

FOLYOTS

Folyots are tiny creatures formed from raw elemental energy, fragmentary scraps of their respective elements. On their home plane, folyots form barely-discernable pieces of the formless energies there, but magic can draw them out and give them shape on other planes.

Elemental Animus. On the planes where they originate, a folyot is formless, like any elemental. However, unlike larger elementals, their parent element's wild nature does not manifest so strongly in a folyot. This, combined with the folyot's simple-minded, almost childlike personality, makes them much easier to summon and control than their larger kin.

Products and Byproducts. There are numerous spells and artefacts that allow the wielder to draw elemental energy from its home plane and shape it into the diminutive form of a folyot. This activity is often used as a training exercise, being inherently less dangerous than summoning full elementals, which assert their wild nature more strongly and are prone to violently resisting the summons. At times, however, folyots are created by other means. It does not take much magic to form a folyot, and some mages have found that the repeated use of the same source for the summoning of elementals will result in the formation of folyots from stray magical residue. Experienced summoners will therefore know that it is prudent to never call too many fire elementals from the same bonfire, or water elementals from the same wellspring, without occasionally pausing to allow the accumulated elemental energies to dissipate.

Folyot Familiars. Given their small size and relative ease of summoning, folyots are often employed as familiars by elementalists and mages. Whilst more troublesome than conventional familiars, the elemental nature of a folyot grants them particular abilities that some find extremely useful.

Elemental Nature. A folyot doesn't require air, food, drink, or sleep.

BONE FOLYOT

Bone folyots are rarely seen and rarely spoken of. These macabre spirits are projections of pure necrotic energy, drawn from the nether realms into the material world where they form into a material uncannily like bone, animated by a faintly-glowing mist. Bone folyots are occasionally seen in service to necromancers, and have been known to form on the site of terrible magical battles, or in desecrated mausoleums. Bone folyots are fascinated by death, and are occasionally puzzled by mortals' insistence on avoiding it.

CAUSTIC FOLYOT

Caustic folyots are best summoned by the more experienced, as they can be particularly sly and deceitful. At rest, a caustic folyot resembles a small pool of a greenish liquid that continually streams with tiny bubbles, and when active, the liquid rises as the faint fumes above it thicken to form the outline of a face and hands. Summoners of caustic folyots should be careful never to leave one unattended, as they are prone to sneaking off in search of small plants and creatures to devour.

DROPLET FOLYOT

A droplet folyot takes the form of water, enough to fill a small bucket. When resting, the folyot behaves as normal water, albeit with a strange tendency to somehow replenish itself should it be splashed or poured. When active, the folyot rises up like a small fountain, forming the rough shape of a face from the ripples on its surface. A droplet folyot is perhaps the most playful of its kind, often quite happy to sit and babble to itself in rapid Aquan.

EMBER FOLYOT

An ember folyot resembles a cluster of burning coals wreathed in flames that form the shape of a face and hands, slumping to resemble a small campfire when resting. Capricious and unpredictable, an ember folyot may be dozing contentedly one moment and clamouring for excitement the next - an impulse which should be curbed, as an ember folyot's idea of excitement tends to revolve around wanton pyromania.

GRASS FOLYOT

Grass folyots are among the most likely varieties to form spontaneously - those who travel the wild places of the world will occasionally swap stories of the time they saw a small plant or clump of grass suddenly uproot itself and scold them furiously for treading on it. When at rest, a grass folyot resembles a natural plant or small grassy tussock, but when active they will shape a flower or clump of earth into a face, and bend grasses to form hands. Grass folyots can make difficult helpers, owing to their tendency to take root and refuse to move when they find a spot they like.

FLARE FOLYOT

Perhaps the rarest variety of folyot is the flare folyot. Creatures of pure light, flare folyots form in places steeped in magic, where light shines consistently. At rest, they are often seen as rays of light, streaming through trees or windows - and in general, they are content to remain that way. Occasionally, however, they will show themselves, tiny motes of light appearing in the air to form a rough outline, hands, and a face. Flare folyots love music, and will often hover discreetly in places where they can listen for hours on end.

GUST FOLYOT

A gust folyot at rest appears to be a small cloud or wisp of vapour, but when active, vague features of the folyot's true form can be seen - when the folyot remains still, which is rare. A gust folyot revels in freedom, exploiting the tiniest of cracks in any vessel used to contain it, and will rush about as a tiny dust devil, gathering dust and grit to hurl at those who threaten it.

SHADE FOLYOT

While somewhat sinister in appearance, the much-maligned shade folyot is mostly undeserving of its notoriety. It is easy to see why so many assume them to be evil - they appear as a dark black shadow when at rest, and the sight of such a shadow gaining smoky hands and a face and beginning to move can be quite unsettling. In fact, shade folyots are quiet, shy creatures, preferring quiet places where they are unlikely to be disturbed.

STONE FOLYOT

A stone folyot could easily be mistaken for a small rockpile or cairn, but when active, a small face and arms can be seen in the shapes of the stones. A stone folyot moves like a miniature rockslide, and can meld into - and pass through - rock, stone, and earth. Stone folyots are slow to rouse and notoriously stubborn, but will also demonstrate dogged perseverance when they set themselves to a task.

BONE FOLYOT

Tiny elemental, neutral

Armor Class 12 (natural armour)

Hit Points 13 (3d4 + 6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	6 (-2)	11 (+0)	5 (-3)

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 30ft., passive Perception 10

Languages understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small pile of bones. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

Actions

Splinter. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Grave Matters (1/Day). The folyot can draw strength from the lingering residue of a dying soul. When the folyot enters the space of a creature that has died within the last minute, the folyot can use its action to regain 4 (1d4 + 2) hit points.

CAUSTIC FOLYOT

Tiny elemental, neutral

Armor Class 12

Hit Points 10 (3d4 + 3)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities acid, poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Aquan, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small quantity of acid. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

In addition, any part of the folyot that is entirely submerged in acid or a similar substance is indistinguishable from the fluid around it and is considered invisible.

Liquid Form. The folyot can move through holes as small as 1 inch without squeezing.

Actions

Corrode. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) acid damage.

Reactions

Corrosive Form. When a creature touches the folyot or hits it with a melee attack, the folyot can use its reaction to deal 2 (1d4) acid damage to that creature.

DROPLET FOLYOT

Tiny elemental, neutral

Armor Class 12

Hit Points 10 (3d4 + 3)

Speed 30ft., swim 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Aquan, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small quantity of water. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

In addition, any part of the folyot that is entirely submerged in water is indistinguishable from the water around it and is considered invisible.

Watery Form. The folyot can move through holes as small as 1 inch without squeezing.

Freeze. If the folyot takes cold damage, it partially freezes; its speed is halved until the end of its next turn.

Wellspring. The folyot can produce clean, drinkable water as it replenishes itself. 10 pints of water can be drawn from the folyot per day.

Actions

Surge. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 1) bludgeoning damage.

EMBER FOLYOT

Tiny elemental, neutral

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20ft., fly 20ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	6 (-2)	10 (+0)	7 (-2)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Ignan, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small campfire or pile of embers. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

Variable Illumination. The folyot sheds bright light in a 5- or 10-foot radius and dim light for an additional number of feet equal to the chosen radius. The folyot can alter the radius as a bonus action.

Water Susceptibility. For every foot the folyot moves in water, or for every pint of water splashed on it, it takes 1 cold damage.

Smoldering Form. When a creature touches the folyot or hits it with a melee attack, the folyot can use its reaction to deal 4 (2d4) fire damage to that creature.

Control Flames (1/Day). The folyot can innately cast *control flames*, requiring no material components.

Actions

Singe. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) fire damage.

FLARE FOLYOT

Tiny elemental, neutral

Armor Class 13

Hit Points 7 (3d4)

Speed 0ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	6 (-2)	11 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities blinded, poisoned

Senses blindsight 10ft, passive Perception 10

Languages Celestial, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The foliot can use its action to assume a form that is indistinguishable from a small sunbeam or ray of light. This also allows it to hide around an existing light source, provided that it doesn't have to move while doing so. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

Variable Illumination. The foliot sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The foliot can alter the radius as a bonus action.

Dancing Lights (1/Day). The foliot can innately cast *dancing lights*, requiring no material components.

Actions

Glare. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. *Hit:* 2 (1d4) radiant damage.

GRASS FOLYOT

Tiny elemental, neutral

Armor Class 12

Hit Points 13 (3d4 + 6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+2)	6 (-2)	11 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Sylvan, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The foliot can use its action to assume a form that is indistinguishable from a small plant or clump of tall grass. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

Actions

Thorns. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Undergrowth (1/Day). The foliot can cause thick vines and weeds to sprout in a 5-foot cube adjacent to it, forming a dense bush or hedge. The area becomes difficult terrain, blocks line of sight, and deals 1d4 piercing damage to any creature who forces its way through it. The effect lasts for 10 minutes, after which the plants wither and disappear.

GUST FOLYOT

Tiny elemental, neutral

Armor Class 13

Hit Points 7 (3d4)

Speed 0ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	6 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned, restrained

Senses passive Perception 10

Languages Auran, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The foliot can use its action to assume a form that is indistinguishable from a small cloud or wisp of vapour. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

In addition, the foliot can use its action to fade entirely, becoming pure air, making it completely invisible as long as it remains in clear air; when in smoke, fog, or other visible gas and vapour, the foliot is visible as a patch of clear air, and when submerged in liquid the foliot forms a bubble. This effect lasts until the start of the foliot's next turn, after which the foliot returns to its usual form.

Air Form. The foliot can enter a hostile creature's space and stop there. The foliot can pass through small holes, narrow openings, and even mere cracks without squeezing.

Gust (1/Day). The foliot can innately cast *gust*, requiring no material components. The DC for the cantrip's effects (where relevant) is 10.

Actions

Flurry. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

SHADE FOLYOT

Tiny elemental, neutral

Armor Class 13

Hit Points 7 (3d4)

Speed 0ft., fly 40ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	10 (+0)	6 (-2)	11 (+0)	5 (-3)

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses Darkvision 30ft, passive Perception 10

Languages Abyssal, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The foliot can use its action to assume a form that is indistinguishable from a small shadow. This also allows it to hide within an existing shadow, provided that it doesn't have to move while doing so. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

Shadowy Form. When the foliot enters a space containing a nonmagical light source that fits entirely within a 1-foot cube, it can use its action to surround it, dimming the light. Light from that light source reaches half the usual distance while the foliot remains in its space.

Actions

Fright. *Melee Spell Attack:* +4 to hit, reach 5ft., one target. *Hit:* 2 (1d4) psychic damage.

STONE FOLYOT

Tiny elemental, neutral

Armor Class 12 (natural armour)

Hit Points 12 (3d4 + 6)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	6 (-2)
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Damage Immunities poison

Condition Immunities petrified, poisoned

Senses tremorsense 10ft, passive Perception 10

Languages Terran, understands Common but can't speak it

Challenge 1/2 (100 XP)

False Appearance. The folyot can use its action to assume a form that is indistinguishable from a small pile of stones and gravel. While in this form, it can't move or take actions. It can revert to its usual form as a bonus action.

Earth Glide. The folyot can burrow through nonmagical, unworked earth and stone. While doing so, the folyot doesn't disturb the material it moves through.

Magic Stone (1/Day). The folyot can innately cast *magic stone* cantrip, requiring no material components. The stones produced deal 1d6 + 3 bludgeoning damage.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 3) bludgeoning damage.

CREDITS

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