

# COBLYNAU

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Some foolish mortals say they are the spirits of dead workers in the mines, but coblynau are from the fey realm that borders on the domain of shadow. They are at home in stone walls surrounded by blackness, and punish mortals who intrude on their underground homes.

**Franksters of the mines.** With large eyes and exaggerated humanoid features, coblynau are fey who resemble tiny miners—usually carrying picks or small hammers. They can climb walls with ease and usually scare or bully intruders, only killing if motivated by a higher authority or important cause.

**Tricksters & Ambushers.** Coblynau know their realm well, and will disguise pits, cause rockslides, and other simple traps. In combat, they prefer to hurl stones from a distance or strike with their picks before vanishing into shadow and retreating with an unnerving giggle. If slain, they dissolve into tiny pools of black sludge that quickly burn away as acrid smoke.

**Servants of the higher court.** The coblynau are workers, miners who pull minerals and gemstones for their dark masters. Though they most often spend their days in toil, they do not fear a fight with bigger folk, and indeed seem to relish the chance.

## Coblynau

*Tiny fey, lawful evil*

**Armor Class** 12

**Hit Points** 3 (2d4 – 2)

**Speed** 30 ft., climb 10 ft.

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STR	DEX	CON	INT	WIS	CHA
6 (–2)	15 (+2)	9 (–1)	8 (–1)	7 (–2)	8 (–1)

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**Senses** darkvision 60 ft., passive Perception 8

**Languages** Umbral

**Challenge** 1/8 (25 XP)

**Sunlight Sensitivity.** While in sunlight, the coblynau has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

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**Tiny Miner's Pick.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage.

**Thrown Rock.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 4 (1d4+2) bludgeoning damage. If the coblynau is on rocky terrain it never runs out of ammunition.

### Reactions

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**Shadow Evade (Recharges after a Short or Long Rest).** If not in sunlight, the coblynau may use its reaction to increase its Armor Class by 10 when attacked. If the attack is unsuccessful, the coblynau teleports, along with any equipment it is wearing or carrying, up to 10 feet to an unoccupied space it can see.



*illustration by Lindsay Archer*

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