

Beasts Of Legend Fairy Tale Creatures

By Jason Nelson, Tom Phillips, Alistair Rigg, Benjamin Bruck, and Ismael Alvarez



SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with references to the official System Reference Document (SRD) and 5eSRD. If it is in the core 5E rules, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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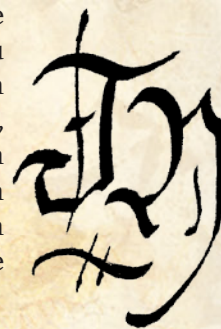
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WHAT YOU WILL FIND INSIDE BEASTS OF LEGEND: FAIRY TALE CREATURES

Beasts of Legend: Fairy Tale Creatures brings you a bountiful harvest of fey both fearsome and friendly, as well as the strange and wondrous beasts that pour forth from the pages of storybook tales. You'll find all manner of creatures from fantastical forests like gallant unicorns and playful pixies to gruesome green hags or the sinister bogeyman that haunt the highways and byways of the world. Among fairy tale creatures, the little leprechaun kings are full of bombastic blarney, but it is the endless wails of the terror banshee that haunts and hunts the lands. In addition, we are proud to include the creations of Lewis Carroll in this product, as the jubjub bird, frumious bandersnatch, and of course the legendary jabberwock himself, as well as the bizarre but benevolent boojum snark. With bloodthirsty redcaps, fanciful faerie dragons, sinister will-o'-the-wisps and more, you'll find an awesome array of legendary beasts to tantalize and torment the heroes of your 5th Edition campaign!

Beasts of Legend: Fairy Tale Creatures is the latest installment in the **Beasts of Legend** series from Legendary Games, bringing you richly detailed and evocatively described monsters for the 5th Edition of the world's most famous roleplaying game, drawing upon the myths and legends of the real world and throughout the history of RPGs. You can check out the fantastic flair of these monster accessories in the companion volumes *Beasts of Legend: Coldwood Codex*, *Boreal Bestiary*, *Construct Codex*, and *Beasts of the East*! The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson

BEASTS OF LEGEND

Fairy tales are stories of wit and whimsy, with fantastical creatures both good and evil within them. Fairy tales have never been far away from fables, as talking animals and spirits of nature are ubiquitous in both, but while sometimes a fairy tale contains a moral lesson either obvious or subtle, from learning the value of trust to the value of caution, many tellings of fairy tales are purely for amusement. Some characters are wise or foolish, but all of them will have a tale to tell if they ever get back from whence they came.

The creatures in this book embody the fanciful and fearsome elements of fairy tales in all their fey glory. True, many of these creatures have equivalents already in the official 5th Edition rules, but sometimes in the standardization of giving monsters statistics we lose some of what makes these creatures wondrous and special. Each of the creatures you'll find within has thus been created as a legendary creature, an exemplar of its type far beyond the ordinary. As to why this creature is different from the usual, that is for you to decide. A creature from these pages could be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful champion, the last remnant of a mightier primeval race, a singular being unto itself, or perhaps a newly evolved master race looking to supplant the ordinary beings of its ilk that came before. To repeat these narratives for every monster, with slight variations, would be redundant. Whether these legendary creatures are unique or simply rare, you can create the perfect origin story and background for these dynamic and exciting versions of ordinary monsters that fits precisely with your campaign.

BOGEYMAN

Medium fey, neutral evil

Armor Class 20 (natural armor)

Hit Points 169 (22d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	23 (+6)	14 (+2)	15 (+2)	18 (+4)	27 (+8)

Saving Throws Dex + 10, Wis +8, Cha +12

Skills Arcana + 10, Deception +12, Insight + 8, Intimidate + 16, Perception +12, Sleight of Hand +14, Stealth +14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft. (can see in magical darkness), passive Perception 21

Languages Aklo, Common, tongues

Challenge 10 (5,900 XP)

Deepest Dread. A mythic bogeyman is cloaked in a 30-foot aura of dread. This aura manifests as a shifting haze of images that reflect the viewer's deepest fears. Each round an opponent ends its turn within the aura, it must succeed at a DC 22 Wisdom saving throw or become frightened for 1 minute, and can repeat the saving throw at the end of each of its turns. Once per day, the mythic bogeyman can spend an action to remove the immunity to fear from any creature within its aura. At that time, every creature within the aura must make a saving throw against its effects, with creatures that did not previously have immunity making this saving throw with disadvantage.

Dread Strike. A bogeyman has advantage to attack a creature that is frightened.

Innate Spellcasting. The bogeyman's innate spellcasting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no material components.

At will: *cause fear*, *detect thoughts*, *darkness*, *invisibility*, *minor illusion*, *tongues*

3/day: *hold monster*, *phantasmal killer*

1/day: *dream*

Magic Resistance. The bogeyman has advantage on saving throws against spells or other magical

effects.

Sneak Attack (1/turn). The bogeyman deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bogeyman that isn't incapacitated and the bogeyman doesn't have disadvantage on the attack roll.

Terrible Rejuvenation. A mythic bogeyman regains 10 hit points at the start of its turn while any creature within its deepest fear aura is suffering from a fear effect, including any fear effect created by the aura itself. If it is destroyed while within 30 feet of a frightened creature, the mythic bogeyman reappears after 3d4 days, fully healed on the Material Plane within a 1 mile radius of the place where it was destroyed. It also has an obsession for revenge against those who previously destroyed it. While a destroyed mythic bogeyman is reforming, any time a creature sleeps that was present at the mythic bogeyman's destruction sleeps in the Material Plane, it must make a DC 22 Wisdom saving or suffer the effects of a *dream* spell (with the monstrous messenger). Once the bogeyman is reformed, it can choose to reappear within a 30-foot radius of a creature suffering from the *dream* spell if that creature failed its saving throw.

The rejuvenation of a destroyed mythic bogeyman can be prevented if dispel evil is cast at the place on the Plane of Shadow that corresponds to the place at which the mythic bogeyman was destroyed.

ACTIONS

Multiattack. The bogeyman makes two claw attacks

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage and 10 (3d6) necrotic damage. A critical hit from a mythic bogeyman's claw forces any target that has successfully saved against the creature's deepest dread aura to make another Wisdom saving throw against its effects.

LEGENDARY ACTIONS

The bogeyman can take 3 legendary actions, choosing from the options below. Only one

legendary action option can be used at a time and only at the end of another creature's turn. The bogeyman regains spent legendary actions at the start of its turn.

Abduct. The bogeyman can attempt to initiate a grapple contest with an adjacent target. If it succeeds, it can move up to its full speed along with the creature that it is grappling.

Claw. The bogeyman makes a claw attack.

Spellcasting (two actions). The bogeyman casts a spell.

Many believe that the most cruel and mischievous fey become bogeymen as a punishment or a reward for their actions.

Others see bogeymen as supernatural manifestations of society's willingness to do itself harm.

Bogeymen use their powers to haunt houses or secluded natural places where they can hunt prey unobserved. They relish using their minor illusion power to hint at their presence long before they fully reveal themselves. It is not uncommon for a bogeyman to hide under a bed, or in a closet left slightly ajar, for days or even weeks, all the while feeding on its victims' growing realization that they are not alone.

The most evil bogeymen are those who abandon the tactic of feeding on one person's fears at a time and take up roles of mass murderers or serial killers, or other pursuits designed to drive fear into the hearts of an entire city of victims. True to their name, all bogeymen are male. Sometimes, children whom they steal away to secret lairs emerge years later, transformed into new bogeymen, and return home to continue their supernatural father's work.



BOOJUM SNARK

Large fey, neutral

Armor Class 20 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	18 (+4)	2 (-4)	14 (+2)	19 (+4)

Saving Throws Str +9, Dex +5, Con +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silver

Damage Immunities fire

Damage Vulnerabilities lightning

Condition Immunities prone

Skills Athletics +9, Perception +8, Stealth +8

Senses darkvision 60 ft., passive Perception 18

Languages —

Challenge 8 (3,900 XP)

Amphibious. The boojum snark can breathe air and water.

Charmed By Soap. A boojum snark has disadvantage on saving throws versus spells that inflict the charmed condition if the caster uses at least 1 pound of soap as an additional material component. Similarly, Charisma checks made against a boojum snark have advantage if at least 1 pound of soap is offered to it.

Elusive. As a full-round action while in water, a boojum snark can move up to 100 ft. without leaving any trace of its passing (identical in effect to a *pass without trace*). When it does so, an elusive boojum snark's Dexterity (Stealth) check is automatically considered to be a result of 30. In addition, except when in combat, a boojum snark is considered to be under the effects of a nondetection spell. Neither of these spell effects can be dispelled except with dispel magic cast with a 9th level spell slot. If the caster of a divination effect wears thimbles during the casting, the boojum snark's saving throw has disadvantage.

Planar Acclimation. A boojum snark cannot be banished.

Shell. A boojum snark carries a giant empty seashell into which its whole body can retract for defense and camouflage. While in its shell, a boojum snark can only use its bite attack. A

boojum snark's shell has an AC of 22, a damage threshold of 8, and 65 hit points. A boojum snark can move into or out of its shell with a bonus action.

Vanishing Gaze. The boojum snark can use its action to force an opponent to make a DC 16 Charisma saving throw or be banished to the fey realm. A creature that succeeds on this saving throw is immune to the boojum snark's Vanishing Gaze ability for 24 hours.

ACTIONS

Multiattack. The boojum snark makes two attacks: one with its bite, and one with its tentacle.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 11 (1d10 + 6) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the boojum snark cannot use its tentacle attack on another target.

Flame Breath (Recharge 5-6). The boojum snark exhales a fiery blast in a 30-ft. cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 35 (10d6) fire on a failure, or half as much damage on a successful one.

LEGENDARY ACTIONS

The boojum snark can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The boojum snark regains spent legendary actions at the start of its turn.

Claw. The boojum snark makes a claw attack.

Withdraw. The boojum snark uses a withdraw action.

Dodge (costs 2 actions). The boojum uses a dodge action.

A boojum snark's body has the general form of a large walrus or sea lion, with a thick, coarse hide covering rolls of blubber, yet with gills along its

upper flanks. Surrounding its jaws, that are lined with large, sharp teeth, is a mass of stiff bristles that give the creature a whiskered appearance. Its front flippers are equipped with long claws, but instead of rear flippers, its body tapers to a long, powerful, prehensile tail akin to a suckered tentacle of a giant octopus. On the creature's chest, and from about midway along its body as it tapers toward the tail are feathers; dull and drab on some boojums—easy mistaken as just a variation in the hue of its otherwise dark skin—yet bright, colorful, and unmistakable on others.

Like a bizarre hermit crab, the creature also carries a large empty seashell. On land, the boojum usually remains in its shell, using its strong and dextrous front flippers to drag itself around while its suckered tail grips the shell tightly from inside. In the water, it frequently emerges fully from the shell, but will not range far from it. It swims using sinuous whole-body movements while using its tentacle to hold the tip of its shell, which it pulls along behind it.

The body of a boojum is around 12 feet long, with its tail adding an additional 15 feet in total length. It weighs 4,000 lbs.

HABITAT AND SOCIETY

Snarks are very rare and highly elusive creatures yet they can sometimes be found lairing in the shallows around isolated volcanic islands filled with chasms and crags in uncharted reaches of oceans. Rarer still, are the boojums, mythic snarks who can cause those who meet their gazes to softly and suddenly vanish away, and never be met with again.

Usually active only in the twilight hours of late evening, a snark spends most of its time sleeping in a salvaged seashell it carries and into which its whole body can retract—either for defensive purposes, or to hide from a predator or from



prey. Most frequently, snarks use the shells of giant sea snails, although the shells of other giant sea creatures, and even hollow pieces of coral, wood, and stone are sometimes used.

Snarks are carnivorous and feed on a diverse variety of creatures for which they hunt or forage. Larger marine animals such as dolphins, seals, sea lions, sharks, and orcas are particularly relished though they will happily dredge through mud for molluscs and other bottom-dwellers. Strangely, snarks are also particularly attracted to the taste of soap.

Snarks were once native to the primal world of the fey. As with other legendary creatures from this realm, such as the bandersnatch, jabberwock, and jubjub bird, snarks belong to a group of creatures known collectively as the "Tane" of which it, and not the jubjub bird as previously thought, is the least powerful.

FAERIE DRAGON, VARIEGATED

Tiny dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 24 (7d4 + 7)

Speed 10 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	13 (+1)	16 (+3)	14 (+2)	16 (+3)

Skills Arcana +7, Perception +6, Stealth +9

Senses darkvision 60 ft., passive Perception 16

Languages understands Sylvan but can't speak it

Challenge 3

Magic Resistance. The faerie dragon has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The faerie dragon's innate spellcasting ability is Charisma (spell save DC 13). The faerie dragon can innately cast the following spells, requiring no components:

At will: *greater invisibility* (self only)
 1/day each: *color spray*, *dancing lights*, *hallucinatory terrain*, *mage hand*, *major image*, *minor illusion*, *mirror image*, *polymorph*, *suggestion*

Vanish. The faerie dragon can use *greater invisibility* as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage,

and the target must make a DC 13 Wisdom saving throw. On a failed save, the target takes 5 (1d10) psychic damage and cannot use reactions until the end of its next turn; the target takes half as much damage on a successful save and does not lose the ability to take reactions. If the psychic damage reduces the target to 0 hit points, the target is stable but incapacitated for 1 minute, and restrained while it is incapacitated in this way.

Breath Weapon (Recharge 5-6). The faerie exhales a cloud of euphoric gas in a 5-foot cone. Each creature in that area must make a DC 13 Wisdom saving throw. On a failed save, a creature is incapacitated for 1 minute. While the target is incapacitated, on each of its turns there is an even chance (1-3 on 1d6) that a creature uses all its movement to go in a random direction, and that (4-6) it is restrained until its next turn.

LEGENDARY ACTIONS

The faerie dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The faerie dragon regains spent legendary actions at the start of its turn.

Move. The faerie dragon moves a distance equal to its full movement without provoking opportunity attacks.

Bite. The faerie dragon makes a bite attack.

Faerie Magic (Costs 2 Actions). The faerie dragon casts one of its spells.

Related to pseudodragons, faerie dragons are whimsical, playful pranksters that spend most of their time either relaxing in cool forest glades or engaged in some sort of prank. Although such mischief is usually spontaneous, some faerie dragons have been



known to spend months or even years in preparation of one truly spectacular joke. Travelers making their way through lands known to be inhabited by these good-natured – but sometimes annoying – tricksters are advised to keep up their guard lest they face all manner of creative annoyances (horses painted with berry juice, squirrels placed inside bedrolls, and clothing decorating high branches being a few examples).

Unlike true dragons, faerie dragons do not grow larger with age, but their scales do change color, starting with red and moving through the rainbow to reach dark violet at old age. Faerie dragons grow in power as spellcasters as they age (typically gaining levels in sorcerer), learning more powerful spells to complement their innate abilities. The spells of faerie dragons tend to focus on tools that can be used to create or enhance pranks, and illusion and enchantment spells are particularly popular.

Faerie dragons avoid combat unless there is no other option. If forced to fight, faerie dragons attempt to confound enemies rather than kill them, using both spells and breath weapon to weaken and scatter foes before fleeing. The only exception to this is when a faerie dragon's clan or allies are in danger. As capricious as these tiny dragons can be, many prove quick to bond with goodly creatures, especially fey and others they find interesting or hilarious – adventurers often fall into this latter camp, particularly those most outraged by a faerie dragon's tricks.

Variegated faerie dragons elaborate the color changes of the faerie dragon, covered in colorful, rainbow spots and clouds. These faerie dragons are older and more powerful than common ones. It is not clear to scholars if variegated faerie dragons are a more eldritch breed, outliving their more mundane cousins, or if they are a natural stage in a faerie dragon's development long after it has achieved a violet hue. While capricious and unpredictable, variegated faerie dragons are often collectors of not only prizes and knickknacks, but pieces of lore about magical things and the Faerie realms. While aloof, variegated faerie dragons are likely to provide genuine aid to creatures in great need.

FRUMIOUS BANDERSNATCH

Gargantuan monstrosity, neutral

Armor Class 21 (natural armor)

Hit Points 351 (18d20 + 162)

Speed 60 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	25 (+7)	29 (+9)	2 (-4)	15 (+2)	18 (+4)

Saves Str +17, Dex +14

Skills Athletics +17, Acrobatics +14, Perception +16, Stealth +14, Survival +9

Damage Resistances bludgeoning, fire, piercing, and slashing damage

Condition Immunities frightened, paralyzed, poisoned, unconscious

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages —

Challenge 19 (50,000 XP)

Bounding Charge. The frumious bandersnatch is unaffected by difficult terrain.

Frumious. The frumious bandersnatch seethes with barely repressed rage and anger. If it misses with its bite attack or falls below half of its hit points, it succumbs to such uncontrollable fury that it bursts into flame. While engulfed in these flames, a frumious bandersnatch is affected as by a haste spell (this effect cannot be dispelled) and causes an additional 2d6 points of fire damage with each of its melee attacks and its quill attacks. The fury lasts for 5 rounds, after which



the frumious bandersnatch cannot enter a fury again for another 5 rounds.

Gaze. A frumious bandersnatch can direct its gaze attack against a single foe within 30 feet as a bonus action. That creature must make a DC 20 Constitution saving throw, becoming confused (as per the confuse spell) for 1 minute on a failure, or restrained for 1 rounds on a success. A creature confused by this ability can make a new saving throw at the end of each of its turns to end the effect early.

Hard to Kill. Through sheer force of will, a frumious bandersnatch can revive itself from a violent death. Once per day, as long as the frumious bandersnatch has at least one use of mythic power available, one round after a frumious bandersnatch is killed during combat the creature gains the effects of a *revivify* spell.

Magic Resistance. The frumious bandersnatch has advantage on saving throws against spells and other magical effects.

Planar Acclimation. A frumious bandersnatch cannot be banished.

Quick Recovery. A debilitated frumious bandersnatch recovers with frightening speed. If a frumious bandersnatch starts its turn affected by any or all of the following conditions, these

conditions end at the end of its turn: confused, any levels of exhaustion, poisoned, and stunned.

Relentless Tracker. A frumious bandersnatch can move at up to double its speed and still track without penalty. It gains advantage on Wisdom (Survival) checks made to track creatures it has wounded.

Vicious Tenacity. A frumious bandersnatch remains conscious and can continue fighting even if its hit point total is 0. While at 0 hit points, the frumious bandersnatch succeeds at any death saving throws. Any time it takes damage, it can make a Constitution saving throw with a DC equal to the damage taken. If it succeeds, it does not accrue a failure on its death saving throw. If the frumious bandersnatch takes a critical hit while at 0 hit points, it automatically dies.

ACTIONS

Multiattack. The bandersnatch makes three attacks: one with its bite, two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 21 (2d10+10) piercing damage, and the target is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the frumious



bandersnatch cannot use its bite on another target.

Claw. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 19 (2d8+10) slashing damage.

Tail Slap. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 28 (4d8+10) piercing damage and the creature must make a DC 20 Dexterity saving throw or have a quill lodged in its flesh. This causes the victim to become poisoned until the quill is removed. Removing one quill requires an action and a DC 20 Wisdom (Medicine) check that can be made by either the victim or an ally of the victim. For every 5 by which the check exceeds the DC, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 11 (2d10) piercing damage to the victim.

Quills. With a snap of its tail, a mythic frumious bandersnatch can loose a volley of four quills as a standard action (make an attack roll for each spike). This attack has a range of 300 feet with no range increment. All targets must be within 30 feet of each other. Each creature affected must make a DC 20 Dexterity saving throw. On a failure, it takes 27 (6d8) piercing damage and has a quill lodged in its flesh and becomes poisoned until the quill is removed. On a success, it takes half as much damage, and does not have a quill lodged in its flesh. Removing one quill requires an action and a DC 20 Wisdom (Medicine) check that can be made by either the victim or an ally of the victim. For every 5 by which the check exceeds the DC, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 11 (2d10) piercing damage to the victim.

LEGENDARY ACTIONS

The frumious bandersnatch can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The frumious bandersnatch regains spent legendary actions at the start of its turn.

Move. The bandersnatch moves a distance equal to its full movement without provoking opportunity attacks.

Claw. The frumious bandersnatch makes a claw attack.

Tail Slap (Costs 2 Actions). The frumious Bandersnatch makes a tail slap attack.

Bandersnatches are consummate hunters, and only the deadliest predators or the most cunning intelligent prey offer them sport. Once a bandersnatch has marked a creature for death, it runs it to ground without fear, rest, or remorse.

Bandersnatches rely on speed, shock, and terror to bring down prey. They pace their quarry from a distance, hidden among the trees, then break from cover, savage their target, and dart away again. They drag smaller creatures away to dispatch at leisure, while engaging larger ones in skirmishes until they gradually wear their prey down. An outmatched bandersnatch withdraws at full speed, stopping only to pick off pursuers that distance themselves from their allies. Once its wounds heal, the bandersnatch returns to the scene of its defeat, picks up the trail of its assailants, and eliminates them one by one.

In appearance, a bandersnatch resembles a tawny, six-legged great cat, but with wickedly barbed quills running the length of its body and down to the tip of its long, flexible tail. Its quills serve to deter attackers, but also act as a formidable weapon. With a single flick of its muscular tail, a bandersnatch can fling as many as a half-dozen quills at distant foes with surprising accuracy. A bandersnatch captivates any prey that meets the gaze of its saucerlike, luminous eyes. A bandersnatch measures 40 feet in length plus another 10 feet of tail and weighs 12,000 pounds. Despite their bulk, bandersnatches move with speed, grace, and even considerable stealth when required.

Bandersnatches were once native to the primal world of the fey, where they preyed on the greatest hunters of that ancient realm. As with other legendary creatures from this realm, such as the jabberwock, bandersnatches belong to a group of creatures known collectively as the "Tane." Whether the fey were careless in guarding their portals or released the first bandersnatches into Material Plane deliberately cannot be said with certainty. Rare in the extreme on the Material Plane, bandersnatches lair within forgotten forests where ancient beasts walk the world. Bandersnatches mate only rarely. A female becomes fertile perhaps once or twice per century, leaving the male soon after mating and giving birth to only one or two kittens per litter. The mother brings meat to her ravenous young, which mature within a year. Bandersnatches live for a thousand years or longer.

GRUESOME GREEN HAG

Medium fey, chaotic evil

Armor Class 18 (natural armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	12 (+1)	15 (+2)	13 (+1)	16 (+3)

Skills Arcana +5, Athletics +7, Deception +9, Insight +4, Perception +7, Stealth +7

Senses darkvision 90 ft., passive Perception 17

Languages Aklo, Common, Giant, Sylvan, tongues

Challenge 7 (2,900 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14). The hag can innately cast the following spells, requiring no components:

At will: *dancing lights*, *minor illusion*, *tongue*, *vicious mockery*

1/day each: *hallucinatory terrain*, *major image*, *mirror image*

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 16 Wisdom (Insight) check.

ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing, and the victim must make a DC 16 Constitution save or gain a level of exhaustion. Each exhaustion level gained from the hag's attacks can be removed after finishing a short or long rest.

Soul Swallow (1/day). The hag can drain the soul of a dead or incapacitated creature of Medium size or smaller. Victims of this attack take 4d6 points of damage and must succeed at a DC 13 Constitution saving throw or be reduced to 0 hit points. A consumed soul cannot be restored to life without *true resurrection* or similarly powerful effect. Swallowing the soul of a helpless creature grants the hag 20 temporary hit points. In addition, all allies of the victim within 60 feet and



line of sight must make a DC 17 Wisdom saving throw or become frightened for 1d4 rounds.

LEGENDARY ACTIONS

The hag can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hag regains spent legendary actions at the start of its turn.

Move. The hag moves a distance equal to its full movement without provoking opportunity attacks.

Claw. The hag makes a bite attack.

Hag Magic (Costs 2 Actions). The hag casts one of its spells.

Terrifying crones known to haunt foul swamps and tangled forests, green hags harbor an intense hatred for all beauty and purity. Making use of their varied deceptive abilities, these crones delight in murdering innocents, unhinging noble minds, and debasing the pure of heart. They are particularly fond of using their powers of illusion to assume the forms of alluring young maidens and then seducing young men away from their lovers or families. In this form, they can infect such noble and upstanding citizens with all manner of debauchery and scandal. Some green hags prefer to reveal their true natures to their lovers at a moment precisely engineered to drive the man mad with horror and shame. Others drag out their dalliances and do what they can to utterly ruin the lives of the men they seduce before showing the broken shell that remains the truth. In the end, the luckiest of these unfortunate lovers end up being eaten by their green hag companions—for the unlucky, their final doom can be much worse, for the cruel imagination of the green hag is vast.

A typical green hag stands between 5 and 6 feet tall and weighs just under 160 pounds.

IRASCIBLE REDCAP

Small fey, neutral evil

Armor Class 15

Hit Points 75 (10d6 + 40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Con +7, Cha +5

Skills Athletics +7, Acrobatics +6, Deception +5, Insight +4, Intimidation +8, Nature +7, Perception +7, Stealth +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that are not cold iron

Senses passive Perception 17

Languages Aklo, Common, Giant, Sylvan

Challenge 5 (1,800 XP)

Irreligious Outrage. Bitter and blasphemous, the irascible redcap cannot stand the symbols of good-aligned religions. If an enemy spends an action presenting a holy symbol, the redcap must make a DC 15 Wisdom saving throw or become frightened for 1d4 rounds. A redcap who successfully saves is enraged for 1 minute or until that foe is incapacitated, whichever is shorter. An enraged mythic redcap focuses its attacks against the foe who presented the holy symbol whenever possible, and will continue attacking until that foe is dead. While enraged, a mythic redcap deals an additional 1d4 damage on all of its attacks, but takes a -2 penalty to its AC. It cannot end its rage voluntarily.

Mythic Red Cap. The irascible redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a mythic redcap gains a +2 damage on its stomp attacks (included in its attacks) and has 5 temporary hit points that renew at the start of each of its turns. These benefits are lost if the cap is removed or destroyed, and stop functioning if the redcap is at 0 hit points. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the redcap takes a standard action to dip the cap in the blood of

a foe the redcap helped to kill, the cap does not grant its bonuses.

ACTIONS

Scythe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage.

Boot Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (1d12+6) bludgeoning damage. If the target of Boot Stomp is prone, it takes an additional 6 (1d12) bludgeoning damage.

REACTIONS

Death to Thieves. The redcap can make an attack against a creature that attempts to disarm its scythe, or steal its red cap. If this attack deals damage, the red cap regains a spent legendary action.

LEGENDARY ACTIONS

The redcap can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The redcap regains spent legendary actions at the start of its turn.

Scythe. The redcap makes a scythe attack.

Shove. The redcap initiates a shove contest with a target that large size or smaller. If it wins, the target is knocked prone.

Stomping Mad (Costs 2 Actions).

The redcap jumps up and down on feet and prone creatures in a 10 foot square area, dealing its Boot Stomp damage to any creature in that area.

Redcaps embody both capriciousness and sadism. These stumpy, misanthropic fey freaks exist seemingly to indulge in blissful bloodletting and self-indulgent slaughter. Like prune-faced, angry old men, they mollycoddle their own inefficiencies and miseries in gore. Redcaps are most widely recognized for their long woolen caps, which they

drench in the blood of their victims. Rumors and fairy stories abound concerning rituals and the cultural significance of their blood-soaked caps, though the practice likely evolved as an easy way for the brutish runts to create both fear and spectacle. Redcaps typically stand only 3 feet tall, with twisted frames, pointed ears, and long white beards. They dress in soiled leather armor and wear oversized, iron-shod boots that make a distinctive clanging when they run.



JABBERWOCK

Huge dragon, chaotic evil

Armor Class 21 (natural armor)

Hit Points 496 (32d12 + 288)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	29 (+9)	12 (+1)	25 (+7)	28 (+9)

Saving Throws Str +17, Dex +12, Con +16, Wis +14

Skills Athletics +17, Insight +14, Intimidate +23, Perception +21, Stealth +9, Survival +14

Damage Vulnerabilities cold; vorpal weapons

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Condition Immunities paralysis, unconscious

Senses blindsight 120 ft., darkvision 120 ft., passive Perception 31

Languages Aklo, Common, Draconic, Gnome, Sylvan

Challenge 23 (50,000 XP)

Fear of Vorpal Weapons. The jabberwock knows that a vorpal weapon can kill it swiftly. When it takes damage from a vorpal weapon, the jabberwock becomes frightened for 1 round. If that hit is a critical hit, the jabberwock is also stunned for 1 round.

Innate Spellcasting. The jabberwock's innate spellcasting ability is Charisma (spell save DC 24). The jabberwock can innately cast the following spells, requiring no components:

At will: *commune with nature*, *confusion*, *control weather*, *fireball*, *plane shift* (willing targets to fey realm only), *shatter*, *true seeing*

3/day each: *feebleshield*, *firestorm*, *power word stun*

1/day each: *prismatic spray*, *storm of vengeance*

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

Magic Resistance. The jabberwock has advantage on saving throws against spells and other magical effects.

Whiffling. A fierce wind roils around the jabberwock at nearly all times. Ranged attacks against the jabberwock are made with disadvantage unless they originate from huge or larger creatures. Creatures with a Strength score of 9 or lower who start their turn within 30 feet of the jabberwock are knocked prone.

Planar Acclimation. The jabberwock cannot be banished.

ACTIONS

Multiattack. The jabberwock uses its Manxome Foe, then makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 25 (3d10+10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 20 (3d6+10) slashing damage, and the target has their maximum hit points reduced by the same amount, as their skin is flensed away, unless the target is a construct or undead.

Eyes of Flame. *Ranged Spell Attack:* +12 to hit, range 60/120 ft., two targets (who must be within 30 feet of each other). *Hit:* 70 (20d6) fire damage.

Manxome Foe. The very presence of a jabberwock is terrifying to its enemies. When the jabberwock uses this ability, opponents within 120 feet who witness the action must make a DC 21 Wisdom saving throw or become frightened for 2d4 rounds. Creatures affected by this ability can make a saving throw at the end of each of their turns to remove this condition. Creatures succeeding on their saving throw are immune to the jabberwock's manxome foe aura for 24 hours.

Breath Weapon (Recharge 5-6). The jabberwock uses one of the following breath weapons.

Burble (Maddening). This blast of strange noises and shouted nonsense in the various languages known to the jabberwock (and invariably some languages it doesn't know), causing each creature within 60 feet of the jabberwock must make a DC 21 Wisdom saving throw or suffer the effects of *confusion* for 1d4+1 rounds.

Burble (Thundering). The mythic jabberwock can focus its burble into a devastating shockwave filling a 60-foot cone-shaped burst. Creatures in the area must make a DC 21 Constitution saving throw. On a failure, a creature takes 87 (25d6) thunder damage and is stunned for 1 round and deafened for 2d4 rounds. A success negates the stunning and halves both damage and the duration of deafness.

LEGENDARY ACTIONS

The jabberwock can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The jabberwock regains spent legendary actions at the start of its turn.

Bite. The faerie dragon makes a bite attack.

Tail Sweep (Costs 2 actions). The jabberwock can sweep with its tail, affecting a half-circle with a radius of 20

feet, extending from an intersection on the edge of the monster's space in any direction. Creatures in the affected area that are smaller than the jabberwock must make a DC 21 Reflex saving throw, taking 32 (4d10+10) bludgeoning damage and getting knocked prone on a failure. On a success, they take half as much damage and are not knocked prone.

Cast Spell (Costs 3 Actions). The Jabberwock casts one of its spells.

The jabberwock is a true creature of legend—a subject of poetry, song, and myth in many cultures. It is known to be a devastating creature in combat whose arrival presages times of ruin and violence; these stories also tell of the creature's fear of the tools some say were created in ancient times for the sole purpose of defeating them—vorpals. A jabberwock is 35 feet tall and weighs 8,000 pounds.

The jabberwock is not a creature of the Material Plane, but one from the primal world of the fey. It comes from a region of reality where life is more robust, where emotions are more potent, and where dreams and nightmares can come alive. Even in such incredible realms, though, the jabberwock is a creature to be feared. It belongs to a category of powerful Creatures whose shapes and types run the gamut of possibility—a group known collectively as the “Tane.” Of the Tane, the jabberwock is said to be the most powerful, but the others in this grouping are far from helpless. Said to have been created as goliaths of war and madness, dreamt and stitched into being by the strange gods of this primeval reality, the Tane are as mysterious as they are powerful, though they generally share no specific abilities or characteristics save for their common source in the primal world and their ability to acclimate themselves to any plane.

When a jabberwock comes to the Material Plane, it does so to spread destruction and ruin. Typically, the monster seeks out a remote forest lair at least a day's flight from civilization, then emerges from this den once a week to seek out a new place to destroy. It has no true interest in amassing treasure, but often gathers objects of obvious value to bring back to its den in order to encourage heroes to seek it out—to a jabberwock, it makes no difference whether it seeks out things to destroy or lets those things come to it.

Jabberwocks age, eat, drink, and sleep like any living

creature, but they do not reproduce in the classic sense of the word. The creation of a new jabberwock—or of any of the Tane, in fact—is regulated by the strange and unknowable godlike entities that dwell in the primeval world. These fey lords create new jabberwocks as they are needed—sometimes varying the exact particulars (see Variant Jabberwocks), but always creating a fully formed adult creature. No young jabberwock has ever been encountered as a result.

The strange vulnerability a jabberwock possesses against vorpal weapons has long been a matter of intrigue and speculation among scholars. Most believe that, once upon a time, only one jabberwock existed, a creature of such great power that nothing could hurt it. Nothing, that is, save for a legendary sword forged for a mortal hero by a now-forgotten artisan or god. So epic was this battle that it created strange echoes throughout reality, and as a result, these echoes, in the form of the vorpal swords and jabberwocks known today, can be found on many worlds.



JUBJUB BIRD

Huge monstrosity, neutral

Armor Class 18 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 50 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	15 (+2)	24 (+7)	2 (-4)	16 (+3)	13 (+1)

Saves Dex +7, Con +12, Wis +8

Damage Immunity acid

Skills Acrobatics +12, Perception +13

Senses darkvision 60 ft., passive Perception 23

Languages —

Challenge 15 (13,000 XP)

Critical Resistance. The jubjub bird has a 25% chance to treat a critical hit as a normal hit.

Magic Resistance. The jubjub bird has advantage on saving throws against spells and other magical effects.

Planar Acclimation. The jubjub bird cannot be banished.

ACTIONS

Multiattack. The jubjub bird makes two claw attacks, and one bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 20 (2d10+9) piercing damage. When the jubjub bird scores a critical hit with its bite, it rolls the damage dice three times instead of two. Creatures that are reduced to 0 hit points from a critical hit from the jubjub bird's bite are decapitated.

Claw. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 18 (2d8+9) slashing damage.

Shriek (Recharge 5-6). The jubjub bird voices a piercing screech. All creatures (other than jubjub birds) within a 60-foot-radius spread must make a DC 18 Constitution saving throw or take 35 (10d6) thunder damage, and gain the stunned condition for 1d4 rounds. A successful DC save reduces the thunder damage by half and negates the stunned condition. A creature stunned by this shriek can make another saving throw at the end of each of their turns to end the stunned condition.



REACTIONS

Adaptive Defense. Any time the jubjub bird would take cold, fire, lightning, or thunder damage, the jubjub bird can use its reaction to reduce the damage by half.

LEGENDARY ACTIONS

The jubjub bird can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The jubjub bird regains spent legendary actions at the start of its turn.

Move. The jubjub bird moves a distance equal to its full movement without provoking opportunity attacks.

Claw. The jubjub bird makes a claw attack.

Carnage (Costs 2 Actions). The jubjub bird makes a bite attack against each creature adjacent to it.

The jubjub bird is a rare and dangerous bird that resembles a giant dodo bird, but with long, muscular legs and wings that provide functional, if awkward, flight. When attacked with magic, a jubjub bird's plumage shifts randomly in hue and pattern with each spell hurled against it. Like the bandersnatch and other legendary creatures such as the jabberwock, the jubjub bird originally hails from the primal world of the fey. It has the dubious honor of being among the least powerful and least intelligent of these creatures, which are known collectively as the "Tane," yet one should never assume that the jubjub bird is a pushover—its penchant for snapping off heads with its razor-sharp beak can quickly put such ideas to rest.

Powerful fey sometimes keep jubjub birds as guardians, and there are even reports of giants (particularly powerful tribes of jungle giants) using them as mounts. Such avian allies must be carefully trained, for few giants and fey are able to comfortably exist alongside a creature so prone to uttering such stunning shrieks so often.

Jubjub birds stand about 20 feet tall and weigh roughly 6,000 pounds.

LEPRECHAUN KING

Small fey, chaotic neutral

Armor Class 15

Hit Points 54 (12d6 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	13 (+1)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Dex +4, Cha +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that are not cold iron

Skills Deception +7, Insight +4, Nature +4, Perception +6, Sleight of Hand +7, Stealth +7

Senses passive Perception 16

Languages Common, Elven, Halfling, Sylvan

Challenge 4 (1,100 XP)

Bewildering Blarney. The leprechaun gains has advantage on Charisma (Deception) checks, and if engaged in conversation it can use its spell-like abilities without being noticed if it can make a Charisma (Deception) check against the passive Perception of any onlooker. When engaged in conversation with a creature, a leprechaun can cause creatures to forget the last minute unless they succeed at a DC 14 Intelligence saving throw.

Innate Spellcasting. The leprechaun's innate spellcasting ability is Charisma (spell save DC 13). The pixie can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*, *invisibility* (self only), *mage hand*, *minor image*, *shillelagh*

3/day each: *charm person*, *color spray*, *enthrall*, *fabricate*

1/day each: *major creation*

Leprechaun Magic. When a leprechaun uses any of its spell-like abilities to deceive, trick, or humiliate a creature (at the GM's discretion), including pretending it has the ability to grant wishes or that it will reveal the location of a hidden hoard of gold or other treasure, the spell-like ability resolves at caster level 8th rather than 4th. If a leprechaun uses its spell-like abilities in this manner, it has a bonus of +11 on concentration checks.

Magic Resistance. The leprechaun has advantage on saving throws against spells and other magical effects.

ACTIONS

Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage. If the leprechaun confirms a critical hit with its shillelagh, the target is knocked prone.

LEGENDARY ACTIONS

The leprechaun can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The leprechaun regains spent legendary actions at the start of its turn.

Club. The leprechaun makes a club attack.

Move. The leprechaun moves up to its speed without provoking opportunity attacks.

Cast a Spell (Costs 2 Actions). The leprechaun casts one spell.

Leprechauns are small, fun-loving tricksters. They are most commonly found in forests and share the close connection with nature that is possessed by most fey creatures. Leprechauns love playing tricks on unknowing passersby—almost as much as they love a fine bottle of wine and a plateful of hot food in their bellies. They often steal something of worth from adventurers just to provoke a chase. Using their ability to disappear at will to its full potential, they wait until their victims appear to be about to give up the chase

before reappearing once more to let the chase resume. They are not greedy creatures, and eventually drop what they've stolen, slipping away while their angry pursuers claim the lost property. The exception is gold—leprechauns love gold and often hoard it in secret, hidden places. It is rumored that a person who finds a gold coin in the forest and returns it to the leprechaun that dropped it will be granted a wish as a reward. Unfortunately, these rumors are false—likely perpetuated by the leprechauns themselves in order to trick others into bringing them gold.

Leprechauns prefer not to kill other creatures unless the ones attacking them are malicious or known enemies of the forest or fey. They often use their powers to befuddle and annoy evil folk, tricking creatures such as goblins and orcs into thinking a forest is haunted.



PIXIE PRINCESS

Tiny fey, neutral good

Armor Class 15

Hit Points 28 (8d4 + 8)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	21 (+5)	12 (+1)	15 (+2)	14 (+2)	16 (+3)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Common, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 13). The pixie can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *druidcraft*

1/day each: *confusion*, *dancing lights*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *major image*, *mislead*, *modify memory*, *polymorph*

3/day each: *sleep*

Invisibility: The pixie is invisible. It can choose to become visible or invisible on its turn.

Magic Resistance. The pixie has advantage on saving throws against spells and other magical effects.

ACTIONS

Flying Dust (3/Day): The pixie sprinkles dust on a creature within 5 feet and grants them a fly speed of 30 ft. for 8 hours.

REACTIONS

Decoy (1/Day). The pixie can create a minor illusory duplicate. When the pixie would be hit by a melee or ranged weapon attack by a creature the pixie can see, the attack misses. Creatures with truesight are immune.

LEGENDARY ACTIONS

The pixie can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The pixie regains spent legendary actions at the start of its turn.

Detect. The pixie makes a Wisdom (Perception) check.

Move. The pixie moves up to its speed without provoking opportunity attacks.

Pixie Dust (Costs 2 Actions). The pixie casts one spell.

Perhaps the best-known and most elusive of all fey creatures, pixies live in the deepest, most pristine forests, but their insatiable curiosity often leads them far from home. Most pixies stand just over 2 feet tall—though they typically fly about the eye level of creatures they're conversing with in order to maintain eye contact—and weigh about 30 pounds. Pixies talk quickly and easily become overexcited. Pixie princesses are more mischievous than mighty. Still, even the most humble among them aspires to a kind of nobility of style and wit. The greatest possess well-reputed magics and unusual wisdom for their kind. A faerie lady or lord does not hold formal sway over other pixies, but will invariably be attended by a train of admirers.



TERROR BANSHEE

Medium undead, chaotic evil

Armor Class 16

Hit Points 180 (24d8 + 72)

Speed 60 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	23 (+6)	16 (+3)	5 (-2)	17 (+3)	19 (+4)

Skills Perception +8

Damage Resistances acid, fire, lightning, thunder

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 18

Languages Common, Elven

Challenge 16 (15,000 XP)

Aura of Fear. A creature that is within 10 feet of the banshee while it is conscious has disadvantage on saving throws against being frightened. Creatures that are immune to being frightened instead lose their immunity to being frightened.

Hear Heartbeat. The banshee can sense the beating hearts of living creatures within 60 feet, perceiving them as if it had the blindsight ability. It cannot detect plants, oozes, or amorphous creatures with this ability, nor any living creature that lacks a heartbeat.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

Sunlight Sensitivity. While in sunlight, the banshee has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Terrifying Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4)

necrotic damage, and the target must make a DC 17 Wisdom saving throw. On a failure, the target loses the benefit of one ongoing spell or effect that protects against being frightened (such as *heroes' feast*), and is frightened for 1 minute.

Death Coach (1/Day). The banshee summons an incorporeal, ghostly coach, the *Coiste Bodhar*. The coach appears in an empty space within 60 feet of the banshee and lasts as long as the banshee concentrates, like a spell. The coach occupies the space of a Large object, but does not prevent movement. As a bonus action, the banshee can direct the coach to fly up to 60 feet, passing through other creatures and objects. If the coach passes through a creature at least once in a turn, the victim must make a DC 17 Dexterity saving throw. On a failed saving throw, the creature takes 10 (3d6) necrotic and 10 (3d6) thunder damage, and a creature of Large or smaller size becomes trapped within the coach; on a success, a creature takes half as much damage and is not trapped.

The trapped target is restrained, it has total cover against attacks and other effects outside the coach, and it takes 5 (2d4) necrotic damage at the start of each of the banshee's turns. A trapped creature moves with the coach and is otherwise affected as the spell, *etherealness*.

At the end of each of its turns, a trapped creature may make a new Wisdom saving throw. On a success, the victim may exit the coach using 5 feet of movement and become corporeal again, either dismounting or falling, depending on whether the coach is in the air or not.

Immortal Anguish. Creatures within 60 feet of the banshee that are able to see and hear it must make a DC 17 Charisma saving throw. On a failure, a creature has disadvantage on attack rolls and ability checks for 1 minute. A creature that succeeds at a saving throw against this trait is immune for 24 hours.

Shout. Creatures within 30 feet of the banshee must make a DC 17 Constitution saving throw, taking 17 (5d6) thunder damage on a failed save and becoming deafened for 1 minute, and taking half as much damage on a success and not becoming deafened.

Wail (Recharge 6). Hostile creatures within 40 feet who can hear the banshee have disadvantage on attack rolls and ability

checks until the end of its next turn and must make a DC 17 Constitution saving throw. This has no effect on constructs or undead. On a failed saving throw, a creature takes 28 (8d6) necrotic damage and 28 (8d6) thunder damage and is frightened for 1 minute; on a failure by 5 or more, the target is permanently deafened. A target may make a DC 17 Wisdom saving throw at the end of each of their turns; on a success, they are no longer frightened. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence.

with equal ferocity. Only the cleansing rays of true sunlight, a symbol of healing, renewal, and forgiveness, evokes anything resembling fear in these nearly mindless harbingers of death.

LEGENDARY ACTIONS

The banshee can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The banshee regains spent legendary actions at the start of its turn.

Move. The banshee moves up to its full speed without provoking opportunity attacks.

Shout (Costs 2 Actions). The banshee uses its shout.

Terrifying Touch

Attack. The banshee makes one terrifying touch attack.

A banshee is the undead spirit of an elven woman who, in her last moments of life, either committed some sort of heinous betrayal of her friends and family or was herself dealt a soul-shattering, torturous death at the hands of those she thought were her allies and loved ones. In either event, the spirit of the slain elf rises with the next sunset as a creature of indiscriminate vengeance whose hatred of the living targets both innocent and guilty



UNICORN, GALLANT

Large celestial, lawful good

Armor Class 15 (natural armor)

Hit Points 82 (11d10 + 22)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	19 (+4)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 6 (2,300 XP)

Brave. The gallant unicorn has advantage on saving throws against being frightened.

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicorn's innate spellcasting ability is Charisma (spell save DC 15). The unicorn can innately cast the following spells, requiring no components:

At will: *detect evil and good*, *light*, *pass without trace*
1/day each: *calm emotions*, *daylight*, *dispel evil and good*, *magic circle*

Legendary Resistance (1/Day). If the unicorn fails a saving throw, it can choose to succeed instead.

Magic Resistance. The unicorn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The unicorn's weapon attacks are magical.

Purity of Spirit. The unicorn is always under the effects of a *protection from evil and good* spell.

ACTIONS

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Cleansing Touch (3/Day). The unicorn can end one

spell on itself or on one willing creature that it touches. **Healing Touch (3/Day).** The unicorn touches another creature with its horn. The target magically regains 20 hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

REACTIONS

Parry. The unicorn adds 3 to its AC against one melee attack that would hit it. To do so, the unicorn must see the attacker.

LEGENDARY ACTIONS

The unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

Agility. The unicorn moves up to its speed, provoking opportunity attacks as normal.

Hooves. The unicorn makes one attack with its hooves.

Heal Self (Costs 2 Actions). The unicorn magically regains 20 hit points.

Unicorns are fierce, intelligent creatures of the forest, noble beasts who keep their own counsel and typically appear only to defend their homes against evil. They universally shun all creatures except for good-aligned fey, good-aligned humanoid women, and the woodlands' native animals, though they may fight alongside other good creatures against common enemies. A typical unicorn is 8 feet long and 5 feet tall at the shoulder, weighing 1,200 pounds.

Unicorns mate for life, and the pairs generally make their homes in specific glades or dells within the vast forests they protect (these regions can cover anywhere from a few dozen square miles to hundreds). They allow good and neutral creatures to pass through, hunt for food, or reside in their woods unharmed, but evil creatures and those who damage the local ecosystem more than necessary through sport hunting or commercial logging are swiftly driven out or killed. On rare occasions, lone unicorns without mates or whose partners have been slain have been known to adopt young women of exceptionally pure virtue as surrogates, allowing the women to ride on their backs and becoming their guardians and protectors for

life. This bond generally ends amiably if the woman becomes more committed to someone else—such as a lover or child—giving rise to the myth that unicorns only befriend virgins.

A unicorn's horn is the focus for its powers, and in

order to use its spell-like abilities on other creatures the unicorn must touch them with it. Evil creatures greatly value unicorn horns as reagents for healing potions and other dark rites, and a single powdered unicorn horn counts as 1,600 gp when used as a component for crafting healing magic.



WILL-O'-WISP, WICKED

Tiny undead, chaotic evil

Armor Class 19

Hit Points 60 (24d4)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	15 (+3)	16 (+3)	14 (+2)

Saving Throws Wis +5, Cha +4

Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious

Skills Deception +4, Perception +7, Stealth +12

Senses darkvision 60 ft., sense thoughts 30 ft., passive Perception 17

Languages Aklo, Common

Challenge 4 (1,100 XP)

Ephemeral. The will-o-wisp can't hold or wear anything.

Feed on Emotions. When a mythic will-o-wisp starts its turn within 10 feet of a dying creature or creature subject to a fear effect, emotion effect, or an effect that provides a morale bonus (including a barbarian's rage), it gains 5 temporary hit points.

Incorporeal Movement.

The will-o-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The will-o-wisp's innate spellcasting ability is Wisdom (spell save DC 13). The

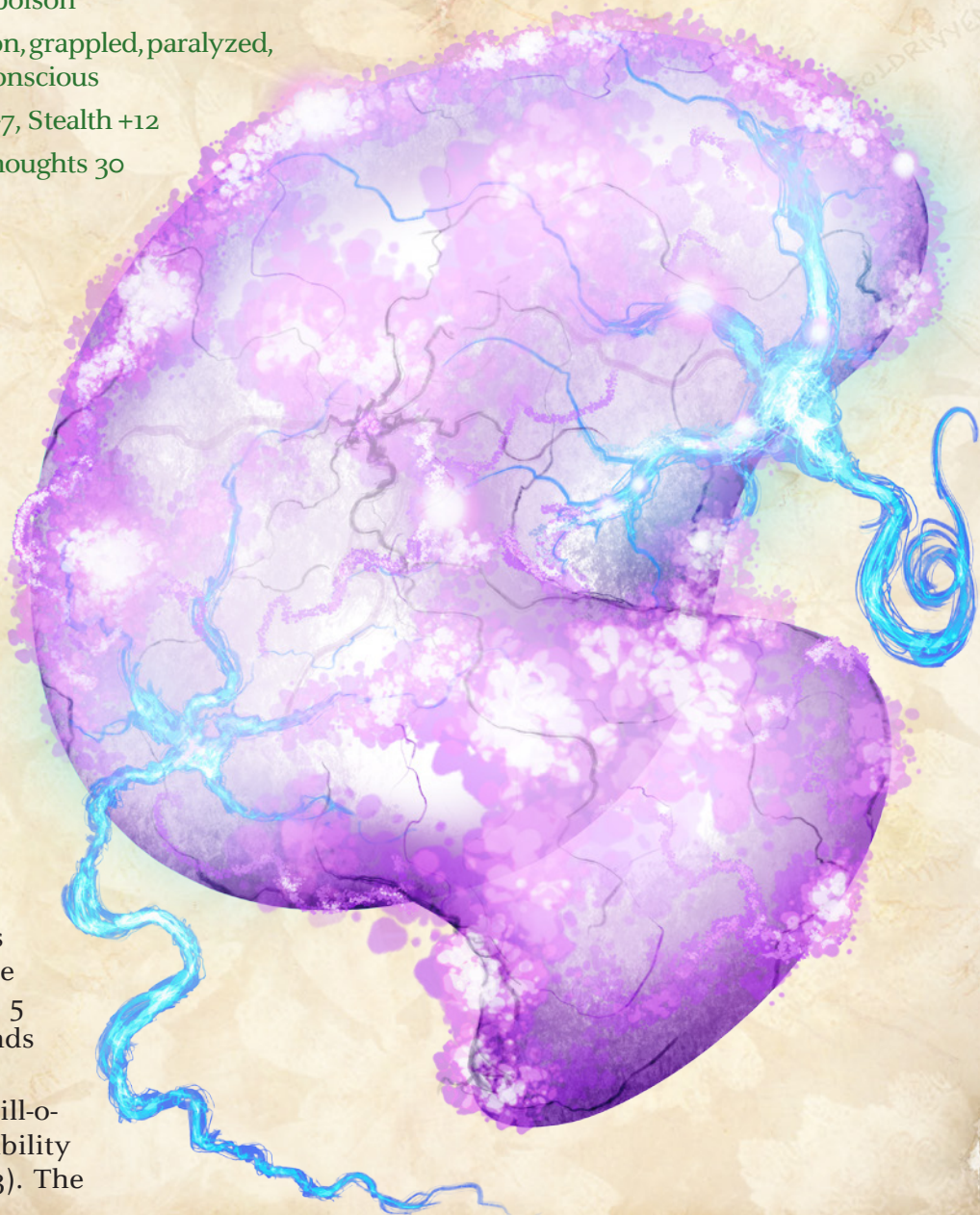
will-o-wisp can innately cast the following spells, requiring no components:

At will: *dancing lights*, *hypnotic pattern*

Invisibility: The will-o-wisp is invisible. It can choose to become visible or invisible on its turn.

Magic Resistance. The pixie has advantage on saving throws against spells and other magical effects.

Sense Thoughts. A mythic will-o-wisp can sense the presence of sentient creatures within 60 feet as if it had blindsight. It can sense the presence and location of undead and constructs as long as they are intelligent, but it cannot detect mindless creatures or creatures protected by *nondetection*, *mind blank*, or a similar effect.



ACTIONS

Shock. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) lightning damage.

Spark. The will-o-wisp can cause a spark to shock a target within 30 feet that the will-o-wisp hit with its Shock attack within the last minute. Doing so forces the target to make a DC 14 Constitution saving throw. On a failure, the target takes 9 (2d8) lightning damage and become paralyzed for 1d4 turns. A success halves the damage, and the target is not paralyzed. A target that is paralyzed by the will-o-wisp can make another saving throw at the end of each of its turns, ending the effect on a success. A creature that succeeds on any of these saving throws is immune to the will-o-wisp's Spark attack for 1 hour.

LEGENDARY ACTIONS

The will-o-wisp can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The will-o-wisp regains spent legendary actions at the start of its turn.

Shock. The will-o-wisp makes a shock attack.

Spark (Costs 2 Actions). The will-o-wisp makes a spark attack.

Cast Spell (Costs 3 Actions). The will-o-wisp casts one spell.

Every trapper and bog farmer living near marshes or swamps has his own name for these faintly glowing balls of light—jack o' the lanterns, corpse candles, walking fires, pine lights, spooklights, rushlights—but all recognize them as dangerous predators and false guides in the darkness.

Evil creatures that feed on the strong psychic emanations of terrified creatures, will-o'-wisps delight in tempting gullible

travelers into dangerous situations. In the wild lands where they're most common, will-o'-wisps favor simple tactics like positioning themselves over cliffs or quicksand where they can easily be mistaken for lanterns (especially if they can set their traps near actual signal lanterns), allowing them to lure unwary travelers into perilous situations. On rare occasions, will-o'-wisps seeking easier pickings will move into a city and take up residence near gallows or follow along invisibly behind an army in order to harvest the fear of the dying men; why the vast majority choose to remain in the swamps where victims are scarce remains a mystery. Will-o'-wisps only use their electric shock ability under extreme duress, preferring to let other creatures or hazards claim their victims while they float nearby and feast.



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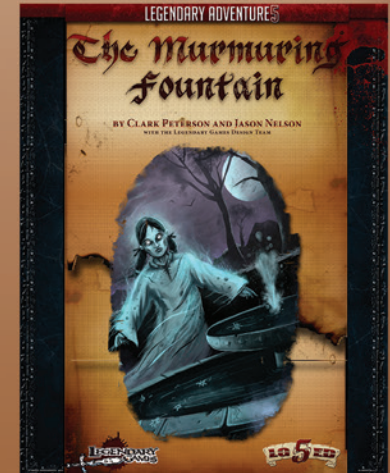
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