

FAE BUNNY

Tiny • Fey • Neutral Good

Armor Class 13

Initiative +5 (15)

Hit Points 2 (1d4)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	10 (+0)	6 (-2)	12 (+1)	6 (-2)

Skills Acrobatics +5, Perception +3

Senses darkvision 30 ft., passive Perception 13

Languages understands Elvish, Sylvan but can't speak them

CR 0 (XP 10; PB +2)



Adorable. *Wisdom Saving Throw:* DC 10, a creature targeting the estrie with an attack roll, saving throw, or harmful effect.

Failure: The target must choose a different target or lose the ability it targeted the bunny with. *Success:* The trait doesn't function until the end of the bunny's next turn.

Familiar. The bunny can serve another creature as a familiar.

ACTIONS

Wing Pattern. *Wisdom Saving Throw:* DC 11, one creature within 15 feet of the bunny that it can see. *Failure:* The target becomes charmed or frightened (the bunny's choice) until the end of its next turn.

BONUS ACTIONS

Nimble Escape. The bunny takes the Dash, Disengage, or Hide action.

FAE BUNNY — WEAKER

Armor Class 13

Initiative +3 (18)

Hit Points 2 (1d4)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	17 (+3)	10 (+0)	6 (-2)	12 (+1)	6 (-2)

Skills Acrobatics +5, Perception +3

Senses darkvision 30 ft., passive Perception 13

Languages understands Elvish, Sylvan but can't speak them

CR TBD



FAE BUNNY — STRONGER

Armor Class 13

Initiative +6 (16)

Hit Points 14 (4d4 + 4)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	12 (+1)	6 (-2)	14 (+2)	6 (-2)

Skills Acrobatics +6, Perception +4

Senses darkvision 30 ft., passive Perception 14

Languages understands Elvish, Sylvan but can't speak them

CR 1/4 (XP 50; PB +2)



Adorable. *Wisdom Saving Throw:* DC 11, a creature targeting the estrie with an attack roll, saving throw, or harmful effect.

Failure: The target must choose a different target or lose the ability it targeted the bunny with. *Success:* The trait doesn't function until the end of the bunny's next turn.

Familiar. The bunny can serve another creature as a familiar.

ACTIONS

Wing Pattern. *Wisdom Saving Throw:* DC 13, one creature within 15 feet of the bunny that it can see. *Failure:* 5 (2d4) psychic damage and the target becomes charmed or frightened (the bunny's choice) until the end of its next turn.

BONUS ACTIONS

Nimble Escape. The bunny takes the Dash, Disengage, or Hide action.