

Thornwing Flutterkin

November 8, 2023



Small fey (flutterkin), chaotic evil

Armor Class 14 (leather armor)

Hit Points 27 (6d6 + 6)

Speed 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The Thornwing Flutterkin's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: [Mage Hand](#)

1/day each: [Mirror Image](#), [Invisibility](#)

Butterfly Dance. The Thornwing Flutterkin moves up to its speed without provoking opportunity attacks. During this movement, it can pass through other creatures' spaces.

Butterfly Thorns. When a creature makes a melee attack against the Thornwing Flutterkin, it must make a DC 13 Dexterity saving throw. On a failed save, the creature takes 5 (2d4) piercing damage as the thorns on its wings lash out in defense.

Actions

Multiattack. The Thornwing Flutterkin makes two attacks with its Thorned Stab.

Ensnaring Flutter (Recharge 5–6). The Thornwing Flutterkin flutters its thorned wings and releases a cloud of tiny, enchanted thorns in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 9 (2d8) piercing damage and becomes restrained for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Thorned Stab. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Bunnerfly

November 8, 2023



Small fey, neutral

Armor Class 12

Hit Points 10 (3d6)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	14 (+2)

Skills Perception +3

Senses blindsight 30 ft., passive Perception 13

Languages understands Sylvan

Challenge 1/4 (50 XP)

Fluttering Ears. The Bunnerfly's butterfly-like ears grant it the ability to fly. It does not provoke opportunity attacks when it flies out of an enemy's reach.

Evasion. If the Bunnerfly is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Bunnerfly instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Keen Hearing. The Bunnerfly has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Flurry of Ears (Recharge 5-6). The Bunnerfly flaps its ears rapidly, sending forth a flurry of tiny butterflies in a 10-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw. On a failed save, a creature takes 3 (1d6) bludgeoning damage and is blinded until the end of its next turn.

Miniature

Download the [Bunnerfly printable STL](#)



Sewer Nymph

November 8, 2023



Medium fey, chaotic neutral

- **Armor Class** 13
- **Hit Points** 44 (8d8 + 8)

- **Speed** 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	14 (+2)	14 (+2)	18 (+4)

- **Skills** Deception +8, Perception +4, Performance +8, Persuasion +8, Stealth +5
- **Damage Resistances** acid
- **Damage Immunities** necrotic, poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Elvish, Sylvan
- **Challenge** 2 (450 XP)

Amphibious. The Sewer Nymph can breathe air and water.

Slippery Presence. The sewer nymph has advantage on saving throws against being grappled or restrained.

Actions

Multiattack. The Sewer Nymph makes two attacks.

Sewer Wave (Recharge 5-6). The sewer nymph stomps its foot, creating a surge of sewage, causing a 15-foot cone of sewage to burst forth. Each creature in that area must succeed on a DC 12 Strength saving throw or take 10 (3d6) poison damage and be pushed 10 feet and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. The sewage also creates a noxious cloud that heavily obscures the area in a 20-foot radius, centered on the nymph. The cloud lasts for 1 minute or until a strong wind disperses it.

Hallucinogenic Gaze. The Sewer Nymph targets one creature it can see within 60 feet of it. The target must succeed on a DC 12 Wisdom saving throw or be charmed by the nymph. While charmed, the target is incapacitated and perceives [hallucinatory terrain](#) and creatures as if they were real. The charmed target is unaware that it is being magically influenced. The target may attempt another saving throw on its turn each round. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this nymph's Gaze for the next 24 hours.

The nymph can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Sewage Spray. The Sewer Nymph sprays a stream of sewage from its mouth in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Her skin, a sickly blend of ochre and taupe, glistens with an otherworldly luminescence, casting an eerie, faintly viridescent radiance upon the foul waters. Her hair, resembling tangled vines woven with flotsam, flows like a polluted waterfall. Adorned in tattered, mold-covered garments that cling to her form, she is simultaneously noisome and strangely enchanting, an enigmatic presence amidst the filth and decay.

Dryad

November 8, 2023



fey

Blink Dog

November 8, 2023



fey

Sprite

November 8, 2023



fey

Satyr

November 8, 2023



fey

Sea Hag

November 8, 2023



fey

Green Hag

November 8, 2023



fey

Hags

November 8, 2023



- [Green Hag](#)
- [Night Hag](#)
- [Sea Hag](#)