

FAE

Tiny • Fey • Chaotic

Armor Class 15

Initiative +5 (15)

Hit Points 56 (16d4 + 16)

Speed 10 ft., fly 40 ft.



STR

DEX

CON

INT

WIS

CHA

2 (-4)

20 (+5)

12 (+1)

14 (+2)

15 (+2)

18 (+4)

Saving Throws Dex +7, Int +4, Cha +6

Skills Animal Handling +4, Deception +6, Nature +4, Perception +4, Persuasion +6, Stealth +7

Senses passive Perception 14

Languages Common, Druidic, Elvish, Sylvan

CR 4 (XP 1,100; PB +2)

Flittering. The fae doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

ACTIONS

Befuddling Touch. *Wisdom Saving Throw:* DC 14, one creature within 5 feet of the fae that it can see. *Failure:* 22 (4d10) psychic damage, and the fae can cause one of the following effects:

- The target becomes incapacitated until the end of its next turn.
- The target must use its reaction to move up to its speed in a random direction.
- The target must use its reaction to make a melee attack against one creature within its reach, the fae chooses.

FAE — WEAKER

Armor Class 14

Initiative +4 (14)

Hit Points 20 (8d4)

Speed 10 ft., fly 40 ft.

STR

DEX

CON

INT

WIS

CHA

2 (-4)

18 (+4)

10 (+0)

12 (+1)

13 (+1)

16 (+3)

Saving Throws Dex +6, Int +3, Cha +5

Skills Animal Handling +3, Deception +5, Nature +3, Perception +3, Persuasion +5, Stealth +6

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

CR 1 (XP 200; PB +2)



Flittering. The fae doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

ACTIONS

Befuddling Touch. *Wisdom Saving Throw:* DC 13, one creature within 5 feet of the fae that it can see. *Failure:* 13 (3d8) psychic damage, and the fae can cause one of the following effects:

- The target becomes incapacitated until the end of its next turn.
- The target must use its reaction to move up to its speed in a random direction.
- The target must use its reaction to make a melee attack against one creature within its reach, the fae chooses.

FAE — STRONGER

Armor Class 16

Hit Points 90 (20d4 + 40)

Speed 10 ft., fly 40 ft.

Initiative +6 (16)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	22 (+6)	14 (+2)	16 (+3)	17 (+3)	20 (+5)

Saving Throws Dex +9, Int +6, Cha +8

Skills Animal Handling +6, Deception +8, Nature +6, Perception +6, Persuasion +8, Stealth +9

Senses passive Perception 16

Languages Common, Druidic, Elvish, Sylvan

CR 7 (XP 2,900; PB +3)



Flittering. The fae doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

ACTIONS

Multiattack. The fae uses its Befuddling Touch twice.

Befuddling Touch. *Wisdom Saving Throw:* DC 16, one creature within 5 feet of the fae that it can see. *Failure:* 22 (4d10) psychic damage, and the fae can cause one of the following effects:

- The target becomes incapacitated until the end of its next turn.
- The target must use its reaction to move up to its speed in a random direction.
- The target must use its reaction to make a melee attack against one creature within its reach, the fae chooses.

Spellcasting. The fae casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *druidcraft, minor illusion*

1/day: *dispel magic, fly, lesser restoration, seeming*

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

Spellcasting. The fae casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *druidcraft, minor illusion*

1/day: *confusion, dispel magic, fly, polymorph, greater restoration, irresistible dance, seeming*

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