter - check most recent encounter Reports. It lurks in the dark. Waiting, listening. It takes over cavernous lairs and hides on the underbelly of floating islands.

Incautious adventurers bid their lives farewell, as many others have done before. The Fudduddle soars with the speed of a thousand gnomes, swooping menacingly down on its prey. Many of our bravest gnomes have been ripped apart by terrifying talons as long as thumbtacks; all the while the Fudduddle bathes in the victim's screams of terror, sheer awe or cuteness overload.

No land is safe from a flocking of Fudduddle's tyranny. Their survivability in even the harshest environments allows them to spread anywhere they please. Generations evolve rapidly to fit their environments and beastly instincts.

Do NOT be fooled by their big round eyes or their fluffy, huggable exterior! They are a foe as mighty as any you'll have ever encountered."

-by Timbelemlian the Trembler,

Chief Commanding Officer of Safety and Wellness in Silean

Cuteness Overload. Fudduckles and any of their variants use their charm and adorable exterior to lure adventurers into a false sense of safety.

Fuddleution. Aethrend is home to a slew of Fudduddle Variants, evolved to best suit their environment or at times their basic traits and personalities. Among others, it is not uncommon to find whole flockings of lazy Spadduckles in and around farmlands, nor is it unlikely to find flockings of Sanduckles residing in self-dug tunnels beneath deserts and canyons.

FUDDUDDLE

Small Beast, Chaotic Neutral

Armor Class 12 (natural armor)

Hit Points 15 (5d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	6 (-2)	12 (+1)	18 (+4)

Saving Throws Dex +4, Cha +6

Skills Acrobatics +4, Stealth +4, Perception +5

Condition Immunities Charmed

Senses darkvision 60 ft., passive perception 14

Languages none

Challenge 1 (200 XP)

Proficiency Bonus +2

Flyby. The Fudduddle does not provoke opportunity attacks when it flies out of an enemy's reach.

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

Counter Charm. Any attempt to charm the Fudduddle fails. The attempting charmer must succeed a DC 16 Wisdom saving throw or become charmed by the Fudduddle.

ACTIONS

Claws. *Melee weapon attack:* +4 to hit, one target. Hit: 10 (2d6 + 2) slashing damage.

Dive bomb. *Melee weapon attack:* +1 to hit, one target. Hit: 10 (2d6 + 2) bludgeoning. On a hit the Fudduddle immediately moves 10 feet in any direction.

VARIANTS

Leafuddle Variant. This Fudduddle has evolved within Aethrend's forests, taking on green tones to easily camouflage and wait for unsuspecting adventurers. They use nature to entangle their foes and enjoy playing tricks on them.

Sanduddle Variant. Adept at borrowing and with superior senses, this variant of the Fudduddle lives his days carefree in underground tunnels. Sanduddle's skin is thicker, to better protect against the harsh environments and his attacks rely on his surroundings. Flying rocks do not, in fact, come out of nowhere.



LEAFUDDLE (VARIANT)

Small Beast, Chaotic Neutral

Armor Class 14 (natural armor)

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+2)	16 (+3)	10 (+0)	6 (-2)	14 (+2)	8 (-1)

Saving Throws Dex +5, Wis +6

Skills Acrobatics +5, Stealth +7, Perception +4

Condition Immunities Charmed

Senses darkvision 60 ft., passive perception 14

Languages none

Challenge 2 (450 XP)

Proficiency Bonus +2

Flyby. The Leafuddle does not provoke opportunity attacks when it flies out of an enemy's reach.

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

Counter Charm. Any attempt to charm the Leafuddle fails.

The attempting charmer must succeed a DC 16 Wisdom saving throw or become charmed by the Leafuddle.

ACTIONS

Claws. *Melee weapon attack:* +4 to hit, one target. Hit: 10 (2d8 + 2) Slashing damage.

Entangle. Grasping vines sprout from the ground in a 20-foot square centered on the Leafuddle, turning the area into difficult terrain. All other creatures in the area must succeed a Strength saving throw or be restrained by the plants.

BONUS ACTIONS

Camouflage. In forest or jungle terrain the Leafuddle may take the hide action as a bonus action without cover.



SANDUDDLE (VARIANT)

Small Beast, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft., fly 30 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	4 (-3)	8 (-1)	14 (+2)

Saving Throws Str +4, Con +6

Skills Athletics +4, Survival +2, Perception +5

Condition Immunities Charmed

Senses darkvision 120 ft., tremorsense 60 ft., passive perception 14

Languages none

Challenge 2 (450 XP)

Proficiency Bonus +2

Keen Hearing and Sight. The Sanduddle has advantage on Wisdom (Perception) checks that rely on hearing, sight or tremorsense.

Counter Charm. Any attempt to charm the fuddle fails. The attempting charmer must succeed a DC 16 Wisdom saving throw or become charmed by the Sanduddle.

Multiattack. The Sanduddle can make either 2 rock throw attacks or 1 slam attack on its turn.

ACTIONS

Slam: *Melee weapon attack:* +4 to hit, one target. Hit: 10 (2d8 + 2) bludgeoning damage. On a hit the target drops any small objects it is carrying.

Rock throw. *Ranged weapon attack:* +4 to hit, one target. Hit: 6 (1d4 + 4) piercing damage.