

REDCAPS

Redcaps are creatures of utter bloodlust. Unlike many other fey, the redcap does not assault creatures out of malice or caprice, but because it must. The redcap is spawned spontaneously through bloodshed, crawling from under broken bodies and out of mass graves to seek fresh blood, for if their bloodsoaked caps ever dry, the redcap crumbles to dust.



REDCAP LORE

Arcana DC 10: Redcaps are known to be magically sustained by their bloody caps, and become considerably more powerful and resilient for a brief time if allowed to soak them in the blood of a fallen creature.

Arcana DC 15: Certain redcaps have been observed to have innate and unusual magics, able to attack creatures through their shadows and control carrion birds.

History DC 10: Recent battlefields often are known to spontaneously produce redcaps, their arrival preceded by the heavy tread of their iron boots.

History DC 15: Redcaps seems to be related to Spriggans, perhaps an unintentional effect of the Giant magic that originally spawned them.

Nature DC 15: Redcaps must soak their caps in fresh blood periodically or they crumble to dust. The frequency they must do so depends on the local heat and humidity.

Nature DC 20: Redcaps are often seen together with spriggans, leading some to infer that Spriggans are a later stage of development of the same creature, indicating that perhaps the redcap's blood dependence is a juvenile trait.

Religion DC 15: Clerics of gods of War and Slaughter occasionally are granted the power to summon or create redcaps.

REDCAP SKINNER TACTICS

The redcap skinner opens combat with its Ironbound Pursuit, switches to attacking with its skin peeler until all targets in range are bleeding, then goes back to using its Ironbound Pursuit. If it has a choice of Bonus Actions, it prioritizes using its Soak Cap over other options. Redcaps fight desperately, without regard for their own safety. They never flee before their caps are soaked.

REDCAP BARBER TACTICS

The Barber attacks with its barbed sling, spreading its attacks around until every target in range is bleeding. It tries to stay close enough to combat that it can jump in and soak its cap if the opportunity presents itself. If a creature closes to melee range, the redcap uses its Ironbound Pursuit to try to knock the greatest melee threat prone, then retreats to a safe distance.

REDCAP MASTER OF CRUELTY TACTICS

The Master of Cruelty tries to pin down each creature that presents a credible melee threat with its cruel nail, then focuses on adding as many nails as possible to a single creature, using its reach to stay out of range.

REDCAP CROW KING TACTICS

The crow king always uses its Rouse Blood ability if available, targeting redcaps that have already in the thick of things, but healthy enough that they're likely to survive a few turns. It starts combat near the edge of its 60 ft. range, but closes with its Ironbound Pursuit once creatures start dropping to 0 hit points to soak its cap.

ENCOUNTER GROUPS

Redcaps are often found with spriggans, or in the company of other battlefield scavengers that they compete with for fresh bodies.

CR 15 Encounter 4,600 XP

- 2 Leucrottas (CR 3)
- 2 Redcap Barbers (CR 3)
- 4 Redcap Skinners (CR 2)

CR 20 Encounter 10,000 XP

- 1 Redcap Crow King (CR 9)
- 1 Redcap Master of Cruelty (CR 5)
- 2 Redcap Barbers (CR 3)
- 1 Spriggan Wrack (CR 2)
- 3 Redcap Skinners (CR 2)

REDCAP SKINNER

Small fey, chaotic evil

Armor Class 13 (Natural Armor)

Hit Points 75 (10d6 + 40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	8 (-1)

Skills Athletics +5, Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Sylvan

Challenge 2 (450 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be size Medium. Additionally, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The redcap makes two attacks with its skin peeler.

Skin Peeler. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage and the target begins to bleed, losing 1d4 hit points at the start of each of its turns.

This effect ends when a creature succeeds on a DC 12 medicine check as an action, or when the bleeding creature receives magical healing.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

Bonus Actions

Soak Cap. The redcap soaks its hat in the blood of a dead or unconscious creature. Until the end of its next turn, the redcap has resistance to damage dealt by weapons not made of cold iron and advantage on all attacks.

REDCAP BARBER

Small fey, chaotic evil

Armor Class 14 (Natural Armor)

Hit Points 97 (13d6 + 52)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +6, Perception +3

Senses Darkvision 60 ft., Passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be size Medium. Additionally, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The redcap makes three attacks with its barbed sling.

Barbed Sling. Ranged or Melee Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 8 (2d4 + 3) piercing damage, and the target begins to bleed, losing 1d4 hit points at the start of each of its turns.

This effect ends when a creature succeeds on a DC 12 medicine check to stanch the wound as an action, or when the bleeding creature receives magical healing.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10+4) bludgeoning damage and be knocked prone.

Bonus Actions

Soak Cap. The redcap soaks its hat in the blood of a dead or unconscious creature. Until the end of its next turn, the redcap has resistance to damage dealt by weapons not made of cold iron and advantage on all attacks.

REDCAP MASTER OF CRUELTY

Small fey, chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 115 (14d8 + 52)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	19 (+4)	10 (+0)	16 (+3)	11 (+0)

Skills Athletics +7, Intimidation +6, Perception +6

Senses Darkvision 60 ft., Passive Perception 16

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be size Medium. Additionally, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The redcap makes three attacks with its cruel nail.

Cruel Nail (2nd level spell). Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) piercing damage and the target's speed is reduced to zero as its shadow is nailed to the ground. The creature may remove a nail as an action with a successful DC 15 Strength (Athletics) check, or may free itself by spending half its movement and taking 7 (2d6) damage per nail it rips itself free from.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 15 Dexterity saving throw or take 26 (4d10 + 4) bludgeoning damage and be knocked prone.

Bonus Actions

Soak Cap. The redcap soaks its hat in the blood of a dead or unconscious creature. Until the end of its next turn, the redcap has resistance to damage dealt by weapons not made of cold iron and advantage on all attacks.

REDCAP CROW KING

Small fey, chaotic evil

Armor Class 16 (Natural Armor)

Hit Points 189 (18d10 + 90)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	20 (+5)	10 (+0)	17 (+3)	15 (+2)

Saving Throws STR +9, WIS +7, CHA +6

Skills Athletics +9, Deception +10, Perception +7

Senses Darkvision 60 ft., Passive Perception 17

Languages Common, Sylvan

Challenge 9 (5,000 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

False Appearance. While the redcap remains motionless, it is indistinguishable from a corpse.

Outsize Strength. While grappling, the redcap is considered to be size Medium. Additionally, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Actions

Multiattack. The redcap uses its Peck Eyes ability twice, one of which it may replace with a use of either its Rouse Blood or its Ironbound Pursuit.

Peck Eyes (3rd level spell). The redcap calls a flock of crows down to peck at the eyes of up to peck at the eyes of a creature. One creature the redcap can see within 60 ft. must succeed on a DC 15 Constitution saving throw or take 31 (7d8) piercing damage, or half as much on a success. A creature that fails this save by 10 or more loses an eye.

Rouse Blood (5th level spell, Recharge 5-6). The redcap targets a friendly redcap within 30 ft., giving it Bloodlust for the next minute. A creature affected by Bloodlust may make an attack or attempt to grapple a creature as a Bonus Action each turn, and gains 10 temporary hit points when it reduces a creature to 0 hit points with a melee attack.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 17 Dexterity saving throw or take 27 (4d10 + 5) bludgeoning damage and be knocked prone.

Bonus Actions

Soak Cap. The redcap soaks its hat in the blood of a dead or unconscious creature. Until the end of its next turn, the redcap has resistance to damage dealt by weapons not made of cold iron and advantage on all attacks.