

# WALFABLANG

**P**ronounced commonly as "waffle-blong" (but actually pronounced, "wall-fa-blong"), these incredibly rare humanoid creatures are full of magical tricks, which they mostly use to get people to give them their belongings willingly. Very little is known of their origins or their deity, but many old elves have heard and can recall tales and lore about the creatures from their Fey ancestors.

Their god is good, and will not steal, but is also greedy, so Wafablans must get these baubles willingly or risk falling out of the favor of their god.

If a wafablang does commit theft or an evil act to acquire these baubles and trinkets, their god turns them into a spirit and magically attaches them slightly out-of-reach - forever observing - to the bauble they stole.

A *remove curse* spell will release the wafablang from this state, but having been tormented, it will immediately attack and fight to the death to acquire the coveted treasure that doomed them.

Its curse removed, and having been abandoned by its god, it realizes it is cursed yet again: to live eternally on the material plane without a god to care for their spirit. A wafablang that remains on the material plane long enough will lead creatures like Goblins to do its bidding in exchange for teaching them small magic.

When this abandoned creature does die (it must be killed, or live forever), it is forced to roam the material plane as an invisible spirit eternally in observation of the alluring trinkets of the world - its god will not transport its spirit to the material plane.

## TACTICS

A wafablang will usually prepare for a first round of battle by casting *Bane*, especially if it will fight more than one enemy.

If a wafablang has nearby allies (like goblins they have convinced to do their bidding), they will attempt to cast *Enthrall* to focus their enemies on them, and have their allies attack from the shadows. It may try to corner a single adventurer and cast *modify memory* on them during combat, and give them a memory of a quest-giver having sent them on a quest to deliver the magic item to the Wafablang - and then escape while his allies are mowed down!

If a wafablang is alone, it will do everything in its power to charm the enemy and convince them that they can be allies or friends - even offering to cast a spell for them, like *Locate Object*, or to mend broken items. When this doesn't work, the Wafablang will attack. Fearing death, they may cast *Expeditious Retreat* to live another day.

A wafablang will use every magical facility and skill proficiency in their power to get a curious trinket, bauble, or magic item from the players.

## WALFABLANG

*Medium fey (humanoid), chaotic neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 54 (8d8 + 16)

**Speed** 30 ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 11 (+0) | 18 (+4) | 14 (+2) | 12 (+1) | 11 (+0) | 16 (+3) |

**Skills** Deception +6, Insight +3, Persuasion +3

**Condition Immunities** charmed

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Elvish, Sylvan

**Challenge** 3 (700 XP)

**Keen Sight and Smell.** The wafablang has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Cunning Action.** On each of its turns, wafablang the spy can use a bonus action to take the Dash, Disengage, or Hide action.

**Rampage.** When a wafablang reduces a creature to 0 hit points with a melee attack on its turn, the wafablang can take a bonus action to move up to half its speed and make a bite attack.

**Innate Spellcasting.** The wafablang's innate spellcasting ability is Charisma (spell save DC 13). The Wafablang can innately cast the following spells, requiring no components:

At will: *mending*, *minor illusion*, *prestidigitation*

1/day each: *bane*, *charm person*, *command*, *enthrall*, *expeditious retreat*, *locate object*, *modify memory*, *suggestion*

## Actions

**Multiattack.** The wafablang makes two dart attacks, or one with its bite, and one with its claws.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 4) slashing damage and an additional 7 (1d10) force damage as their fresh wounds to throb with painful and mysterious magic of the Feywild.

**Dart.** *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one creature. Hit: 5 (1d4 + 4) piercing damage. The darts fired by a wafablang produce a tiny, mesmerizing illusory effect that makes them difficult to dodge. Roll a 1d6, and on a 6, the dart shoots harmless light and sparks in a variety of directions. The target must make a DC 13 Wisdom saving throw or the attack is a hit, regardless of AC, and the target takes an additional 1d4 force damage. Anything lower than a 6, the dart produces a similar effect but it is not enough to provide a decoy.