Arcane Befuddler

Their cackling laughter often filling the air, these creatures are the happiest when they can mess with mages, making them lose control of their magic, often to a horrible end.

Born of Magic. Arcane befuddlers come to life in areas tainted by magic. Often the results of chains of counterspells, the broken arcane in that area coalesces into these tiny tricksters. The constant magical energy that flows in them grants them flight and limited control of magic, just enough to be a nuisance.

Prized possessions. Many martial combatants seek out these tiny creatures. Indeed, having one as a friend or servant proves to be very useful in battle against mages, as they disturb the magic, creating massive opportunities. Many wars have been won on the back of these little fellows. Arcane befuddler often benefit from this deal, as annoying others is what they find most satisfying. Simply be wary that they do not redirect the spell towards you.

Unstable Nature. By nature, arcane befuddlers are very chaotic. The most chaotic of them all are those that transformed a spell in a fireball. From that point forth the befuddler will become obsessed with the fiery explosion, and will try with every cell of its being to reproduce that effect. Once that happens, the arcane befuddlee transforms into a far more aggressive pyromanic befuddler. The pyromaniac fey delights in scorching others, receiving their yells of agony with great joy.

Optional rule - Arcane Spawned:

When your players *counterspell* a *counterspell* or vice versa, this can cause an arcane befuddler to spawn. Roll 1d2, on 1 a befuddler appears. For each counterspell after the second one, another arcane befuddler appears.

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ARCANE BEFUDDLER

Tiny fey, any chaotic

Armor Class 15 (natural armor)
Hit Points 21 (6d4 + 6)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	14 (+2)

Skills Perception +2, Stealth +7, Survival +2
Senses darkvision 120 ft., passive Perception 12
Languages Sylvan, telepathy 60 ft.
Challenge 2 (450 XP)

Actions

Multiattack. The arcane befuddler makes two mage slap attacks.

Mage Fist. *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Mage Slap. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

Reactions

Befuddle. When a creature within 60 feet of the arcane befuddler casts a spell, the arcane befuddler can use its reaction to transform it. The spell becomes another spell of the same level (randomly selected), and if applicable the arcane befuddler choses the new target(s) of the spell or area of effect of it. The DC of the spell is that of the original caster.

Pyromaniac befuddler

Tiny fey, any chaotic

Armor Class 17 (natural armor)
Hit Points 38 (11d4 + 11)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	14 (+2)

Skills Perception +2, Stealth +7, Survival +2
Damage Resistances cold
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 12
Languages Sylvan, telepathy 60 ft.
Challenge 3 (700 XP)

Actions

Multiattack. The Pyromaniac befuddler makes two fire slap attacks.

Firebolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 13 (2d10 + 2) fire damage.

Fire Slap. *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) fire damage.

Reactions

Cold Befuddle. When a creature within 60 feet of the Pyromaniac befuddler casts a spell of 2nd level or lower, the Pyromaniac befuddler can use its reaction to counter it. The spell fails and has no effect. The original caster takes an amount of cold damage equal to the level of the spell (minimum of 0).

Hot Befuddle. When a creature within 60 feet of the Pyromaniac befuddler casts a spell of 3rd level or higher, the Pyromaniac befuddler can use its reaction to transform it. The spell becomes a *fireball* spell of the same level centered on the caster. The DC of the spell is that of the original caster.