

GIANT FRAITHWARP

This giant, winged caterpillar is a woodland inhabitant that does its utmost not to be seen or heard by camouflaging into its woodland surroundings. Even more so, a fraithwarp will begin to make the woods around it more like the Feywild the longer it is there.

A fraithwarp, if stationed in one place long enough, can create a gate to the Feywild through which it can summon protectors, or, transport creatures to the Feywild.

It is most common to find them near Elven lands, as their primary function is to leave an open connection to the Feywild through which Fey creatures on other planes can return to defend the Feywild in times of need.

TACTICS

If a fraithwarp has not been making its nest in a location for a long time (greater than a month), it will attempt to detect whether the party is good, and if not, flee at the first sign of danger. If it can't escape, it may use its Lair Action to summon some weak Fey creatures to help it make an escape, or teleport.

However, a fraithwarp who has been nesting in a location and has begun to open its gate to the Feywild will defend its nest at all costs. It will likely start off a fight by casting *entangle*, and then charge at the first creature to pass through the web. At the end of the turn of the first creature who hits it, it will cast *Shimmering Shield* (see Legendary Actions) on itself for protection. Depending on the number of attackers, it will use its Lair Action to summon one strong creature, or many weak creatures from the Feywild to protect it, and it will fight to the death.



Innate Spellcasting. The fraithwarps innate spellcasting ability is Charisma (spell save DC 14). The fraithwarp can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*, *pass without trace*

1/day each: *calm emotions*, *dispel evil and good*, *entangle*

Magic Resistance. The fraithwarp has advantage on saving throws against spells or other magical effects.

Magical Weapons. The fraithwarps weapon attacks are magical.

Actions

Multiattack. The fraithwarp makes two attacks: one bite attack with its proboscis, and one whip with its antennae.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 +4) piercing damage.

Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) slashing damage (two antennae whip at the same target).

Healing Touch (3/Day). The fraithwarp touches another creature with its proboscis. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons affecting the target.

Teleport (1/Day). The fraithwarp magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the fraithwarp is familiar with, up to 1 mile away.

Legendary Actions

The fraithwarp can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The fraithwarp regains spent legendary actions at the start of its turn.

Whip. The fraithwarp makes one whip attack.

Shimmering Shield (Costs 2 Actions). The fraithwarp creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the fraithwarps next turn.

GIANT FRAITHWARP

Large fey, chaotic good

Armor Class 12

Hit Points 81 (10d10 + 20)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)
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Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Can understand Celestial, Elvish, Sylvan, but can't speak them, telepathy 30 ft.

Challenge 5 (1,800 XP)

Charge. If the fraithwarp moves at least 20 feet straight toward a target and then hits with its whip attack on the same turn, the target takes an extra 10 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Lair Actions

On initiative count 20 (losing initiative ties), the fraithwarp can take a lair action to cause one of the following magical effects; the fraithwarp cannot use an effect again until it finishes a short or long rest

Conjure Fey. The fraithwarp casts Conjure Fey as a 6th level spell. Concentration is required for this spell.

Conjure Woodland Beings. The fraithwarp casts Conjure Woodland Beings as a 4th level spell. Concentration is required for this spell.

Feywild Growth. The fraithwarp can cause the nature around its lair to grown and shrink at alarming speeds. 1d6 giant, malformed, bulbous roots can burst through the ground within 100 feet of the fraithwarp, straight up into the air, and falling to the ground again, targeting any creature in range (1 creature per root). The targets must make a DC 10 dexterity saving throw to dodge out of the way, or suffer 8 (2d6) bludgeoning damage. Any creature who rolls a 1 on their saving throw is knocked prone.