

# WICKER

Large • Fey • Neutral

**Armor Class** 15

**Initiative** +7 (17)

**Hit Points** 199 (21d10 + 84)

**Speed** 30 ft.

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

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

**Skills** Insight +12, Perception +8

**Damage Resistances** psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, unconscious

**Senses** truesight 60 ft., passive Perception 18

**Languages** understands all but can't speak, telepathy 120 ft.

**CR** 11 (XP 7,200 or 8,400 in Lair; PB +4)



**Immutable Form.** The wicker is immune to any spell or effect that would alter its form.

**Mask The Pain (3/Day, 4/Day in Lair).** If the wicker fails a saving throw, it can choose to succeed instead. When it does so, it can't use one mask of its choice until it finishes a long rest.

**Perfect Orientation.** The wicker always knows the most optimal way to the destination it chooses.

**Rejuvenation.** If it dies, the wicker returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

**Shielded Mind.** The wicker is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

**Spiritual Awareness.** The wicker knows if it hears a lie.

## ACTIONS

**Multiattack.** The wicker makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 13 (3d6 + 3) slashing damage.

## WICKER — WEAKER

**Armor Class** 14

**Initiative** +5 (15)

**Hit Points** 170 (20d10 + 60)

**Speed** 30 ft.

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

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

**Skills** Insight +9, Perception +6

**Damage Resistances** psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, unconscious

**Senses** truesight 60 ft., passive Perception 16

**Languages** understands all but can't speak, telepathy 120 ft.

**CR** 8 (XP 3,900 or 5,000 in lair; PB +3)



## BONUS ACTIONS

**Mask Stare.** One of the wicker's four masks stares at a creature within 60 feet of the wicker that it can see. It chooses one of the following effects:

- **Mask of Fear.** *Wisdom Saving Throw:* DC 16. *Failure:* The target becomes frightened until the end of its next turn.
- **Mask of Burden.** *Strength Saving Throw:* DC 16. *Failure:* The target is knocked prone and can't stand up until the end of its next turn.
- **Mask of Reverence.** *Charisma Saving Throw:* DC 16. *Failure:* The target becomes charmed until the end of its next turn.
- **Mask of Resignation.** *Intelligence Saving Throw:* DC 16, one creature affected by the effect of another Mask. *Failure:* 19 (3d12) psychic damage. *Success:* Half damage.

## LEGENDARY ACTIONS

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

**Claw.** The wicker makes one Claw attack.

**Peripheral Gaze.** The wicker uses its Mask Stare.

**Immutable Form.** The wicker is immune to any spell or effect that would alter its form.

**Mask The Pain (2/Day, 3/Day in Lair).** If the wicker fails a saving throw, it can choose to succeed instead. When it does so, it can't use one mask of its choice until it finishes a long rest.

**Perfect Orientation.** The wicker always knows the most optimal way to the destination it chooses.

**Rejuvenation.** If it dies, the wicker returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

**Shielded Mind.** The wicker is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

**Spiritual Awareness.** The wicker knows if it hears a lie.

## ACTIONS

**Multiattack.** The wicker makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 11 (2d8 + 2) slashing damage.

## WICKER — STRONGER

**Armor Class** 16

**Hit Points** 231 (22d10 + 110)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	21 (+5)	18 (+4)	20 (+5)	21 (+5)

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

**Skills** Insight +15, Perception +10

**Damage Resistances** psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, unconscious

**Senses** truesight 60 ft., passive Perception 20

**Languages** understands all but can't speak, telepathy 120 ft.

**CR** 14 (XP 11,500 or 13,000 in lair; PB +5)

## BONUS ACTIONS

**Mask Stare.** One of the wicker's four masks stares at a creature within 60 feet of the wicker that it can see. It chooses one of the following effects:

- **Mask of Fear.** *Wisdom Saving Throw:* DC 14. *Failure:* The target becomes frightened until the end of its next turn.
- **Mask of Burden.** *Strength Saving Throw:* DC 14. *Failure:* The target is knocked prone and can't stand up until the end of its next turn.
- **Mask of Reverence.** *Charisma Saving Throw:* DC 14. *Failure:* The target becomes charmed until the end of its next turn.
- **Mask of Resignation.** *Intelligence Saving Throw:* DC 14, one creature affected by the effect of another Mask. *Failure:* 13 (2d12) psychic damage. *Success:* Half damage.

## LEGENDARY ACTIONS

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

**Claw.** The wicker makes one Claw attack.

**Peripheral Gaze.** The wicker uses its Mask Stare.



**Immutable Form.** The wicker is immune to any spell or effect that would alter its form.

**Mask The Pain (3/Day, 4/Day in Lair).** If the wicker fails a saving throw, it can choose to succeed instead. When it does so, it can't use one mask of its choice until it finishes a long rest.

**Perfect Orientation.** The wicker always knows the most optimal way to the destination it chooses.

**Rejuvenation.** If it dies, the wicker returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

**Shielded Mind.** The wicker is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

**Spiritual Awareness.** The wicker knows if it hears a lie.

## ACTIONS

**Multiattack.** The wicker makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 18 (4d6 + 4) slashing damage.

## BONUS ACTIONS

**Mask Stare.** One of the wicker's four masks stares at a creature within 60 feet of the wicker that it can see. It chooses one of the following effects:

- **Mask of Fear.** *Wisdom Saving Throw:* DC 18. *Failure:* The target becomes frightened until the end of its next turn.
- **Mask of Burden.** *Strength Saving Throw:* DC 18. *Failure:* The target is knocked prone and can't stand up until the end of its next turn.
- **Mask of Reverence.** *Charisma Saving Throw:* DC 18. *Failure:* The target becomes charmed until the end of its next turn.
- **Mask of Resignation.** *Intelligence Saving Throw:* DC 18, one creature affected by the effect of another Mask. *Failure:* 26 (4d12) psychic damage. *Success:* Half damage.

## LEGENDARY ACTIONS

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

**Claw.** The wicker makes one Claw attack.

**Peripheral Gaze.** The wicker uses its Mask Stare.