

# JAFAN, THE SWAMP KING

Large Fey, Lawful Evil

## Armor Class 18

Hit Points 178 (17d10 + 85)

Speed 20 ft., swim 40 ft.

Roll Initiative! +3

STR	DEX	CON	INT	WIS	CHA
17 (+4)	16 (+3)	14 (+2)	10 (+0)	15 (+3)	19 (+5)

- **Saving Throws** WIS +7, CHA +9
- **Immunities** charm, sleep
- **Damage Resistances** cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
- **Skills** Deception +9, Insight +7, Perception +7, Persuasion +9
- **Senses** Darkvision 120 ft., Passive Perception 17
- **Languages** Common, Sylvan, Elvish, Abyssal
- **Challenge** 10 (5,900 XP)
- **Proficiency Bonus** +4

**Fey Ancestry.** Jafan has advantage on saving throws against spells and other magical effects.

**Amphibious.** Jafan can breathe air and water.

**Standing Leap.** Jafan long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

## Change Shape (2 / day)

Jafan can magically polymorph into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (Jafan's choice).

In a new form, the Jafan retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise

replaced by those of the new form, except any class features or legendary actions of that form.

**Spellcasting.** Jafan is a 10th-level spellcaster that uses Charisma as his spellcasting ability (spell save DC 17, +9 to hit with spell attacks). Jafan has the following spells available from the list:

**Cantrips** (at will): mage hand, vicious mockery, prestidigitation, poison spray, acid splash, message

**1st level** (4 slots): command, charm person, dissonant whispers inflict wounds

**2nd level** (3 slots): blindness/deafness, detect thoughts, shatter, silence

**3rd level** (3 slots): dispel magic, bestow curse, fear, plant growth

**4th level** (3 slots): Confusion, compulsion, dimension door

**5th level** (2 slot): insect plague, Geas

## ACTIONS

**Multiattack.** Jafan makes up to three attacks: one with his bite and two with his claws or one spell and one melee attack. All melee attacks are considered magical.

**Claws.** *Melee Weapon Attack:* +8 to hit, reach 10 ft. one target. Hit: 10 (2d6 + 4) piercing damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 9 (2d8 + 4) piercing damage and (2d6) poison damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and Jafan can't bite another target.

**Swamp Strike (2/round).** Once per turn, when Jafan hits with a melee attack, he can expend a use of this trait to deal an extra 4 (1d8) bludgeoning damage.

## BONUS ACTION

**Spit.** As a bonus action, Jafan can forcibly spit any grappled creature 30 feet through the air and will land prone crashing into any object Jafan aims at.

## LAIR ACTIONS

When fighting inside its lair, Jafan can invoke the ambient Fey magic to take lair actions. On initiative count 20 (losing initiative ties), Jafan takes a lair action to cause one of the following effects:

- **Tidal Surge** - Pools of water within 90 feet of Jafan surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 14 Strength saving throw or be pulled up to 20 feet into the water and knocked prone. Jafan can't use this lair action again until it has used a different one.

- **Water Conduit** - Water around Jafan magically becomes a conduit for his rage. Jafan channels an electrical current through his waterways and can target any number of creatures it can see within 10 feet of water within 90 feet of him. A target must succeed on a DC 14 Wisdom saving throw or take 7 (2d6) lightning damage. Jafan can't use this lair action again until it has used a different one.
- **Swamp Fog** - Magical fog billows around one creature Jafan can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed until initiative count 20 on the next round.

## REGIONAL EFFECTS

The region containing Jafan's lair is warped by the creature's presence, which creates one or more of the following effects:

- Underground surfaces within 1 mile of the Jafan's lair are slimy and wet and are difficult terrain.

- Water sources within 1 mile of the lair are supernaturally transformed into a swamp like murkiness. Enemies that drink such water vomit it within minutes unless it is purified.

If Jafan dies, the first two effects fade over the course of 2d4 days. But will return as soon as Jafan's essence reforms.

## DESCRIPTION

Jafan is well known amongst the Feyfolk and they try avoid trying to make deals with him, and only do so if absolutely desperate. He is cunning and treacherous even to other Fey.

He will use misdirection and trickery to get the "better deal" against enemies and friends. he has a pleasant temper but is thoroughly evil. He takes special pleasure in subverting and corrupting the good-hearted. In the swamp areas of the Fey Jafan makes his home and can traverse the Fey waters as if they were portals.

Jafan is easily recognizable as it is not often you see a giant toad-like creature, with smooth skin, in a trenchcoat and hat. He carries a cane and usually has a ring or two on his fingers.



Most Fey won't even speak his name for fear it is "caught by the waters that flow" and delivered to his waiting ears. They will instead write the name on a piece of parchment and dare not speak it aloud. Any creature that speaks his name aloud has a 25% (DC 16) chance Jafan hears it, 50% (DC 11) if they are within 50 feet of an active water source. Each repeat of the name within 5 minutes decreases the DC by 2.

### MANIPULATIVE SCHEMER

A wily and subtle creature, Jafan bends other creatures to its will by assessing and playing off their deepest desires. Any creature foolish enough to attempt to make a deal rarely realizes that Jafan has the better end of the deal. When manipulating other creatures, Jafan is honey-tongued, smooth, and sophisticated. He makes green dragons look "rough around the edges."

Jafan doesn't lie, but is an absolute eloquent master in the art of double talk. He favors manipulation of all creatures offering a trade of something in exchange for something. His statements are things of equal value (like all Fey) but what he asks for is usually in his favor. Once a deal is struck, he will honor it and is always on the look out for new deals from creatures that can help it further his ambitions.

If Jafan dies, his contracts are not made null and void, once he reforms, he will collect ... eventually.

"Everyone has a price. Everyone has a need or a want, mon cher. It's just a matter of finding the right tools to bargain with and the right thread to pull." – Jafan