

KAPRE

Large • Giant • Chaotic Neutral

Armor Class 17

Initiative +7 (17)

Hit Points 190 (20d10 + 80)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	15 (+2)	18 (+4)	17 (+3)

Saving Throws Int +6, Wis +8, Cha +7

Skills Acrobatics +7, Deception +7, Insight +8, Nature +6, Perception +8, Stealth +7

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 18

Languages Common, Giant, Sylvan

CR 10 (XP 5,900 or 7,200 in lair; PB +4)



Plant Camouflage. The kapre has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring vegetation.

Speak with Plants. The kapre can communicate with plants as if they share a language.

Wishful Resistance (2/Day, 3/Day in Lair). If the kapre fails a saving throw, it can choose to succeed instead. When it does so, loses one charge of its Minor Wish or can use one legendary action less per round until it finishes a long rest.

ACTIONS

Multiattack. The kapre makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Minor Wish (3/Day). The kapre speaks out a minor wish and chooses one of the following effects:

- **Duplication.** The kapre duplicates a level 5 or lower spell without the need for spell components.
- **Health.** One creature within 60 feet of the kapre regains half its hit points, and any poison or disease that is affecting the target is neutralized.
- **Object Creation.** The kapre creates an object with a worth of up to 1000 gp that isn't magical. The object can be no more than 50 feet in any dimension and appears in an unoccupied space that the kapre can see. Once the kapre uses this ability again, the first object vanishes.
- **Transport.** One willing creature within 60 feet of the kapre is teleported to an unoccupied space within 25 miles of the kapre's choosing.

KAPRE — WEAKER

Armor Class 16

Initiative +5 (15)

Hit Points 135 (18d10 + 36)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	13 (+1)	16 (+3)	15 (+2)

Saving Throws Int +4, Wis +6, Cha +5

Skills Acrobatics +5, Deception +5, Insight +6, Nature +4, Perception +6, Stealth +5

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 16

Languages Common, Giant, Sylvan

CR 7 (XP 2,900 or 3,900 in lair; PB +3)



Spellcasting. The kapre casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 16):

At will: *minor illusion*, *invisibility*, *silent image*, *tree stride*

BONUS ACTIONS

Enigmatic Smoke (Recharges after a Rest). The kapre blows wispy smoke, and the space it stands in becomes heavily obscured for 1 minute. It then takes the Hide action. Any creature with a lower passive Perception score than the result of the kapre's Stealth check forgets that the kapre exists while it is hiding in the smoke. Creatures remember the kapre as soon it stops hiding or leaves the smoke.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). *Immediately after another creature's turn, the kapre can expend a use to take one of the following actions. The kapre regains all expended uses at the start of each of its turns.*

Slam. The kapre makes one Slam attack.

Befuddling Smoke. *Wisdom Saving Throw:* DC 16, each creature in a 30-foot cone. *Failure:* The target becomes affected by the *confusion* spell until the end of their next turn. Creatures that don't breathe automatically succeed on the save.

Tricking Whisper. *Charisma Saving Throw:* DC 16, one creature within 60 feet of the kapre that it can see. *Failure:* The target perceives all creatures as the kapre and rationalizes any illogical things. The effect lasts until the end of the target's next turn.

Plant Camouflage. The kapre has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring vegetation.

Speak with Plants. The kapre can communicate with plants as if they share a language.

Wishful Resistance (1/Day, 2/Day in Lair). If the kapre fails a saving throw, it can choose to succeed instead. When it does so, loses one charge of its Minor Wish or can use one legendary action less per round until it finishes a long rest.

ACTIONS

Multiattack. The kapre makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Minor Wish (2/Day). The kapre speaks out a minor wish and chooses one of the following effects:

- **Duplication.** The kapre duplicates a level 5 or lower spell without the need for spell components.
- **Health.** One creature within 60 feet of the kapre regains half its hit points, and any poison or disease that is affecting the target is neutralized.
- **Object Creation.** The kapre creates an object with a worth of up to 1000 gp that isn't magical. The object can be no more than 50 feet in any dimension and appears in an unoccupied space that the kapre can see. Once the kapre uses this ability again, the first object vanishes.
- **Transport.** One willing creature within 60 feet of the kapre is teleported to an unoccupied space within 25 miles of the kapre's choosing.

Spellcasting. The kapre casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *minor illusion, invisibility, silent image, tree stride*

BONUS ACTIONS

Enigmatic Smoke (Recharges after a Rest). The kapre blows wispy smoke, and the space it stands in becomes heavily obscured for 1 minute. It then takes the Hide action. Any creature with a lower passive Perception score than the result of the kapre's Stealth check forgets that the kapre exists while it is hiding in the smoke. Creatures remember the kapre as soon it stops hiding or leaves the smoke.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the kapre can expend a use to take one of the following actions. The kapre regains all expended uses at the start of each of its turns.

Slam. The kapre makes one Slam attack.

Befuddling Smoke. *Wisdom Saving Throw:* DC 14, each creature in a 30-foot cone. *Failure:* The target becomes affected by the *confusion* spell until the end of their next turn. Creatures that don't breathe automatically succeed on the save.

Tricking Whisper. *Charisma Saving Throw:* DC 14, one creature within 60 feet of the kapre that it can see. *Failure:* The target perceives all creatures as the kapre and rationalizes any illogical things. The effect lasts until the end of the target's next turn.

KAPRE — STRONGER

Armor Class 17

Hit Points 119 (14d10 + 42)

Speed 30 ft., climb 30 ft.

Initiative +9 (19)

STR	DEX	CON	INT	WIS	CHA
21 (+6)	18 (+4)	19 (+4)	17 (+3)	18 (+4)	17 (+3)

Saving Throws Int +8, Wis +10, Cha +9

Skills Acrobatics +9, Deception +9, Insight +10, Nature +8, Perception +10, Stealth +9

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 20

Languages Common, Giant, Sylvan

CR 13 (XP 10,000 or 11,500 in lair; PB +5)



Plant Camouflage. The kapre has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring vegetation.

Speak with Plants. The kapre can communicate with plants as if they share a language.

Wishful Resistance (3/Day, 4/Day in Lair). If the kapre fails a saving throw, it can choose to succeed instead. When it does so, loses one charge of its Minor Wish or can use one legendary action less per round until it finishes a long rest.

ACTIONS

Multiattack. The kapre makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10, reach 5 ft. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Minor Wish (3/Day). The kapre speaks out a minor wish and chooses one of the following effects:

- **Duplication.** The kapre duplicates a level 5 or lower spell without the need for spell components.
- **Health.** One creature within 60 feet of the kapre regains half its hit points, and any poison or disease that is affecting the target is neutralized.
- **Object Creation.** The kapre creates an object with a worth of up to 1000 gp that isn't magical. The object can be no more than 50 feet in any dimension and appears in an unoccupied space that the kapre can see. Once the kapre uses this ability again, the first object vanishes.
- **Transport.** One willing creature within 60 feet of the kapre is teleported to an unoccupied space within 25 miles of the kapre's choosing.

Spellcasting. The kapre casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 18):

At will: *minor illusion, invisibility, silent image, tree stride*

BONUS ACTIONS

Enigmatic Smoke (Recharges after a Rest). The kapre blows wispy smoke, and the space it stands in becomes heavily obscured for 1 minute. It then takes the Hide action. Any creature with a lower passive Perception score than the result of the kapre's Stealth check forgets that the kapre exists while it is hiding in the smoke. Creatures remember the kapre as soon it stops hiding or leaves the smoke.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the kapre can expend a use to take one of the following actions. The kapre regains all expended uses at the start of each of its turns.

Slam. The kapre makes one Slam attack.

Befuddling Smoke. *Wisdom Saving Throw:* DC 18, each creature in a 30-foot cone. *Failure:* The target becomes affected by the *confusion* spell until the end of their next turn. Creatures that don't breathe automatically succeed on the save.

Tricking Whisper. *Charisma Saving Throw:* DC 18, one creature within 60 feet of the kapre that it can see. *Failure:* The target perceives all creatures as the kapre and rationalizes any illogical things. The effect lasts until the end of the target's next turn.