

FEY TOUCHED BEASTS



HOME BREW

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FEY TOUCHED BEASTS

The Feywild is a strange and mysterious realm. For creatures not native to this plane that spend long periods of times in this realm, these magics can begin to magically affect the physiology of that creature. As a result, creature can begin to display attributes corresponding to different regions of the Feywild. This corruption is can also be seen in locations where the Feywild begins to bleed into another plane. As a result, affected creatures gain a supernatural resilience to standard forms of attacks and mind altering affects.

UNSEELIE BEASTS

Certain regions of the Feywild are enveloped in perpetually darkness and frost. Such areas reside within the realm of the Unseelie Courts. Creatures exposed or trapped in this area begin to adapt and acclimate to this harsh environment. Their skin and fur begins 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 shadow and envelop their surrounding with frigid darkness.

SEELIE BEASTS

Seelie touched creatures are the polar opposites of their frigid kin the unseelie. Such regions of the Feywild are sprawling expanses of warm weather and vibrantly colored flora and fauna. It is said that merely gazing upon such creatures or plants can induce a slight psychadelic effect. Creatures touched with seelie magic seem to glow with bright shades of all sorts of colors. Their bodies are wreath in scintillating dust or multicolored flames as they flit about. This dust or psychadelic flames actually is a defense mechanism that has the unique ability of reveal hidden objects and creatures. Such a mechanism is quite useful in the realm of such as the Feywild wear a lot of creatures have the ability to turn invisible.

BLINK BEASTS

Blink beasts have attuned to the illusory magics of the Feywild. Such adaptations allow them to creature illusory copies of themselves as they attempt to escape danger. It also has given them 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. Such magic has granted them the ability to change its form as will. These creatures also have the uncanny ability to see through shapechanging illusions and even have the ability to disrupt such ability for a creature to shift its form. Many of these creatures are often revered by many druidic circles that claim to have acquire their abilities from these creatures.

SYLVAN BEASTS

Sylvan beasts are the most rare of all fey-touched creatures. These creatures are believed to be only created by powerful Fey such as an archfey which imbues such a beast with a portion of its power. These creatures tend to have heightened intelligence as well as a wide array of abilities such as redirecting magic, teleportation, and invisibility. These creatures are extremely elusive and are often revered as avatars of Fey Lords and other powerful entities. Their rarity also makes them the target of hunters and poachers seeking the thrill of a rare hunt.

THERIANS

Therians are believed to be the common ancestor from where therianthorpy developed. Therians come in many shapes and forms but the common trait among them is that they have the ability to change their form. Their transformation differs from that of lunar beasts which can turn into another animal entirely. Therians transform into a unique form that often resembles a hybrid of two different creatures.

A popular example of a therian is an akhlut which normally resembles a whale but can transform into a whale-wolf hybrid. Another example is the theorized common ancestor of common owlbears descended from a therian that transformed from a bear to an owl-bear hybrid. It is believed that prolonged time on the Material Plane have caused owl bears to somewhat degenerate wherein they lost their abiltiy to shift their forms and losing their magical resilience and ability to fly.

Another unique trait that therians possess, s that they are able to spread this ability from a single bite or scratch. Their ability to shapeshift tends to be slightly more powerful that the humanoid variant of therianthorpy seen in humanoids. It is believed that this disease or curse may have become slightly weaker as it adapts to a humanoid physiology.



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 understand it.

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 on 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 understand it.

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 5 ft. 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 attacks 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 understand it.

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 understand it.

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 understand it.

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 understand it.

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 hearing, 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.

Therianthropic 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.

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, 5 ft., 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 hearing, 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.

Therianthropic 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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