

EXPANDED FEY BEASTS

HOME BREW

by Soniverse Labs

2011

BEASTS OF THE FEYWILD

The Feywild is a realm saturated with bizarre and mysterious magic. This very magic imbues the essence of the land itself as well as its inhabitants. As a result, the Feywild is home to some very alluring, bizarre, and frightening creatures; oftentimes possessing each of these qualities simultaneously. It is believed that some creatures are not entirely native to the Feywild but rather became stranded or trapped due to interplanar incursions. As a result, these creatures have become warped versions of their original forms.

CARBUNCLE

Carbuncles are a common sight in the Feywild. These small creatures have a somewhat chimeric appearance displaying features from multiple different creatures. It is believed that the coloration of each carbuncle is unique and represents the temperament of the carbuncle. However, their most common characteristics tend to be in a tailed quadrupedal form and a luminescent jewel-like protrusion on its forehead. This protrusion is actually not a jewel, but rather a natural growth made of a bone-like material that resembles a crystal. Its structure allows the carbuncle to sense magical energy, which is important in a magically volatile place such as the Feywild. It also serves as a defense mechanism that draws in excessive arcane energy and redirects it back at its source.

This crystalline growth also has another function that allows the carbuncle to form an empathic and telepathic link with another creature. Oftentimes, these creatures use this ability to play practical pranks on trespassers or individuals of interest. This ability makes them prized familiars for spellcasters. However, because of their skittish and free spirited nature, it is rare for one to form a permanent bond with a carbuncle. They only forge such a permanent bond with creatures they absolutely trust and are prone to sever the bond when mistreated or loses interest.

Because of these abilities, carbuncles are often endangered by poachers, smugglers, and arcanists. Thankfully their ability to shapeshift, teleport, and turn invisible provides them ample means of escaping and avoiding danger. Additionally, numerous druids, Fey, and other guardians of the Feywild fiercely protect these creatures from anyone who wishes to do them harm.

CARBUNCLE TACTICS

Carbuncles are very peaceful and social creatures residing in large groups of up to 20. Oftentimes, one may not know they encounter a carbuncle as they spend a lot of times in a shapeshifted form living amongst groups of normal animals. They tend to be very curious creatures trying to learn more about individuals that catch their interest. They usually do this through harmless pranks by speaking telepathically with a creature.

If the carbuncle believes it can trust a creature, it will reveal its true form. However, at the first sight of danger, it will flee making use of its teleportation and invisibility.

AKHLUT

The akhlut is a terrifying predator from the Feywild that patrols frigid environments in search of prey. The akhlut is a bizarre creature, resembling the mixture between a whale and a wolf. The most common variant seems to be a cross between a colossal wolf and a killer whale although other variants resembling different species of whales or dolphins have been reported. They have a unique ability to transform from a whale into a large whale-wolf hybrid. Because of this ability, akhluts are therians which are creatures that have the ability to shift into different forms. Before therianthorpy passed to humanoids, creatures known as therians had the ability to change their form. Their ability to shapeshift makes them unpredictable threats. Many ships have fallen prey to their pods as seemingly friendly whales that swim alongside the vessel rapidly transform into ravenous beasts that rip apart the crew. Between their sheer strength, surprising speed, and supernatural resilience, these creatures would be seemingly unstoppable if not for their weakness to fire. Akhluts despise fire for open flames seem to temporarily poison them weakening them for a short period of time. However, given enough time or large enough numbers, akhluts are willing to brave their fear of fire if they truly desire their prey enough.

AKHLUT TACTICS

Akhluts are deadly hunters hunting in pods of 5 (2d4). These creatures are immensely dangerous and often serve as the apex predators of their respective hunting grounds. Their resilience against normal weapons allows them to shrug off most attacks from prey and rivals. Additionally, they have an uncanny ability to seemingly disappear in the presence of snowfall. Because of this ability, they love to hunt during snowstorms and blizzards. However, their deadliest weapon is their chilling breath which turns its prey into ice which is their preferred form of devouring prey.

While hunting underwater, akhluts rely on different tactics in their whale form. They prefer to use their large size to incapacitate prey while the rest of the pod dives for the kill. When hunting large groups of prey, it uses its sonic pulse to quickly stun all its prey while it picks them apart with ease.

CHESHIRE

The Cheshire is an iconic inhabitant of the Feywild and seems to share an inexplicable connection to bad luck. In its true form, the cheshire resembles a large cat with brightly colored fur that almost seems to possess a psychedelic appearance to it. However, its most disturbing features are its oversized face, glowing eyes, and exaggerated toothy maw. It is believed that their fur has the magical property to change fate. There are reports that when the cheshire was targeted with deadly blows, its assailant seemingly impaled itself with its own blade while spellcasters had their spells redirected back at them. Many hunters and arcanists hunt these creatures for their magical pelts; however, few ever return while those who survive recall tales of bad fortune and a nightmarish creature with the jaws the size of an adult humanoid.

CHESHIRE TACTICS

Despite their appearance, cheshires are very elusive but malevolent predators reveling in the opportunity to lure unsuspecting prey to its doom. Often shapeshifting as a normal cat, cheshires tend to approach unsuspecting humanoids as a curious but friendly cat. As it is socializing, it attempts to spread its jinx curse to as many creatures as possible while luring it away from safety. If creatures are in a group, it attempts to separate the group using its ability to shapeshift and turn invisible causing them to get lost, which can be quite easy in the Feywild. Then it proceeds to slowly pick each creature one by one using its hypnotic eyes and psychedelic fur to incapacitate its quarry. Then it proceeds to feast on its prey using its oversized jaws.

When overwhelmed, it can make a quick escape thanks to its ability to redirect spells, teleport, and turn invisible.

PERYTON

It is believed that certain species of the peryton actually originated from the Feywild. Perytons tend to resemble large winged beasts with sharp antlers of its head. Its appearance seems to resemble the head of a deer, wolf, or owl like creature. Because of their unnatural appearance, they have the ability to strike fear in the hearts of its prey. Creatures frightened by it seem to lose functionality of its limbs. Humanoids are particularly vulnerable to its gaze as they are the preferred prey of perytons. Because of this, perytons are often hunted to the point where they can only be found in the most remote wilderness. Otherwise, they will begin to flock around human settlements and towns swooping down picking off prey at their leisure.

PERYTON TACTICS

Perytons are formidable predators using their unsettling appearance to their advantage. Before swooping down, they tend to circle overhead invoking fear on its prey. Once immobilized, it swoops down shredding into its quarry. If its prey is seemingly unaffected, it will repeatedly harry its prey using its surprising agility to fly out of its quarry's reach before preparing for another dive.

BANDERSNATCH

The bandersnatch is arguably the dominant predator of the Feywild only rivaled by the Jabberwock. In fact, these two creatures have a violent hatred between both creatures engaging in legendary battles to the death upon encountering one another. The bandersnatch resembles a lithe six legged wolverine like creature covered with bristling spines similar to that of a porcupine. However, the most unnerving thing about these creatures are their immense size, dwarfing some dragons on the Material Plane. Despite their colossal size, they are unnaturally stealthy, easily blending into the alien forests of the Feywild. They are also known as for their furious temper that grants them supernatural speed to react to any threat. Additionally, its fury seems to heighten its natural regeneration allowing it to shrug off harmful affects in mere seconds. However, its best defense is its quilled hide that it can use to throw sickening quills at its opponent. In addition to these quills, its hide has the innate property to reflect certain spells sending it back at the caster. The greatest weapon of the bandersnatch is its eyes. Its large luminous eyes can cause its prey to seize up and unable to move allowing the bandersnatch to swiftly move in for the kill.

BANDERSNATCH TACTICS

If being such a powerful predator in its own right made it a dangerous creature; to make things worse, bandersnatches tend to be pack hunters typically in packs of 5(2d4). Packs of bandersnatches are nearly unstoppable challenging any prey that they see fit. Once they choose their quarry, the bandersnatch will not give up the hunt unless it is killed or its prey is captured. Because of its hunting prowess, bandersnatches are often idolized by members of the Wild Hunt which tame packs of Bandersnatch for their Hunt Lords to ride into battle.

JABBERWOCK

The jabberwock is probably the most terrifying of all creatures in the Feywild. Due to its appearance, they are often confused for dragons, even to the point wherein some believe that the Jabberwock were dragons that got exposed to the Feywild. However, jabberwocks seem to lack the level of sapience that most dragons possess. Its true origins are unclear as many believe they may be the creation of powerful archfey or hags while others believe they are an apex specimen from the Feywild ecosystem. Although they seem to be rather animalistic in nature, they possess the ability to learn at a quick rate and are capable of understanding speech and reading emotions. This intelligence makes them extremely dangerous as well. They have a natural resilience against conventional weapons, magical effects, and the mind-altering effects of the Fey Wild. However, their deadliest abilities are their ability to turn invisible and their eyes. Depending on the type of jabberwock, its abilities can differ. Most jabberwocks seem to show an affinity to certain magical elements of the Feywild. For example, some jabberwocks have the ability to create illusory doubles of themselves while others seem to connect to the frigid magics of the Unseelie. Other jabberwocks have evolved to hunt specific prey in the Feywild such as the Witchfire that can counter invisibility and the moon jabberwock that prefers to hunt shapeshifters.

Mixed with their cunning and wide variety of abilities, jabberwocks are nigh-impossible to defeat. However, it seems to display an innate fear to vorpal weapons. The connection between these weapons and jabberwocks is not entirely clear but it may shed light onto the origins of these strange monstrosities.

JABBERWOCK TACTICS

The jabberwock is a very intelligent hunter using its wide array of abilities at its disposal. While searching for prey, jabberwocks prefer to mask their presence while stalking its prey, waiting for the best chance to strike. It tends to eliminate large threats with its eye rays while swooping down to grasp weaker targets with its unnaturally long claws. It then proceeds to let gravity do the rest while it proceeds to harry any surviving targets with its eye rays. If at all possible, a jabberwock will rarely fight on the ground if possible. Even though its physical prowess provides it many advantages in melee combat, it is in its element while airborne raining destruction on its quarry. When overwhelmed, it will not hesitate to retreat using the encounter as a lesson in order for it to accordingly stage a secondary attack.

Because of its intelligence, they make suitable minions for hags and archfey for their ability to complete complex tasks. It would not be appropriate to state that these entities tame jabberwocks; instead, it is a mutual arrangement. Oftentimes, they are provided food, secure hunting grounds, and protection for its young while it serves the needs of its master. However, their intelligence makes their loyalty much harder to acquire as they will not tolerate a one-sided relationship, quickly leaving or turning violent if it feels as if it is taken advantage of.



CARBUNCLE

small fey (shapechanger), Unaligned

Armor Class 13 (Natural Armor)

Hit Points 17 (3d6+6)

Speed 40ft., 40ft. fly

STR	DEX	CON	INT	WIS	CHA
9 (+1)	16 (+3)	14 (+2)	10 (+0)	15 (+2)	16 (+3)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing damage from non-magical attacks

Senses darkvision 60ft., darkvision 60ft., passive perception 21

Languages Can understand sylvan

Challenge 1/2 (100 XP)

Carbuncle Bond It can magically bond with one creature it can see, immediately spending at least one hour observing that creature while within 30ft. The bond lasts until the carbuncle ends it, bonds with a different creature or until the bonded creature dies. While bonded, the carbuncle and the creature can communicate telepathically with each other at a distance of 300ft.

Shapechanger The carbuncle can use its action to polymorph into any Small or smaller beast. Its statistics remain the same in each form except it acquires any speed changes of its new form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form when it dies.

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

Misty Blink As a bonus action, the carbuncle can teleport 40ft., to a spot that it can see within 40ft. of it.

Actions

Superior Invisibility The carbuncle magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the carbuncle wears or carries is invisible with it.

Bite *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 1 piercing damage.



AKHLUT

Huge Fey(shapechanger), Unaligned

Armor Class 17

Hit Points 138(12d12+60)

Speed 60ft.(therian form); 60ft. swim(whale form)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	4 (-3)	20 (+5)	16 (+3)

Skills Athletics +8, Stealth +8, Perception +11

Damage Resistances bludgeoning, piercing, and slashing damage from non-magical attacks not made with delivered weapons

Damage Immunities cold

Senses blindsight 60ft., darkvision 60ft., passive perception 21

Languages None

Challenge 11 (7200 XP)

Snow Sight The Akhlut's vision is not obscured by snow or fog. Whenever the akhlut is lightly obscured by fog, snowfall, or snowing terrain, it can use its bonus action to Hide.

Ice Walk(Therian Form Only) The akhlut can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Fire Aversion When hit with fire, the Akhlut must succeed a Constitution saving throw with a DC equal to half the fire damage dealt (minimum 10). On a failed save, the Akhlut suffers disadvantage on attack rolls and ability checks until the end of its next turn.

Stunning Dive(Whale Form only) If the akhlut swims at least 30 ft. straight toward a creature and then hits it with a bite Attack on the same turn, that target must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.

Pounce(Therian Form only) If the akhlut moves at least 30 ft. straight toward a creature and then hits it with a bite Attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the akhlut can make one bite Attack against it as a Bonus Action.

Actions

Bite Melee Weapon Attack: +8 to hit, reach 5 ft., one target, *Hit* 26(6d6+5 piercing damage) + 13(3d8) cold damage.

Arctic Breath (therian form only; Recharge 5-6) The akhlut exhales a blast of freezing wind in a 30-foot cone. Each creature within the area must succeed a DC 16 Constitution saving throw or take 27(6d8) cold damage and become restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the Greater Restoration spell or other magic. Creatures reduced to 0 hitpoints by this attack are turned to ice. On a successful save, creatures take half damage.

Sonic Pulse (whale form only; Recharge 5-6) The akhlut exhales a blast of sonic waves in a 30-foot cone. Each creature within the area must succeed a DC 16 Constitution saving throw or become stunned for one minute on a failed save. That creature can repeat its save at the end of each of its turns to end the effect.



CHESHIRE

large fey(shapechanger), Unaligned

Armor Class 15
Hit Points 85(8d10+40)
Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	13 (+1)	12 (+1)	17 (+3)

Skills Perception +3, Stealth +6
Damage Resistances non-magical bludgeoning, piercing, and slashing damage, psychic
Senses darkvision 60ft., passive perception 13
Languages Can understand Fey but cannot speak it
Challenge 7 (2900 XP)

Nondetection The Cheshire cannot be targeted or detected by an divination magic or perceived through magical scrying sensors

Fey Touched It has advantage on saves against being frightened or charmed.

Spell Turning The Cheshire has advantage on magical saving throws against any spell that targets the Cheshire. If its saving throw succeeds, the spell has no effect and instead targets the caster

Fated Fur Whenever the Cheshire is hit with a critical hit, it takes normal damage instead.

Misty Escape The Cheshire can use its bonus action to teleport to a spot that it can see within 40ft.

Jinx When the Cheshire is hit with an attack roll, it can use its reaction for that attack to target the attacker or another creature of its choice within the range. This attack uses the initial roll for that attack.

Superior Invisibility As an action, cheshire magically turns invisible until its concentration ends(as if it were concentrating on a spell). Any equipment the cheshire wears or carries is invisible with it.

Pounce If the cheshire moves at least 20 ft. straight toward a creature and then hits it with a bite 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 cheshire can make one bite Attack against it as a Bonus Action.

Jinx Curse When the cheshire hits a creature with a melee attack, it can force that creature to make a DC 13 Charisma saving throw. On a failed save, the creature falls under a Jinx Curse. Creatures under the jinx curse can critically fail on an ability check, attack roll, or saving throw on a roll of 1-3. Attacks against these creature deal critical damage on rolls of 18-20. This effect can only be removed from the spell *Remove Curse* or greater magical effect. On a successful save, creatures are immune to this curse for the next 24 hours.

Cat Shape It can use its action to polymorph into a Small cat or back to its true form. Its statistics other than its size are unchanged.

Actions

Multiattack The Cheshire can use its Hypnotizing gaze and makes one bite attack and two claw attacks.

Bite *Melee Weapon Attack:* +6 to hit, reach 5ft., one target, *Hit* 18(4d6+4 piercing damage) damage.

Claws *Melee Weapon Attack:* +6 to hit, reach 5ft., one target, *Hit* 9(1d8+4 slashing damage) damage.

Hypnotizing Gaze The cheshire can target one creature it can see within 30ft. of it. If the target can see the cheshire, the target succeed a DC 14 Wisdom saving throw or become charmed for 1 minute. Creatures charmed in this manner has its movement speed reduced to 0 and is considered incapacitated for the duration. It can repeat its saving throw at the end of each of its turns or whenever it takes damage On a successful save, creature are immune to being charmed in this manner for the next 24 hours.



PERYTON

large monstrosity, Unaligned

Armor Class 15

Hit Points 85 (10d10+30)

Speed 40ft., 40ft. fly

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	9 (-1)	14 (+2)	15 (+2)

Skills Perception +4, Intimidation +4

Damage Resistances non-magical bludgeoning, piercing, and slashing damage, psychic

Senses darkvision 60ft., passive perception 15

Languages Can understand Fey but cannot speak it

Challenge 7 (2900 XP)

Humanoid Predator When it makes an attack against a humanoid creature, it can do so with advantage.

Skydive If the peryton is flying and dives at least 20ft. and hits it with a gore attack, the attack deals an addition 9(2d8) damage to the target.

Charge If the peryton is moves in a straight 20ft. towards a creature and hits it with a gore attack, the attack deals an addition 9(2d8) damage to the target.

Frightful Presence Each creature of that first enters or starts its turn within 30 ft. of the peryton and aware of it must succeed on a DC 12 Wisdom saving throw or become Frightened for 1 minute. Creatures frightened in this manner are paralyzed for the duration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success and is immune to the peryton's Frightful Presence for the next 24 hours. Humanoids have disadvantage on this saving throw.

Flyby Can fly outside a creature's reach without provoking opportunity attack

Night Hunter When in darkness or at night, the peryton is invisible to creatures that rely on darkvision to see. While under these conditions, it can use its bonus action to Hide.

Keen Senses Has advantage on Wisdom(Perception) checks relying on sight or smell

Magical Resistance The peryton has advantage on saving throws against spells and magical effects.

Actions

Multiattack The peryton makes one gore attack and two claw attacks.

Gore *Melee Weapon Attack:* +6 to hit, reach 5ft., one target, *Hit* 9(1d8+4 piercing damage) damage. Upon a hit, the creature must succeed a DC 14 or fall prone.

Claws *Melee Weapon Attack:* +6 to hit, reach 5ft., one target, *Hit* 9(1d8+4 slashing damage) damage.

Wing Attack *Melee Weapon Attack:* +6 to hit, reach 10ft., all creatures in range, *Hit* 11(2d6+4) bludgeoning damage. ON a hit, creatures are pushed back 10ft. and the peryton can fly up 20ft. as part of this action.

Warp Shadow One creature within 30ft. of the peryton that it can see must succeed a DC 12 Charisma saving throw. Creatures have disadvantage on this saving throw at night or when in darkness. On a failed save, creatures are cursed suffering disadvantage on ability check, attack rolls, and saving throws or one minute. Humanoids have disadvantage on this saving throw. On a successful save, creatures are immune to the effect for the next 24 hours.



BANDERSNATCH

Gargantuan Fey, Unaligned

Armor Class 21 (Natural Armor)

Hit Points 242 (20d20+120)

Speed 60ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	22 (+6)	2 (-4)	20 (+5)	18 (+4)

Skills Acrobatics +8, Stealth +8, Perception +11

Damage Resistances non-magical bludgeoning, piercing, and slashing damage, Poison

Condition Immunities Poisoned

Senses darkvision 60ft., passive perception 21

Languages Can understand Sylvan but cannot speak it

Challenge 21 (33000 XP)

Pounce If the bandersnatch moves at least 30 ft. straight toward a creature and then hits it with a bite Attack on the same turn, that target must succeed on a DC 20 Strength saving throw or be knocked prone. If the target is prone, the bandersnatch can make one bite Attack against it as a Bonus Action.

Savage Frenzy When below half its hitpoint maximum, the bandersnatch can make an additional bite attack when it takes the Attack action.

Spell Turning The bandersnatch has advantage on magical saving throws against any spell that targets the bandersnatch. If its saving throw succeeds, the spell has no effect and instead targets the caster.

Rapid Recovery At the start of its turns, the bandersnatch regains 20 hitpoints and can end any status effect of its choice affecting it.

Savage Backlash When hit with a melee weapon attack, it can use its reaction to make a bite attack against that creature. It can make this particular reaction on every creature's turn.

Pack Tactics The bandersnatch has advantage on an Attack roll against a creature if at least one of the bandersnatch's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Relentless Upon dropping to 0 hitpoints, it can make a DC 10 Constitution saving throw to regain 1 hitpoint on a successful save. This DC increases by 5 for each success until it takes a short or long rest.

Deadly Quills Creatures that hit the bandersnatch with a melee weapon attack takes 13(2d12) piercing damage and must succeed a DC 18 Constitution save or become poisoned until the end of its next turn.

Actions

Multiattack The bandersnatch can use its Paralyzing gaze and makes an attack with its bite, two with its claws, and one with its tail. It can substitute a tail attack for a quill attack.

Bite *Melee Weapon Attack:* +12 to hit, reach 5ft., one target, *Hit* 30(4d10+8) piercing damage.

Claw *Melee Weapon Attack:* +12 to hit, reach 10ft., one target, *Hit* 17(2d8+8) slashing damage.

Tail *Melee Weapon Attack:* +12 to hit, reach 15ft., one target, *Hit* 21(2d12+8) piercing damage. Creatures hit by this attack must succeed a DC 18 saving throw or become poisoned until the end of its next turn on a failed saving throw.

Quill Needle *Ranged Weapon Attack:* +12 to hit, reach 15ft., one target, *Hit* 21(2d12+8) piercing damage. Creatures hit by this attack are impaled with this spike. While impaled, creatures take 13(2d12) piercing damage at the start of each of its turns for each needle in the creature. While impaled, the creature counts as poisoned for the duration. The target must use its action to remove the needle from its body.

Paralyzing Gaze The bandersnatch can target one creature it can see within 120ft. of it. If the target can see the bandersnatch the target succeed a DC 18 Wisdom saving throw or become paralyzed for 1 minute. Creatures can repeat its saving throw at the end of each of its turns. On a successful save, the effect ends and the creature is immune to being charmed in this manner for the next 24 hours.



JABBERWOCK

Gargantuan Fey, Unaligned

Armor Class 21 (Natural Armor)

Hit Points 297 (18d20+108)

Speed 40ft., 80ft. fly

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	23 (+6)	14 (+2)	17 (+3)	21 (+5)

Saving Throws Strength +11, Acrobatics +10, Wisdom +8, Charisma +10

Skills Stealth +10, Intimidation +10, Perception +8

Damage Resistances non-magical bludgeoning, piercing, and slashing damage

Senses darkvision 120ft., passive perception 18

Languages Can understand Sylvan but cannot speak it

Challenge 22 (41000 XP)

Magic Resistance Has advantage on saving throws against spells and other magical effects

Regeneration The jabberwock regains 20 hitpoints at the start of its turn if it has at least 1 hitpoint. If the jabberwock takes damage from a vorpal weapon, this trait doesn't function at the start of the jabberwock's next turn.

Fey Touched Has advantage on saving throws against being charmed or frightened.

Superior Invisibility As a bonus action, the jabberwock can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the jabberwock wears or carries is invisible with it.

Vorpal Fear When it is hit with a vorpal weapon, the jabberwock is frightened until the start of its next turn.

Legendary Resistance (3/day) If the jabberwock fails a saving throw, it can choose to succeed instead.

Actions

Multiattack The jabberwock can make one attack with its bite, two with its claws, and one with its tail. It can substitute a bite attack for two eye ray.

Bite Melee Weapon Attack: +11 to hit, reach 10ft., one target, *Hit* 28(4d10+6) piercing damage.

Claw Melee Weapon Attack: +11 to hit, reach 10ft., one target, *Hit* 15(2d8+6) slashing damage and the target is grappled (escape DC 18). The jabberwock can grapple two creatures in this manner at a time. Until this grapple ends, it cannot use its claws on another target.

Tail Melee Weapon Attack: +11 to hit, reach 15ft., one target, *Hit* 24(4d8+6) bludgeoning damage. Creatures hit by this attack must succeed a DC 18 saving throw or be knocked prone.

Legendary Action (3/turn)

Wing Attack (1 action) +11 to hit, reach 15ft., all creatures in range, *Hit* 24(4d8+6) bludgeoning damage. Creatures hit by this attack are pushed back 15ft. The jabberwock can fly 40ft. as part of this action.

Uncanny Resilience (1 action) Can end a status or spell effect of its choice.

WITCHFIRE JABBERWOCK

Ability

Immunity Fire, Psychic

Witchfire Presence If a creature first enters or starts its turn within 30ft. of the jabberwock and the two of them can see each other, the Jabberwock can force the creature to make DC 18 Wisdom saving throw or become frightened for one minute. Creatures frightened in this manner takes 2d6 (fire) damage + 7 (2d6) psychic damage as it perceives a horrendous visage of the jabberwock. It can repeat the saving throw at the end of each of its turns ending it on a success.

Actions

Witchfire Ray *Ranged Weapon Attack:* +11 to hit, reach 120ft., one target, *Hit* 13(2d6+6) fire damage + 7 (2d6) psychic damage. On a hit, that creature cannot benefit from being hidden, from half or three-fourths cover, or from being invisible.

Hidden Sight The jabberwock can see creatures that are obscured or if it is hidden by invisibility.

Witchfire Gaze Creatures with in a 120ft. long and 10ft. wide line must succeed a DC 18 Dexterity saving throw or take 35 (10d6) fire damage + 35 (10d6) psychic damage on a failed save. Creatures hit by this attack cannot benefit from being hidden, from half or three-fourths cover, or from being invisible for one minute. Additionally, attacks against that creature have advantage. Creatures can repeat its save at the end of each of its turns to ends the effect on a success. On a successful save, creatures take half damage and are unaffected.

Legendary Action (3/turn)

Witchblaze (1 action) Creatures it can see in a 40ft. cube within 60ft. of it must succeed a DC 18 Dexterity saving throw or be enveloped in psychedelic flames. On a failed save, creatures cannot benefit from being hidden, from half or three-fourths cover, or from being invisible until the end of its next turn. Additionally, attacks against that creature have advantage until the end of its next turn.

DISPLACER JABBERWOCK

Immunity Psychic

Ability

Displaced Form The jabberwock projects magical illusions to make it appear to be standing near its true location causing attack rolls to have disadvantage. If it is hit with an attack, the trait is disrupted until the end of its next turn. This trait is also disrupted if it is incapacitated or its movement speed is 0.

Avoidance If the jabberwock is subjected to an effect that allows it to make a saving throw to take only half damage, the jabberwock takes no damage on a success. On a failed save, it takes half damage.

Actions

Confounding Ray *Ranged Weapon Attack:* +11 to hit, reach 120ft., one target, *Hit* 20(4d6+6) psychic damage. On a hit, that target is blinded until the end of its next turn as its vision is clouded by illusory hallucinations.

Confounding Gaze Creatures with in a 120ft. long and 10ft. wide line must succeed a DC 18 Intelligence saving throw or take 49 (20d6) psychic damage on a failed save. On a failed save, creatures begin to perceive imagined enemies surround it and it cannot decipher friend from foe regarding all creature other than the Jabberwock and its allies as an enemy. Whenever an affect creature attacks another creature, it must choose the target at random among enemy creatures within range. If the enemy provokes opportunity attack, the creature must make that attack if it is able to. On a success, creatures take half damage and are unaffected.

Legendary Action (3/turn)

Displaced Blink(1/ action) The Jabberwock can teleport to a spot that it can see within 80ft.



MOON JABBERWOCK

Ability

Immunity Radiant

Illusory Sight The jabberwock can see through illusions and can perceive the true form of a shapechanged creature.

Actions

Moon Ray Ranged Weapon Attack: +11 to hit, reach 120ft., one target, *Hit* 20(4d6+6) radiant damage. If a creature is under an illusion spell, a polymorph effect, or is a shapechanger, it must succeed a DC 18 Charisma saving throw or drop its form taking an additional 14(4d6) radiant damage.

Lunar Gaze Creatures within a 120ft. long and 10ft. wide line must succeed a DC 18 Charisma saving throw or take 70 (20d6) radiant damage on a failed save. If a creature is under an illusion spell, a polymorph effect, or is a shapechanger, it must make the saving throw with disadvantage. On a failed save, the creature drops its illusory or shapechanged form and takes an additional 35 (10d6) radiant damage. On a successful save, creatures take half damage and are unaffected.

Legendary Action (3/turn)

Moon Dust(1/ action) A creature the Jabberwock can see within 60ft. that is under an illusion spell, a polymorph effect, or is a shapechanger, must succeed a DC 18 Charisma saving throw losing its illusory or shapechanged form on a failed save.

UNSEELIE JABBERWOCK

Ability

Immunity Cold, Psychic

Shadow Skulker When in darkness or at night, the jabberwock is invisible to creatures that rely on darkvision to see. While under these conditions, it can use its bonus action to Hide.

Actions

Shadowfrost Ray Ranged Weapon Attack: +11 to hit, reach 120ft., one target, *Hit* 13(2d6+6) cold damage + 7 (2d6) psychic damage. This attack has advantage in dim light or darkness

Shadow Sight The jabberwock can see in magical darkness.

Shadowfrost Gaze Creatures within a 120ft. long and 10ft. wide line must succeed a DC 18 Dexterity saving throw or take 35 (10d6) cold damage + 35 (10d6) psychic damage on a failed save. The affected area becomes shrouded in magical darkness for one minute. On a successful save, creatures take half damage and are unaffected.

Legendary Action(3/turn)

Conjure Shadows(1/ action) The jabberwock can create a shroud of magical darkness in a 20ft. radius at a point within 60ft. of it that lasts until the start of its next turn.



EUPHORIC JABBERWOCK

Ability

Immunity Poison, Psychic

Hypnotic Presence If a creature first enters or starts its turn within 30ft. of the jabberwock and the two of them can see each other, the Jabberwock can force the creature to make DC 18 Wisdom saving throw or become charmed for one minute. Creatures charmed in this manner are incapacitated and its movement speed is 0. Creatures can repeat its save at the end of each of its turns or whenever it takes damage. On a success, creatures are immune to this effect for the next 24 hours.

Actions

Noxious Ray *Ranged Weapon Attack:* +11 to hit, reach 120ft., one target, *Hit* 13 (2d6+6) poison damage + 7 (2d6) psychic damage. Creatures hit by this attack are poisoned until the end of its next turn.

Euphoric Gaze(*Recharge 5-6*) Creatures with in a 120ft. long and 10ft. wide line must succeed a DC 18 Constitution saving throw or take 35 (10d6) poison damage + 35 (10d6) psychic damage on a failed save. On a failed save, creatures fall unconscious for 1 minute. Creatures that fall unconscious in this manner can only be awakened by succeeding its save at the end of each of its turns or when the duration of this effect ends. Creatures can repeat its saving throw whenever it takes damage or a creature uses its action to attempt to wake it up. On a successful save, creatures take half damage and are unaffected.

Legendary Action(3/turn)

Poison Gas(*1/ action*) The jabberwock can create a shroud of poison in a 20ft. radius at a point within 60ft. of it that lasts until the start of its next turn. Creatures that first enter or start its turn in this area are poisoned until the end of its next turn on a failed DC 18 Constitution saving throw.

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