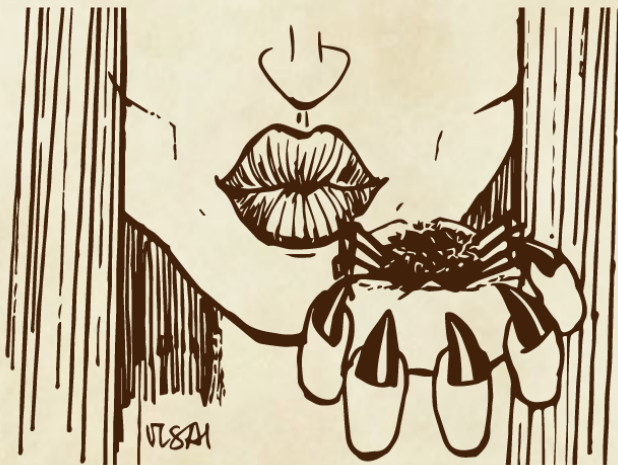


BURGLESTAR

This creature is a nocturnal, tree-skinned humanoid (male or female form - can appear as either and switch between) that waits patiently in the woods to lure adventurers in as spider food.

Elven lore tells it that the burglestar are ancient Fey who long ago forged a bond with the Spider Queen Lolth to be protectors of her spiders on the surface world, as Lolth looked over the underworld.

Burglestars are usually found near and with giant spiders - around their webs - trying to lure insects - or better, adventurers - into the webs to be eaten by the spiders. The spiders provide protection for them, and they provide food for the spiders. A burglestar can create a bright, alluring light that can appear like a campfire from a distance, and alter their speaking voice to sound like a moving stream in the distance.



TACTICS

A burglestar will do its utmost to lure any adventuring party near to its spider companions' webs. Once it can get them within 20 feet, it will cast *web* - enclosing the party in the web, while also connecting the magical web to the spiders' natural web. Once the adventurers start wriggling, the spiders will come to finish the burglestar's work.

When the burglestar first meets the party, it will put on a deception to appear in need of help, or as if it has found something to share with the party. Any adventurer who casts *detect good or evil* can tell that this creature is quite sinister. Additionally, an Insight contest against the burglestar's Deception could reveal same.

If the burglestar is found out, it will cast *web* and run away.

BURGLESTAR

Medium fey (humanoid), chaotic evil

Armor Class 13

Hit Points 49 (8d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5, Survival +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan, Undercommon

Challenge 2 (200 XP)

Fey Ancestry. The burglestar has advantage on saving throws against being charmed, and magic can't put the burglestar to sleep.

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

At will: *dancing lights*, *druidcraft*

3/day each: *web*, *goodberry*

1/day each: *barkskin*, *darkness*, *pass without trace*,

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

Speak with Beasts and Plants. The burglestar can communicate with beasts and plants as if they shared a language.

Web Sense. While in contact with a web, the burglestar knows the exact location of any other creature in contact with the same web.

Web Walker The burglestar ignores restrictions caused by webbing.

Actions

Multiattack. The burglestar makes two attacks: one with its bite, and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 1) piercing damage. If the target is a creature, they must make a DC 10 Constitution save or take an additional 12 (3d6) poison damage from the burglestars venomous fangs.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 5 (2d4 + 1) slashing damage.