

MONSTROUS MENAGERIE

BEASTS

OF THE

FEYWILD



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MONSTROUS MENAGERIE presents new and fantastic creatures with which Game Masters of all levels of experience can populate their campaign worlds. The creatures found within these pages may be beneficent or malign, horrific or wondrous, but all are sure to astound your players.

The fey of the Summer Court are made of more than monarchs and nobles. Their lands are filled with others—living trees that lure the unwary to long naps, magical goats with wool of burnished bronze, and even more unusual creatures of air, mist, and illusion. Some of them are fair, formed of the rays of the sun as they bend through crystals. Others are foul, made of shadow and born from hate. Whether fair or foul, when these creatures are encountered, their masters are not far behind.

These entries provide a number of alternatives for GMs and players when adventuring in the Feywild, near areas of fey influence, or when using spells such as *find familiar* or *conjure fey*.

Dreaming Tree

Huge plant (fey), neutral

Armor Class 15 (natural armor)

Hit Points 130 (15d12 + 24)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	3 (-4)	18 (+4)	10 (+0)	10 (+0)	18 (+4)

Skills Perception +6

Senses blindsight 60 ft., passive Perception 15

Languages —

Challenge 5 (1,800 XP)

False Appearance. While the dreaming tree remains motionless, it is indistinguishable from a normal tree.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

Feast on Dreams. Dreaming trees survive by passively feeding on dreams, and although they can sustain themselves on the flighty dreams of the fey, mortal dreams are a feast. When an unsuspecting humanoid sleeps near a dreaming tree, the tree attempts to sneak up and lull them into a deeper sleep. The humanoid must make a DC 15 Wisdom saving throw or lapse into an unbreakable sleeping spell, plagued by powerful, life-like dreams. These dreams can sustain the tree for decades, and in exchange it sustains the life of the dreamer; the tree envelops the mortal in its roots, sending small shoots into their body.

The dreamer does not need to eat, drink, or breathe, and is immune to disease and poison in this state. The dreamer only ages one year for every ten years that pass. On each Equinox or Solstice the dreamer can make a new save. The DC for the Winter Solstice or Autumnal Equinox is DC 13, as that is when

Fey Familiars

In addition to the standard familiars already available to characters with the *find familiar* spell, they can also take the following creatures as familiars: flower mouse, hazel fish, mirage butterfly, sylvan manx, and sylvan spaniel. Fey spirits prefer to take the form of these animals as they are more familiar to them and make them more comfortable.

the tree is weakest. Any attacks against the tree will provide a new saving throw as well, and if the tree drops below half hit points, the dreamer will automatically wake up.

The **dreaming tree** appears to be a normal tree, especially when still. When in the Feywild, and well fed, its leaves will have silver or gold veins.

Flower Mouse

Tiny beast (fey), unaligned

Armor Class 11

Hit Points 1 (1d4-1)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	9 (-1)	2 (-4)	11 (+0)	2 (-4)

Saving Throws Dex +2

Skills Perception +4, Stealth +5

Senses tremorsense 30 ft.

Languages —

Challenge 0 (10 XP)

ACTIONS

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

The **flower mouse** is a tiny fey creature, often used by flower fey and fairies as a mount. They are brown, with long green fur growing from their back. Their ears are bright colors, and appear to be flower petals.

Open Game Content

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Golden Goat

Medium beast (fey), unaligned

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	2 (-4)	13 (+2)	5 (-3)

Saving Throw Dex +2

Senses Passive Perception 10

Languages —

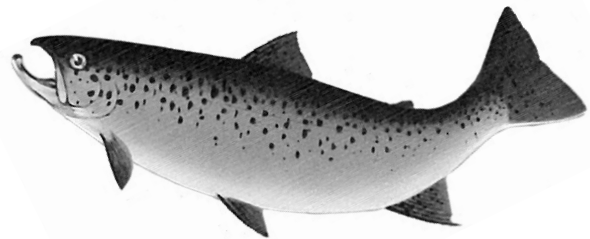
Challenge 1/4 (100 XP)

Radiant Stubbornness. The golden goat has advantage on saving throws made against effects that would knock it prone. When it succeeds on this saving throw, the attacker takes 1d4 points of radiant damage.

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

The Summer Court uses **golden goats** for their wool, and eagerly seek out the creatures. They are born where sunlight reflects off morning dew. Capturing and raising golden goats is a serious occupation of the Summer Court. Members of the court will often compare the size of their herds, and the quality of the wool that their goats produce. Great conflicts have been fought over a golden goat's shining fleece. In Greek mythology, the ram that produced the Golden Fleece was said to be the offspring of the sea god Poseidon and Themisto.



Hazel Fish

Small beast (fey), unaligned

Armor Class 13

Hit Points 3 (1d6-1)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	9 (-1)	1 (-5)	16 (+3)	2 (-4)

Saving Throws Wis +2

Skills Perception +7, Stealth +5

Senses Passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Innate Spellcasting. The hazel fish's innate spellcasting ability is Wisdom (spell save DC 13). Hazel fish can cast *meld into water* once a day. This spell works exactly as *meld into stone*, with stone replaced by water.

Water Breathing. Hazel fish are only able to breathe underwater.

ACTIONS

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

Fey Blessing. In Celtic mythology, salmon that ate from hazel trees gained great wisdom, and would be caught and eaten to gain that wisdom. When a hazel fish is caught and consumed by a creature of Good alignment, that creature gains advantage on Wisdom ability checks and saving throws for the next 24 hours. If consumed by an Evil creature, that creature gains disadvantage on Wisdom checks for the next 24 hours.

Hazel fish are often found in deep ponds, and always under the branches of hazel trees. They appear to be salmon made of emerald and garnet. Hazel fish tend to be very cautious and perceive mortals as a threat. If mortals are near the edge of their pond, they will often meld into the water.

Mirage Butterfly

Tiny beast (fey), neutral

Armor Class 12

Hit Points 1 (1d4–1)

Speed 0 ft., fly 20 ft.

STR DEX CON INT WIS CHA

2 (–4) 12 (+1) 8 (–1) 1 (–5) 10 (0) 2 (–4)

Skills Stealth +5

Senses passive Perception 12

Languages —

Challenge 1/8 (25 XP)

Innate Spellcasting. The mirage butterfly can cast *minor illusion* at will (Spell save DC 10).

Mirage butterflies are favored mounts of the flower fey, and other tiny members of the court, they tend to be colored sapphire blue, with silver and slate grey highlights. When encountered, they are often found in glades and flowering trees, such as apple trees. These trees are often near gates to the Feywild, and the butterflies can provide illusionary protection to those gates.

Moon Horse

Large beast (fey), chaotic good

Armor Class 13 (natural armor)

Hit Points 13 (2d10 + 2)

Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	9 (–1)

Skills Perception +4, Athletics +5

Senses Passive Perception 12

Languages —

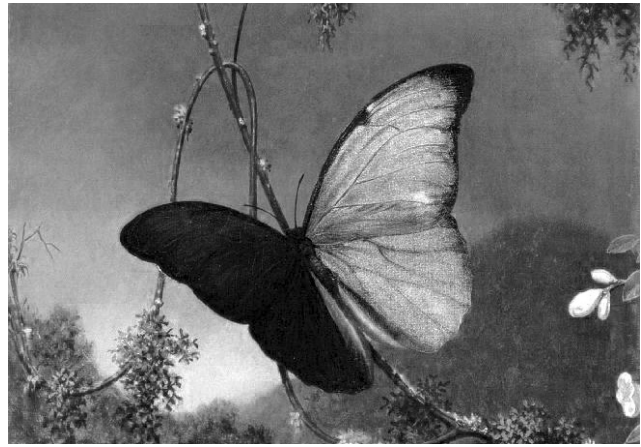
Challenge 2 (450 XP)

Sure-Footed. The moon horse has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Running Leap. With a 10-foot running start, the moon horse can long jump up to 25 feet.

ACTIONS

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.



The **moon horse** is the preferred mount of the Summer Court. These noble creatures appear to be made of ivory, with manes of lace, and combine the best features of many human breeds. When a member of the Summer Court joins the Wild Hunt, they prefer to ride a Moon Horse with proper barding.

Swarm of Flower Mice

Medium swarm of Tiny beasts (fey), unaligned

Armor Class 10

Hit Points 24 (7d8–7)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
9 (–1)	12 (+1)	9 (–1)	2 (–4)	11 (+0)	2 (–4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Saving Throws Dex +2

Skills Perception +4, Stealth +5

Senses tremorsense 30 ft.

Languages —

Challenge 1/4 (50 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny flower mouse. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Variant: Moon Horse Armor

When armored, the moon horse has an AC based on the type of barding worn. The Seelie Court uses three types of barding: golden padded, sylvan chain, and radiant plate.

AC	Barding	Description
13	Golden Padded	Woven from golden goat wool, this magical armor provides excellent protection.
17	Sylvan Chain	Similar to elven chain, sylvan chain is woven from illusions and mist.
19	Radiant Plate	Radiant plate is hammered out of the light of the sun, and glows brightly.

13	Golden Padded	Woven from golden goat wool, this magical armor provides excellent protection.
17	Sylvan Chain	Similar to elven chain, sylvan chain is woven from illusions and mist.
19	Radiant Plate	Radiant plate is hammered out of the light of the sun, and glows brightly.

Swarm of Mirage Butterflies

Medium swarm of Tiny beasts (fey), unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Skills Stealth +5

Senses Passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Innate Spellcasting. A swarm of mirage butterflies can cast *minor illusion* at will and *hallucinatory terrain* once a day (spell save DC 13).

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny mirage butterfly. The swarm can't regain hit points or gain temporary hit points.



Sylvan Manx

Small beast (fey), unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft. climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	12 (+1)	10 (+0)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

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

Find the Path. The sylvan manx always knows the paths between the Feywild and the Material Plane, and can follow them at will.

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Sylvan manx come and go as they please, staying with the Summer Court when it suits them, and leaving when something strikes their fancy. They often have short fur, and no tail, distinguishing them from other cats. Their coloring ranges from emerald green to sky blue.

Sylvan Spaniel

Small beast (fey), unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 30 ft.

STR DEX CON INT WIS CHA

13 (+1) 16 (+3) 10 (+0) 3 (-4) 12 (+1) 2 (-4)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

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

Alertness. The sylvan spaniel is always on alert, and cannot be surprised.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Sylvan spaniels are both companion dogs to fey princes and also hunting dogs. They are prized for their keen senses and can be trained as lap dogs, guard dogs, hunting dogs, and war dogs. Small, they come in a variety of colors: opal black, garnet brown, radiant beige, ruby red, or a mix of the above. Tiny fey can use them as mounts. 🐾

