

JACKASS

These creatures are small and bulky in frame, crowned with donkey-shaped heads and possessing gangly arms and dexterous fingers. Mischief and childish malice given form, they are a common fey found within the feywild. All who wander the realm fear encountering these dastardly fey, though not out of fear of harm. For you see Jackasses, as the name implies, are the most unpleasant company one will ever meet. Incapable of good manners and always committing tricks, thinking of tricks, of finding people to play tricks on!

Though their mischief is rarely deadly or fatal for the victim, every successful prank seems to invigorate them. It is best to let these creatures grow bored of you and move on of their own accord, as disrupting, or worse, hindering their fun will lead to foul tantrums. At best they will be an annoying distraction, at worst you may face their wrath for spoiling their fun and may find yourself with a new pair of donkey ears or a mule's tail for your troubles.



Artwork by Clara Fang
and DM Tuz

JACKASS

Small fey

Armor Class 14 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	9 (-1)	7 (-2)	14 (+2)

Proficiency +2

Skills Deception +4, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 8

Languages Common, Sylvan

Challenge 1/2 (100 XP)

Emboldening Shenanigans. The Jackass gains 5 temporary hit points when it succeeds on a Charisma (Deception), or Dexterity (Sleight of Hand) check that targets another creature, or when a creature fails its saving throw against its dirty trick.

ACTIONS

Multiattack. The Jackass makes two attacks, one bite and one kick. The Jackass can replace one of these attacks with a dirty trick.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Kick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage and if the target is a Medium or smaller creature, its movement speed is reduced by 10 ft. (to a minimum of 10 ft.).

Dirty Trick. The Jackass plays a dirty trick on another creature within 10 ft. of itself. The creature must succeed a DC 13 Wisdom saving throw. On a failure the Jackass has advantage on its next attack roll against the creature and the creature has disadvantage on its next attack roll targeting the Jackass made before the end of the Jackass' next turn.

PHOOKA

Small fey

Armor Class 17 (natural armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	13 (+1)

Proficiency +2

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elven, Sylvan

Challenge 2 (450 XP)

Hoarder of Luck. The phooka has advantage on all saving throws. Additionally, if the phooka 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.

Keen Ears. The phooka has advantage on Wisdom (Perception) checks that rely on hearing.

ACTIONS

Multiattack. The phooka makes two attacks with advantage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

BONUS ACTIONS

Bestow Luck (1/day). The phooka bestows a creature within 60 ft. of itself with luck. Until the end of the phooka's next turn, the creature can reroll an ability check, saving throw, or attack roll, and has to use the second result.

REACTIONS

Luckbending. When a creature within 60 ft. of the phooka makes an ability check, saving throw, or attack roll, the phooka can force the creature to reroll the check and use its second result.

If this causes the check to fail, the phooka regains a use of its bestow luck action (up to a maximum of 1).

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PHOOKA

Phooka are fey of luck, bending the whims of probability to their favor. Physically they appear fauna-like with big bright eyes, but one would be foolish to see them as mere beasts of the fey realm. They revel in the manipulation of chance, and though this ability is limited to their surroundings, it can be a dangerous foe to encounter. Bad or good luck, they do not care. Some may prefer to bestow good luck to anyone they see, while others enjoy the spread of misfortune.

They are furtive creatures by nature, preferring to act from the safe hiding spots of the trees and bushes they call home. As such a traveler may not even realize their fortune or folly is the work of a Phooka.

Once discovered however it will run, using their magic to ensure their own escape. The Phooka is not interested in earning anyone's scorn, nor does it want to become anyone's luck dispensing pet. If it remains undiscovered the Phooka will likely grow bored with time and simply move on.

GLATISANT

The Glatisant, or The Questing Beast is an amalgam of snake, feline predator and hart, majestic yet threatening in appearance. It is said the cry it reverberates mimics hundreds of fierce beasts roaring, barking, and hissing in unison. Tales of its presence are found in rumor and song all across the world, inspiring many adventurers to venture out in hopes of slaying it. Some think the Questing Beast is merely a romantic tale. After all, only one could have killed the single creature.

But the truth is the Glatisant likes to be hunted. It shows joy in the pursuit, always one step ahead of the hunters that seek it. Not to escape, but to leave a trail for them to follow. The mass cacophony of sounds it makes can be heard far and wide, drawing would-be-slayers to it.

If the hunt is successful, with seeker and Glatisant face to face after a long chase across the land, the Glatisant will fight with all of its might. Once slain it will disappear from the world, only to reappear again and find new adventures to chase it.

Alas, it is in an adventurer's nature to find grander quests while on the pursuit of the Questing Beast, and once the chase is abandoned the Glatisant will never again allow that hunter to find it. Not wishing to have its hopes dashed by someone who ended the game so early. Though if a hunter dies while seeking it, the creature is said to fall into a deep depression and vanish from the world for a longer stretch of time, perhaps in mourning.

Maybe the chase is merely an attempt to make the one who seeks it strong for the fight at journey's end.



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GLATISANT

Large fey

Armor Class 16 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	3 (-4)	17 (+3)	8 (-1)

Proficiency +4

Saving Throws Con +8, Int +6, Wis +7

Skills Perception +10, Stealth +8

Senses darkvision 60 ft., passive Perception 20

Challenge 10 (5,900 XP)

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

Barking Guts. The glatisant's innards cause a rumbling noise that is audible within 200 ft. of it. When the glatisant drinks water for 1 uninterrupted minute, this trait is suppressed for 1 hour.

Evasive. The glatisant has advantage on all ability checks to escape grapples or restraints, additionally any opportunity attack against it has disadvantage.

Veiled Creature. The glatisant is immune to the *Scry* and *Locate Creature* spells, or similar divination spells (excluding *Hunter's Mark*).

ACTIONS

Multiattack. The glatisant makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 17 (2d10+6) piercing damage plus 11 (2d10) poison damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 11 (2d6+6) slashing damage.

Thunderous Barks (Recharge 5-6). The glatisant releases a powerful roar. Each creature within 60 ft. of the glatisant that can hear it must succeed a DC 16 Constitution saving throw. On a failed save a creature takes 36 (8d8) thunder damage and is deafened until the end of the glatisant's next turn. A deafened creature is also stunned. On a successful save the creature takes half as much damage and is not deafened.

LEGENDARY ACTIONS

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

Move. The glatisant moves up to half of its speed without provoking opportunity attacks.

Prowl. The glatisant hides and the next attack roll the glatisant makes before the end of its turn is made with advantage.

Terrible Splendor. A creature within 30 ft. of the glatisant that can see the glatisant must succeed a DC 16 Wisdom saving throw or be frightened until the end of its next turn. Once a creature succeeds the saving throw it is immune to the glatisant's terrible splendor until the end of the glatisant's next turn.

Pounce (2 Actions). The glatisant moves up to its speed towards a creature it can see and then attacks with its claws. If the attack hits the creature must succeed a DC 16 Strength saving throw or be knocked prone.

BUGGANE

A large imposing fey with a brute-like appearance, though despite their intimidating looks buganne hold a veneer of eloquence and nobility. They can often be found in small pocket realms crafted for themselves inside the material world.

Through fey ritual and law the buganne will claim human housing as their own, often choosing locations the previous owners have long abandoned. With its claim it becomes the true master of the house, infusing the interior with fey magic. These creatures will then seek to make their new home as fancy as they can, commanding many servants, smaller fey or magic made, to mold the space to its liking.

Once a house is set up as the Buganne likes, it will indulge in its created opulence and live like a king, content to never leave. By nature they are solitary creatures who do not like to share their space with others, and though they delight in inviting others over to show off their opulent houses, it will make strict rules for guests to adhere to. Failing to follow them, or making even small infringements will quickly raise the Bugannes temper, resulting in banishment from the house or death.

The Buganne is always aware of who comes or leaves, and can easily traverse through the rooms and rearrange them as needed. As such invaders will be dealt quickly, for the Buganne is as strong as its brute appearance implies. Anyone who challenges this fey within its own dwelling will find out why it rightfully calls itself the master of the house.

LAIR: BUGGANE HOME

Housings built or claimed by a buganne are infused with fey magic and become a font of power for its master.

LAIR ACTIONS

When fighting a buganne inside of its home, it can take lair actions. On initiative count 20 (losing initiative ties), the buganne takes a lair action to cause one of the following effects:

Home Awareness. The buganne is aware of the position of any creature within the room. This does not reveal a hiding or invisible creature to the buganne.

Lock Room. All doors and windows within the room the buganne currently occupies shut close and are magically locked until the buganne uses another lair action (a creature can still break the doors or unlock them as usual).

Rearrange Room. The buganne can move and shift a piece of furniture within the room to a position of his choice inside of the room. If this causes the furniture to impact a creature, it must succeed a DC 14 Strength saving throw or take 7 (2d6) bludgeoning damage and pushed 5 ft. away from the furniture's path and fall prone.

BUGGANE

Large fey

Armor Class 16 (chain mail)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	10 (0)	14 (+2)	16 (+3)

Proficiency +3

Skills Insight +5, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elven, Sylvan

Challenge 5 (1,800 XP)

Claim. The buggane can perform a ritual to claim an unoccupied house or similar structure as its own. To do so, the buggane must perform a 24-hour-long ritual and do so uninterrupted. At the end of the ritual the buggane claims the house and forges a magic bond between itself and the structure.

Master of the House. While the buggane is inside its house, it is always aware of the amount of creatures currently within its house, but not of their location.

ACTIONS

Multiattack. The buggane makes two weapon attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) slashing damage or 16 (2d10+5) slashing damage if wielded with both hands.

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+5) piercing damage.

Expell. The buggane forces a creature it can see to make a DC 14 Charisma saving throw. On a failed save the creature is teleported to the doorstep of the buggane's house. A creature that succeeds the saving throw is immune to the buggane's expell for 24 hours.

Spellcasting. The buggane casts one of the following spells, using its Charisma as the spellcasting ability (Spell save DC 14) requiring no material components:

At Will: Mending, Prestidigitation, Unseen Servant

1/day: Arcane Lock, Alarm, Dimension Door, Enlarge/Reduce (can only target itself), Polymorph (can only target itself)



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