

KORREDS

Korreds are a breed of fey known as "The Dancing Folk", capricious tricksters known for press-ganging unwitting travelers into their wild revels, dancing their guests to the point of utter exhaustion or even death.

KORRED LORE

Arcana DC 15: Korreds maintain a sort of magical control of their hair, even after it is cut, that they use to animate it as a weapon.

Arcana DC 20: Some korreds have a supernatural way of stealing a creature's height, though it is unclear what purpose doing so serves. The process can be reversed by means of the spell Greater Restoration.

History DC 15: Korreds are exceedingly protective of their hair, and have a near-universal love of bawdy songs and rude limericks.

History DC 20: A korred dance can be a terribly difficult thing to escape, but there are reports of those who have done so by breaking the fey's rhythm, either by physically wrestling to the ground or by falling down themselves.

Nature DC 15: The hair of a living korred, when cut, transmutes into the material that was used to cut it.

Nature DC 20: Korreds have a unique relationship to earth and stone, and can choose to magically draw themselves to any nearby stone surface.

KORRED CUDGEL DANCER TACTICS

The cudgel dancer opens with its cudgeleer's jig, trying to hit at least three creatures with it. If it has at least three creatures ensared with its dancing cudgel, it begins changing the orientation of gravity each turn to hit them with fall damage, first ensuring that it has enough movement to stand from prone afterward and waiting for its dancing partners to stand from prone before moving again. Remember that if a creature escapes the dance by ending its turn prone, the korred's altered gravity ceases to affect it. The korred avoids targeting bards while other targets are available. If terrain hazards are available, the korred tries to dance its partners into them.

KORRED SHORTENER TACTICS

The shortener ordinarily focuses on protecting itself and other korreds from being grappled, using its iron braid to break grapples before a creature can lift a korred off the ground. If the party is not trying to lift the korreds off the ground, the shortener first restrains a creature, (preferentially targeting Warlocks, Clerics, and Paladins so as not to deprive the Cudgel Dancers of dancing partners) then fishes for crits against it with its Iron Shears.

ENCOUNTER GROUPS

A typical encounter might include a dancing circle of Satyrs, with a Shortener intended to keep watch who has joined in the revels, trusting the hair snare it left across the path to alert the circle to danger.

CR 15 Encounter 5,100 XP

- 1 Korred Shortener (CR 7)
- 1 Korred Cudgel Dancer (CR 5)
- 1 Redcap Skinner (CR 3)
- 4 Satyrs (CR 1/2)

CR 20 Encounter 8,700 XP

- 1 Korred Shortener (CR 7)
- 2 Korred Cudgel Dancers (CR 5)
- 1 Satyr Name Thief (CR 5)
- 4 Satyrs (CR 1/2)



KORRED CUDGEL DANCER

Small fey, chaotic neutral

Armor Class 16 (Natural Armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	15 (+2)	13 (+1)

Skills Acrobatics +5, Athletics +9, Stealth +5

Senses Darkvision 120 ft., Tremorsense 120 ft.,
Passive Perception 15

Languages Dwarvish, Gnomish, Sylvan, Terran,
Undercommon

Challenge 5 (1,800 XP)

Hair Transmutation. If the korred's hair is cut while it is alive, the cut hair transforms into the material it was cut with.

Suspension Weakness. In place of a melee attack, a creature that is grappling the korred may attempt a DC 19 Strength (Athletics) check to lift it off the ground. While suspended off the ground, at the start of each of its turns the korred must succeed on a DC 15 Constitution saving throw or be Stunned until the beginning of its next turn.

Cudgeleer's Reel. Whenever a creature moves out of the korred's reach while it is not prone, the korred may move into the space vacated by the creature.

Actions

Multiattack. The korred makes two attacks with its dancing cudgel, one of which it may replace with a use of its cudgeleer's jig, if available.

Dancing Cudgel. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage and the target must make a DC 13 Charisma saving throw. On a failed save, for the next minute whenever the korred moves, the creature moves with it.

This effect ends early if the creature is more than 5 ft. from the korred, or if the creature ends its turn prone.

Cudgeleer's Jig (Recharge 5-6). The korred makes a melee attack against each creature in its reach. Each creature hit by one of these attacks moves up to 10 ft. in a direction of the korred's choice.

Bonus Actions

Change Orientation. If it is underground, the korred changes the orientation of gravity toward an earthen or stone surface within 30 ft. for itself, and for any creatures either grappling it or affected by its dancing cudgel.

KORRED SHORTENER

Small fey, chaotic neutral

Armor Class 17 (Natural Armor)

Hit Points 152 (16d8 + 80)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	9 (-1)

Skills Athletics +9, Perception +5, Stealth +5

Senses Darkvision 120 ft., Tremorsense 120 ft.,
Passive Perception 15

Languages Dwarvish, Gnomish, Sylvan, Terran,
Undercommon

Challenge 7 (2,900 XP)

Hair Transmutation. If the korred's hair is cut while it is alive, the cut hair transforms into the material it was cut with.

Suspension Weakness. In place of a melee attack, a creature that is grappling the korred may attempt a DC 19 Strength (Athletics) check to lift it off the ground. While suspended off the ground, at the start of each of its turns the korred must succeed on a DC 15 Constitution saving throw or be Stunned until the beginning of its next turn.

Actions

Multiattack. The korred makes two attacks with its iron shears, one of which it may replace with a use of its iron braid, if available.

Iron Shears. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 24 (4d8 + 6) slashing damage. On a critical hit, the target shrinks by 1 ft. until cured by Greater Restoration or similar magic.

Iron Braid. One creature within 30 ft. must succeed on a DC 17 Strength saving throw or suffer one effect of the korred's choice.

- The target is restrained (escape DC 17). While the korred has a creature restrained in this way, the korred cannot use its iron braid.
- The target falls prone. If it is grappling a creature, the target releases its grapple.
- The target is pulled up to 20 ft. toward the korred.

Bonus Actions

Change Orientation. If it is underground, the korred changes the orientation of gravity toward an earthen or stone surface within 30 ft. for itself, and for any creatures grappling by it.