

BANDERHOBB

BANDERHOBB FILGH

Small monstrosity, neutral evil

Armor Class 13 (Natural Armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	11 (+0)	13 (+1)	9 (-1)

Skills Athletics +5, Stealth +6

Condition Immunities Charmed, Frightened

Senses Darkvision 120 ft., Passive Perception 11

Languages Common and the languages of its creator but cant speak

Challenge 2 (1,800 XP)

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb.

Shadow Diver. The banderhobb treats areas of dim light or darkness as arbitrarily deep, interconnected pools of water. It can be faintly seen and targeted while submerged in these shadow-pools, though other creatures cannot ordinarily pass into them unless carried by a banderhobb.

Shadow Squeezer. As a bonus action, the banderhobb may attempt a DC 13 Strength (Athletics) check to squeeze through a shadow between 1 inch and 2 ft. in diameter, using its Shadow Diver trait. If it fails by fewer than 5, it is still able to squeeze through, but leaves its People Sack behind.

People Sack. The banderhobb carries a magical burlap sack with the following properties:

- The sack is an extradimensional space that can hold up to 4 Medium creatures. The weight and appearance of the sack are not affected by the creatures in it.
- A creature that starts its turn in the sack must succeed on a DC 12 Constitution saving throw or fall asleep until a creature takes an action to wake it.
- The sack has AC 15, 20 hit points, and vulnerability to slashing damage. If ruptured, each creature in the sack appears within 5 ft. of the banderhobb. If the banderhobb is submerged in a shadow pool, the creatures appear at the surface of the nearest entrance.

Actions

Multiattack. The banderhobb makes two melee attacks.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage and the target is grappled.

Into the Sack! One creature the banderhobb is grappling or hidden from must succeed on a DC 12 Dexterity saving throw or be thrown into the banderhobb's People Sack.

BANDERHOBB ABDUCTOR

Large monstrosity, neutral evil

Armor Class 15 (Natural Armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	11 (+0)	14 (+2)	8 (-1)

Skills Athletics +8, Stealth +7

Condition Immunities Charmed, Frightened

Senses Darkvision 120 ft., Passive Perception 12

Languages Common and the languages of its creator but cant speak

Challenge 5 (1,800 XP)

Resonant Connection. If the banderhobb has even a tiny piece of a creature or an object in its possession, such as a lock of hair or a splinter of wood, it knows the most direct route to that creature or object if it is within 1 mile of the banderhobb.

Shadow Diver. The banderhobb treats areas of dim light or darkness as arbitrarily deep, interconnected pools of water. It can be faintly seen and targeted while submerged in these shadow-pools, though other creatures cannot ordinarily pass into them unless carried by a banderhobb.

Extradimensional Gullet. Creatures swallowed by the banderhobb are teleported to a demiplane roughly 10 ft. in diameter with walls that appear to be covered in giant humanoid faces made of the banderhobb's flesh; it has following attributes:

- A creature that starts its turn in the demiplane takes 10 (3d6) necrotic damage.
- The walls of the demiplane have AC 20 and 30 hit points. If ruptured, each creature in the demiplane appears within 10 ft. of the banderhobb. If the banderhobb is submerged in a shadow pool, the creatures appear at the surface of the nearest entrance.
- If ruptured, the banderhobb's gullet is restored on a short or long rest.

Actions

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 22 (5d6 + 5) piercing damage, and the target is grappled (escape DC: 15) if it is a Large or smaller creature. Until this grapple ends, the target is restrained, and the banderhobb can't use its bite attack or tongue attack on another target.

Tongue. Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 10 (3d6) necrotic damage, and the target must make a DC: 15 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the banderhobb, which can use a bonus action to make a bite attack against the target.

Swallow. The banderhobb makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed creature is teleported to the banderhobb's extradimensional gullet.