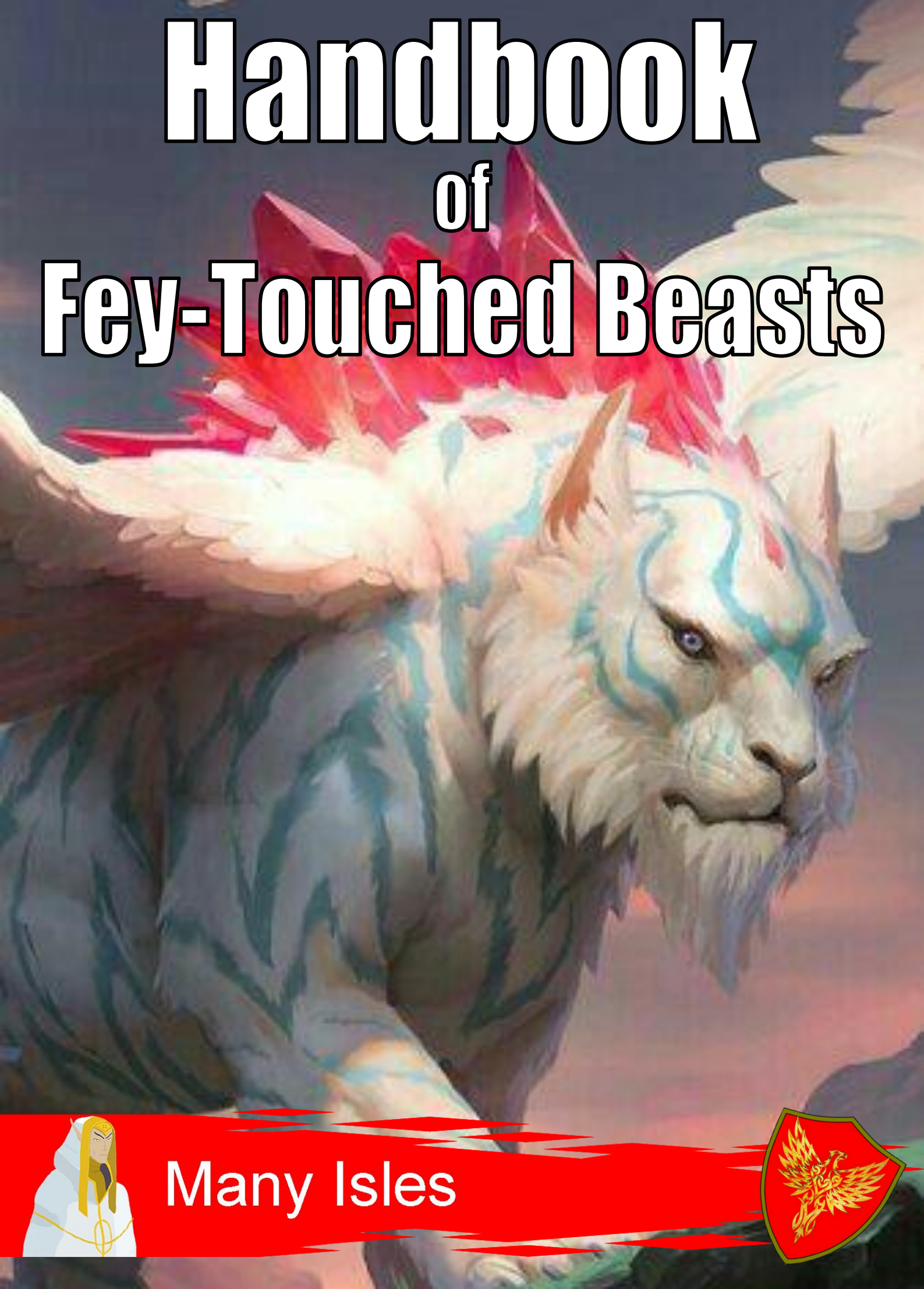
Handbook of Fey-Touched Beasts



Many Isles

Fey-Touched Beasts

The *Handbook of Fey-Touched Beasts* is designed to help you populate your Feywild with a variety of interesting beasts fitting the flavour of the region your players are visiting.

This first page offers interesting lore about the magical mutations that are fey-touched. The following pages contain base features that would be thematically appropriate and can be easily included into existing stat blocks to reflavor them into your needed fey creature.

Note that while this Handbook is themed after fey-touched animals, you can also freely use the stat block features to create "native" fey animals.

What are Fey-Touched Beasts?

The Feywild is a strange and mysterious realm. Creatures not native to this plane but spend long amounts of time here can have their physiology be magically altered.

These fey-touched mutations usually take the shape of one or another fae type. These can be derived from the Courts, but can also be natural shades of the environment.

Due to the plane's inherent magic, affected creatures gain a supernatural resilience to standard forms of attacks and mind altering effects.

Feywild Fugue. Fey-touched creatures often featured great magic, which they drew from the Feywild's fugue. Thus, removing these beasts from the plane could have serious effects on them, from limiting their abilities to fully reverting them to their "natural" form.

Seelie Beasts

Seelie regions of the Feywild feature sprawling expanses of warm weather and vibrantly colored flora and fauna. It is said that merely gazing upon Seelie creatures or plants can induce a slight psychodelic effect.

Creatures touched by Seelie magic seem to glow in bright shades of all sorts. Their bodies are wreathed in scintillating dust or multicolored flames as they flit about. This is an effective defense mechanism that reveals things that would otherwise be hidden - an useful trait in the Feywild, where many predators can turn invisible.

Unseelie Beasts

Certain regions of the Feywild are enveloped in perpetually darkness and frost, and stand under the rule of the Unseelie Court. Creatures exposed to this area for longer spans or time, or ones directly corrupted by Unseelie fey, take a shape more adapted to their harsh environment. Their skin and fur turn to shades of dark blue and black while developing an affinity for the cold and the dark. These creatures have the uncanny ability to skulk through the shadows and envelop their surroundings with frigid darkness.

Blink Beasts

Blink beasts have attuned to the illusory magics of the Feywild. They can create illusory copies of themselves when they need to escape danger. They also have preternatural speed, allowing them to seemingly blink from spot to spot in an instant.

Lunar Beasts

Moon touched creatures draw their power from the lunar magics that are heavily present in the Feywild. This has granted them the ability to change their form at will. These creatures also have the uncanny ability to see through shapechanging illusions and even inhibit other creatures' shapeshifting. These creatures are revered by many druidic circles, who draw from their fugue to gain power.

Gloaming Beasts / Therians

Gloamers are believed to be the common ancestor from where therianthropy developed. Gloamers come in many shapes and sizes, but the most prominent trait is that they look like mixes of other races, while some have the ability to change their form. Due to this, beasts touched by Gloamer fae magic were called "Therians".

A popular example of a therian is an akhlut which normally resembles a whale but can transform into a whale-wolf hybrid. Another example are owlbears, a race which spread out of the Feywild and over most of the known world.

Some therians are also lycanthropes, and can make others fey-touched with a single bite or scratch.

Sylvan Beasts

Sylvan beasts are the most rare of all fey-touched creatures. It is said that these powerful beasts can only be created by Queens or other powerful fey, which imbue these beasts with a portion of their power.

Sylvans tend to have heightened intelligence as well as a wide array of supernatural abilities, such as redirecting magic, teleportation, and invisibility. These creatures are extremely elusive and are often revered as avatars of Queens. Their rarity sometimes makes them the target of hunters and poachers seeking the thrill of a rare hunt.

1 - Stat Block Templates



Unseelie Beast Template

Traits

- **Skill Proficiencies** Stealth
- **Damage Resistances** cold, psychic, non-magical bludgeoning, piercing, and slashing damage
- **Senses** darkvision 60ft.
- **Languages** Can understand Sylvan but cannot speak
- **Challenge** increases by 2

Abilities

Fey Mind It has advantage on saving throws against being charmed or frightened

Magical Attacks Its attacks are magical for the purpose of overcoming resistance

Magical Resistance Has advantage on saving throws against spells and magical effects.

Shadow Walker While in darkness, it can use its bonus action to Hide. While in this area, it is invisible to creatures that rely of darkvision to perceive it.

Shadow Blink As a bonus action, the beast can teleport to a spot that it can see equal to its movement speed. It can fill a 10ft. cube within 5ft. of it in magical darkness that lasts until the end of its next turn.

Power of the Unseelie Its weapon attack deal an additional 5(1d8) cold damage. This attack has advantage in dim light or darkness.



Seelie Beast Template

Traits

- **Damage Resistances** fire, psychic, non-magical bludgeoning, piercing, and slashing damage
- **Senses**
- **Languages** Can understand Sylvan but cannot speak
- **Challenge** increases by 2

Abilities

Fey Mind It has advantage on saving throws against being charmed or frightened

Magical Attacks Its attacks are magical for the purpose of overcoming resistance

Magical Resistance Has advantage on saving throws against spells and magical effects.

Hidden Sight Can see creatures hidden by invisibility

Pixie Blink As a bonus action, the beast can teleport to a spot that it can see equal to its movement speed. Creatures within 5ft. of it cannot benefit from being hidden by invisibility nor can it benefit from half or three-fourths cover until the end of its next turn.

Power of the Seelie Its weapon attack deal an additional 5(1d8) fire damage. Creatures hit by its attack cannot benefit from being hidden by invisibility nor can it benefit from half or three-fourths cover until the end of its next turn.



Blink Beast Template

Traits

- **Skill Proficiencies** Stealth
- **Damage Resistances** psychic, non-magical bludgeoning, piercing, and slashing damage
- **Senses** darkvision 60ft.
- **Languages** Can understand Sylvan but cannot speak
- **Challenge** increases by 2

Abilities

Fey Mind It has advantage on saving throws against being charmed or frightened

Magical Attacks Its attacks are magical for the purpose of overcoming resistance.

Magical Resistance Has advantage on saving throws against spells and magical effects.

Displaced Form The blink beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the blink beast is incapacitated or has a speed of 0.

Avoidance If the blink beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails .

Blink As a bonus action, the beast can teleport to a spot that it can see equal to its movement speed.



Lunar Beast Template

Traits

- **Skill Proficiencies** Perception
- **Damage Resistances** radiant, non-magical bludgeoning, piercing, and slashing damage
- **Senses** darkvision 60ft.
- **Languages** Can understand Sylvan but cannot speak
- **Challenge** increases by 2

Abilities

Fey Mind It has advantage on saving throws against being charmed or frightened

Magical Attacks Its attacks are magical for the purpose of overcoming resistance.

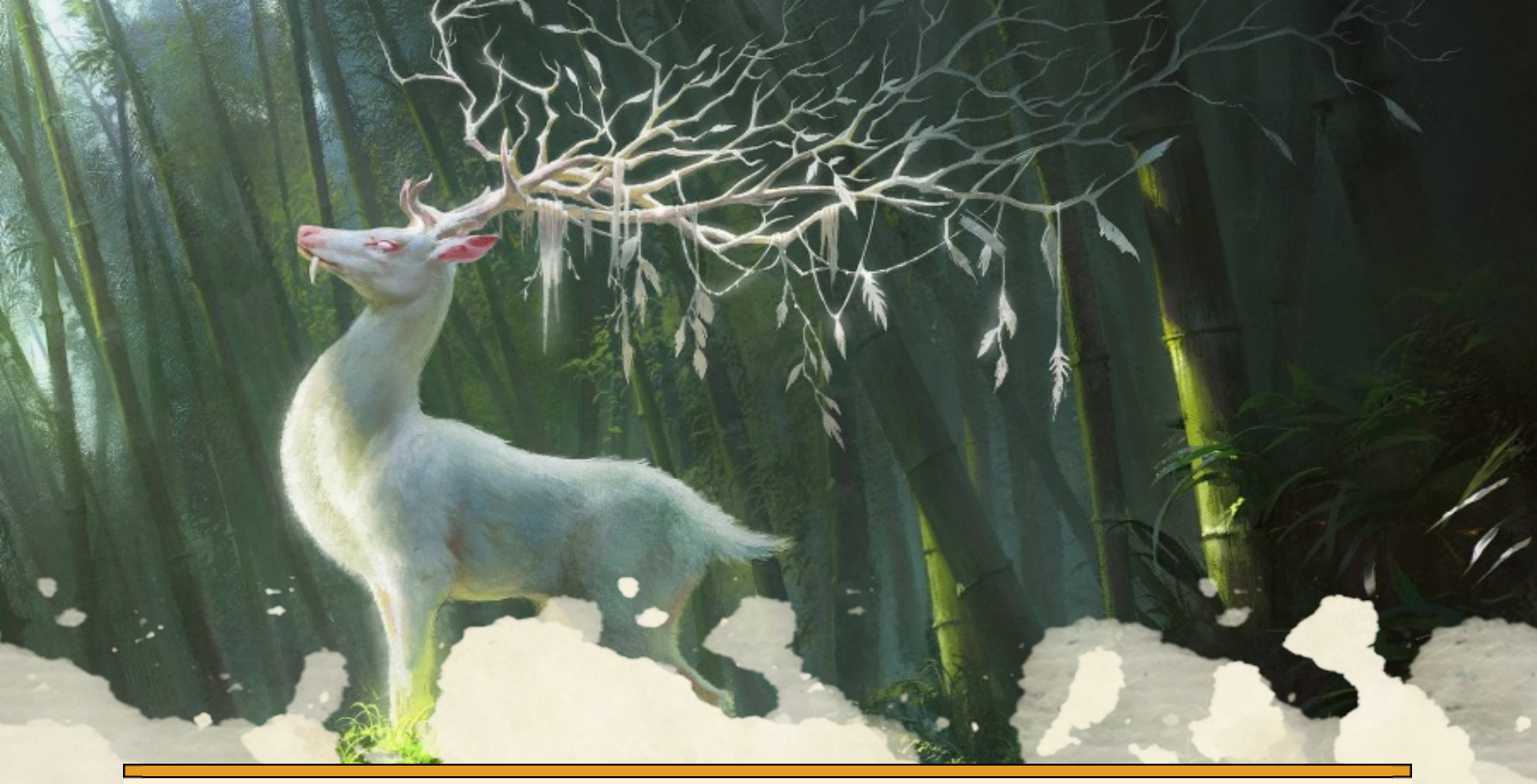
Magical Resistance Has advantage on saving throws against spells and magical effects.

Moon Sight The lunar beast can see the true form of a creature hidden by an illusion, polymorph effect, or if it is a shapechanger.

Shapechanger The lunar beast can use its action to Polymorph into another beast form that is the same size as it. It acquires the speed of its new form but retains its other statistics.

Lunar Blink As a bonus action, the beast can teleport to a spot that it can see equal to its movement speed. It can turn invisible until the start of its next turn.

Power of the Moon Its weapon attacks deal an additional 5(1d8) radiant damage. If the creature is a shapechanger, polymorphed, or under an illusion spell, it takes an additional 5(1d8) radiant damage and must succeed a Charisma saving throw with a DC equal to 8 + the beast's proficiency bonus + its Constitution modifier. On a failed save, the creature loses its form.



Sylvan Beast Template

Traits

- **Skill Proficiencies** Perception
- **Damage Resistances** psychic, non-magical bludgeoning, piercing, and slashing damage
- **Senses** darkvision 60ft.
- **Languages** Can understand Sylvan but cannot speak
- **Challenge** increases by 3

Abilities

Fey Mind It has advantage on saving throws against being charmed or frightened

Awakened Its intelligence increases to 10

Spell Turning The sylvan beast has advantage on saving throws against any spell that targets only the sylvan beast (not an area). If the beast's saving throw succeeds, the spell has no effect on the sylvan beast and instead targets the caster.

Regeneration The sylvan beast regains 10 Hit Points at the start of its turn if it has at least 1 hit point.

Magical Attacks Its attacks are magical for the purpose of overcoming resistance.

Invisibility The sylvan beast magically turns invisible until it attacks or casts a spell, or until its Concentration ends (as if concentrating on a spell). Any equipment the sylvan beast wears or carries is invisible with it.

Sylvan Blink As a bonus action, the sylvan beast can teleport to a spot that it can see equal to its movement speed.

Sylvan Misdirection When a creature hits it with an attack, it can use its action to force a creature that it can see within 30ft. that is not the attacker to make a Charisma saving throw equal to 8 + its proficiency bonus + its Constitution modifier. On a failed save, the sylvan beast can swap positions with that creature and it takes damage instead of it.



Therian Beast Template

Traits

- **Skill Proficiencies** Athletics, Perception
- **Damage Resistances** psychic, non-magical bludgeoning, piercing, and slashing damage from non-silvered weapons
- **Senses** darkvision 60ft.
- **Languages** Can understand Sylvan but cannot speak
- **Challenge** increases by 2

Abilities

Fey Mind It has advantage on saving throws against being charmed or frightened

Keen Senses The Therian Beast has advantage on Wisdom(Perception) checks that rely on healing, sight or smell

Magical Resistance Has advantage on saving throws against spells and magical effects.

Feral Savagery If it is below half its hitpoint maximum, it can make an additional weapon attack when it takes the attack action

Regeneration The therian beast regains 10 Hit Points at the start of its turn if it has at least 1 hit point.

Therianthorpic Curse If the target is a humanoid, it must succeed on a Constitution saving throw with a DC of 8 + the beast's proficiency bonus + the beast's Constitution modifier or be cursed with therianthorpy.

Magical Attacks Its attacks are magical for the purpose of overcoming resistance.

Therian Transformation

- It gains an additional movement speed equal to its base walking speed.
- Its base walking speed increases by 10ft.

2 – Sample Stat Blocks

Unseelie Warhorse

Large Fey, unaligned

Armor Class 11
Hit Points 19 (3d10+3)
Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	12 (+1)	7(-2)

Skills Stealth +3
Damage Resistances Cold, Psychic, non-magical bludgeoning, piercing, and slashing damage
Senses darkvision 60ft.
Languages None
Challenge 2 (450 xp)

Trampling Charge If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves Attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another Attack with its hooves against it as a Bonus Action.

Fey Mind It has advantage on saving throws against being charmed or frightened

Magical Attacks Its attacks are magical for the purpose of overcoming resistance

Magical Resistance Has advantage on saving throws against spells and magical effects.

Shadow Walker While in darkness, it can use its bonus action to Hide. While in this area, it is invisible to creatures that rely of darkvision to perceive it.

Shadow Blink As a bonus action, the beast can teleport to a spot that it can see equal to its movement speed. It can fill a 10ft. cube within 5ft. of it in magical darkness that lasts until the end of its next turn.

Actions

Hoof. *Melee Weapon Attack:* +6, 5ft., one target. *Hit:* 11(2d6+4) bludgeoning damage + 5(1d8) cold damage. This attack has advantage in dim light or darkness.

Seelie Tiger

Large Fey, unaligned

Armor Class 12
Hit Points 37 (5d10+10)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8(-1)

Skills Stealth +3
Damage Resistances Fire, Psychic, non-magical bludgeoning, piercing, and slashing damage
Senses darkvision 60ft.
Languages None
Challenge 3(700 xp)

Keen Smell The tiger has advantage on Wisdom (Perception) checks that rely on smell.

Pounce If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw Attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite Attack against it as a Bonus Action.

Fey Mind It has advantage on saving throws against being charmed or frightened

Magical Attacks Its attacks are magical for the purpose of overcoming resistance

Magical Resistance Has advantage on saving throws against spells and magical effects.

Hidden Sight Can see creatures hidden by invisibility

Pixie Blink As a bonus action, the tiger can teleport to a spot that it can see equal to its movement speed. Creatures within 5ft. of it cannot benefit from being hidden by invisibility nor can it benefit from half or three-fourth's cover until the end of its next turn.

Actions

Bite. *Melee Weapon Attack:* +5, 5ft., one target. *Hit:* 8(1d10+3) piercing damage + 5(1d8) fire damage. Creatures hit by its attack cannot benefit from being hidden by invisibility nor can it benefit from half or three-fourth's cover until the end of its next turn.

Claw. *Melee Weapon Attack:* +5, 5ft., one target. *Hit:* 7(1d8+3) slashing damage + 5(1d8) fire damage. Creatures hit by its attack cannot benefit from being hidden by invisibility nor can it benefit from half or three-fourth's cover until the end of its next turn.

Blink Spider

Large Fey, unaligned

Armor Class 14 (Natural Armor)
Hit Points 26 (4d10+4)
Speed 30ft., 30ft. climb

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4(-3)

Skill Proficiencies Stealth +7
Damage Resistances psychic, non-magical bludgeoning, piercing, and slashing damage
Senses blindsight 10ft., darkvision 60ft., passive Perception 10
Languages Can understand Sylvan but cannot understand it.
Challenge 3(700 xp)

Web Walker The blink spider ignores Movement restrictions caused by webbing.

Spider Climb The Spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense While in contact with a web, the blink spider knows the exact location of any other creature in contact with the same web.

Fey Mind The blink spider has advantage on saving throws against being charmed or frightened

Magical Attacks Its attacks are magical for the purpose of overcoming resistance.

Magical Resistance Has advantage on saving throws against spells and magical effects.

Displaced Form The blink spider projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the blink spider is incapacitated or has a speed of 0.

Avoidance If the blink spider is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails .

Blink As a bonus action, the blink spider can teleport to a spot that it can see equal to its movement speed.

Actions

Bite. *Melee Weapon Attack:* +5, 5ft., one target. *Hit:* 7(1d8+3) piercing damage and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 Hit Points, the target is stable but poisoned for 1 hour, even after regaining Hit Points, and is paralyzed while Poisoned in this way.

Web(Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Lunar Dire Wolf

Large Fey, unaligned

Armor Class 14 (Natural Armor)
Hit Points 37 (5d10+10)
Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7(-2)

Skill Proficiencies Perception +3, Stealth +4
Damage Resistances radiant, psychic, non-magical bludgeoning, piercing, and slashing damage
Senses darkvision 60ft.
Languages Can understand Sylvan but cannot understand it.
Challenge 3 (750 xp)

Fey Mind It has advantage on saving throws against being charmed or frightened

Magical Attacks Its attacks are magical for the purpose of overcoming resistance.

Magical Resistance Has advantage on saving throws against spells and magical effects.

Keen Hearing and Smell. The lunar wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The lunar wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated

Moon Sight The lunar beast can see the true form of a creature hidden by an illusion, polymorph effect, or if it is a shapechanger.

Shapechanger The lunar wolf can use its action to Polymorph into another Large beast form that is the same size as it. It acquires the speed of its new form but retains its other statistics.

Lunar Blink As a bonus action, the lunar wolf can teleport to a spot that it can see equal to its movement speed. It can turn invisible until the start of its next turn.

Power of the Moon If it hits creature that is a shapechanger, polymorphed, or under an illusion spell with a melee weapon attack, it takes an additional 5(1d8) radiant damage and the target must succeed a DC 12 Charisma saving thro. On a failed save, the creature loses its form.

Actions

Bite. *Melee Weapon Attack:* +5, 5ft., one target. *Hit:* 10(2d6+3) piercing damage + 1d8 radiant damage.. If the target is a creature, it must succeed a DC 13 Strength saving throw or be knocked prone.

Sylvan Mammoth

Huge Fey, unaligned

Armor Class 13 (Natural Armor)
Hit Points 126(11d12+55)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	10 (+0)	11 (+0)	6(-2)

Skill Proficiencies Perception +3
Damage Resistances psychic, non-magical bludgeoning, piercing, and slashing damage
Senses darkvision 60ft., passive Perception 13
Languages Can understand Sylvan but cannot understand it.
Challenge 9(5000 xp)

Fey Mind It has advantage on saving throws against being charmed or frightened

Spell Turning The sylvan mammoth has advantage on saving throws against any spell that targets only the sylvan beast (not an area). If the mammoth's saving throw succeeds, the spell has no effect on the sylvan beast and instead targets the caster.

Regeneration The sylvan mammoth regains 10 Hit Points at the start of its turn if it has at least 1 hit point.

Magical Attacks Its attacks are magical for the purpose of overcoming resistance.

Invisibility The sylvan mammoth magically turns invisible until it attacks or casts a spell, or until its Concentration ends (as if concentrating on a spell). Any equipment the sylvan mammoth wears or carries is invisible with it.

Sylvan Blink As a bonus action, the sylvan mammoth can teleport to a spot that it can see equal to its movement speed.

Sylvan Misdirection When a creature hits it with an attack, it can use its action to force a creature that it can see within 30ft. that is not the attacker to make a DC 16 Charisma saving throw. On a failed save, the sylvan mammoth can swap positions with that creature and it takes damage instead of it.

Actions

Gore *Melee Weapon Attack:* +10, 10ft., one target. *Hit:* 25(4d8+10) piercing damage.

Stomp *Melee Weapon Attack:* +10, 10ft., one prone creature. *Hit:* 29(4d10+10) bludgeoning damage.

Therian Owlbear

Large Beast, unaligned

Armor Class 12 (Natural Armor)
Hit Points 42(5d10+15)
Speed 40ft., swim 30ft., (50ft., 40ft. swim, 50ft. fly in therian form)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7(-2)

Skill Proficiencies Athletics +7, Perception +3
Damage Resistances psychic, non-magical bludgeoning, piercing, and slashing damage from weapons that are not silvered
Senses darkvision 60ft.
Languages Can understand Sylvan but cannot understand it.
Challenge 4(1100 xp)

Abilities

Fey Mind It has advantage on saving throws against being charmed or frightened

Keen Senses The Therian Owlbear has advantage on Wisdom(Perception) checks that rely on healing, sight and smell

Magical Resistance Has advantage on saving throws against spells and magical effects.

Feral Savagery If it is below half its hitpoint maximum, it can make an additional melee weapon attack when it takes the attack action

Regeneration The therian owlbear regains 10 Hit Points at the start of its turn if it has at least 1 hit point.

Therianthorpic Curse If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with therianthorpy.

Magical Attacks Its attacks are magical for the purpose of overcoming resistance.

Actions

Multiattack The therian owlbear makes two attacks: one with its bite and two with its claws.

Bite *Melee Weapon Attack:* +7, 5ft., one target. *Hit:* 9(1d8+5) piercing damage.

Claw *Melee Weapon Attack:* +7, 5ft., one target. *Hit:* 12(2d6+5) slashing damage.

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v. 1.0

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