



MADE WITH DALL-E 3

FAWDAA

Fawdaa are mythical creatures that exist within the Feywild and come into existence whenever chaos and destruction occur in large quantities on the material plane.

The desert people that first sighted this creature dubbed it fawdaa, meaning *being of chaos* as they could not make any sense of its origin or behaviour.

Fawdaa can make the colored patterns on their fur move and magically put their prey into a state of trance. Hypnotizing them and allowing the fey predator to eliminate its prey with a devastating bite.

DESCRIPTION

Fawdaa are large creatures vaguely resembling leopards ranging in size between 2.5 to 3 meters at shoulder level. They however possess an extremely large neck and tail that both tend to be around 3 meters long. As for the pattern on their fur, it comes in a variety of contrasting colors designed to mesmerise any onlookers unlucky enough to cross their path.

BEHAVIOUR

These fey are highly erratic creatures that settle in a territory seemingly at random and for an unpredictable amount of time. Sometimes they settle in a grove for decades, but then the same creature will nest in a cave for a couple of days before it moves on to live in pine tree canopies high up in the mountains for the remainder of its life.

They can usually be found hunting in pairs or in small prides but do not form family units. It is common for a member of a pride to join another one or even start travelling on its own until it decides to join another pride, should it be accepted.

FAWDAA

Large fey, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	10 (0)

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages –

Challenge 3 (700 XP)

Erratic Movement. Enemies have disadvantage on opportunity attacks on the fawdaa.

ACTIONS

Multiattack. The fawdaa makes two attacks: one with its bite and one with its tail swipe.

Bite. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit* 12 (2d8 + 3) piercing damage.

Tail Swipe. *Melee Weapon Attack:* +4 to hit, reach 10ft., one target. *Hit* 5 (1d4 + 3) bludgeoning damage.

BONUS ACTION

Confusing Pattern. The fawdaa creates a twisting pattern of colors in the air that mimics its fur inside a **15-foot radius** centered on itself. The pattern appears for a moment, then vanishes. Each creature in the area who sees the pattern must make a **DC 15 Wisdom saving throw**. On a failed save, the creature becomes charmed for **1 minute**. While charmed by this spell, the creature is incapacitated and has a **speed of 0**.

The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fawdaa's Confusing Pattern for the next 24 hours.

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