FEYSTAG

Medium-Size Magical Beast
Hit Dice: 2d10+4 (15 hp)
Initiative: +7 (+3 Dex, +4 Improved Initiative)
Speed: 50 ft
AC: 13 (+3 Dex)
Attacks: 2 claws +1 melee
Damage: Claw 1d4-1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Control magic item
Special Qualities: Identify magic item, Immunities, SR 25
Saves: Fort +5, Ref +6, Will +1
Abilities: Str 9, Dex 16, Con 15, Int 13, Wis 12, Cha 12
Skills: Animal Empathy +5, Hide +8*, Knowledge (arcana) +4,
Knowledge (nature) +4, Listen +5, Move Silently +8, Spot +5, Use
Magic Device +16, Wilderness Lore +5
Feats: Improved Initiative, Skill Focus (Use Magic Device)

Climate/Terrain: Any cold or temperate land
Organization: Solitary or mated pair
Challenge Rating: 1
Treasure: Standard coins; standard goods; double items
Alignment: Usually chaotic neutral
Advancement: 4-6 HD (Medium-size)

Feystags are often whispered of in woodcutter's tales, for their mastery
over magic makes them fearsome opponents. These creatures can run
on all fours and stand erect. Their limbs are clawed, they have coats of
dusty brown hair, and antlers rise from their feline-like heads.

Feystags speak Common and Sylvan.

COMBAT

A feystag senses auras of enchanted items, and it can often identify
the type, specific functions, and even "strength" (number of charges,
uses, or spells remaining) of a magical item from but a glance.

The feystag's two clawed forearms can awkwardly wield one-handed
weapons or rake with its claws.

Control Magic Item (Su): If a feystag learns how to operate an item
power triggered by force of will, silent mental command, or spoken word
by using its identify magic item ability, it can make the item function
from 20 feet away.

Feystags can't control or activate items they haven't identified, and
they can activate only one item per round, once, but items that operate
continuously for more than one round will do so even after the feystag
has turned its attention to another item.

The bearer of an item a feystag activates can wrest control from the
creature if the item is controlled by physical means or if the bearer
speaks command words. (The bearer's words override the feystag's
long-range commands.) If the bearer tries to regain control of a power
activated by will, he must make two consecutive Wisdom checks (DC
10 + ½ the feystag's HD + the feystag's Charisma modifier). If only one
check succeeds, the bearer must make a Will save (DC 12) or be
confused for 1d6 rounds. No one can operate the item during this time if
the bearer still holds it. If both Wisdom checks fail, the bearer cannot
wrest control from the feystag.
**Immunities (Su):** A feystag is immune to all enchantment/charm and greater divination magic, and to psionics that duplicate mind reading and mind influencing effects.

**Identify Magic Item (Su):** A feystag automatically senses all magical auras within a 60-foot radius, seeing them as auras of differing brightness. A feystag that studies an item for one round makes a Use Magical Device check to determine if it divines how to activate or control a property of the item. (Some magical items defy identification or have too faint a dweomer for the feystag to learn their powers—DM's discretion.)

Note that the creature can study only one item per round, but it can do so in addition to other physical, mental, and magical activity. A feystag able to handle an item gains a +1 bonus to its skill check.

**Skills:** Feystags receive a +8 racial bonus to Use Magic Device checks. *They receive a +4 racial bonus to Hide and Move Silently checks when in forested terrain.

**FEYSTAG ECOLOGY**

A feystag is usually a solitary forager (except during mating cycle). It habitually scouts out new territories, discovering springs, caverns, hiding places, and areas where pitfalls and snares can be set—often a feystag lair is surrounded by traps. The creature hoards magical items, delighted in their use and always trying to acquire more.

A few feystags dwell among humans in remote forest communities. They often bargain with or sell information about items brought to them, or they become sages.

Many creatures—their predators being the same as those for the common deer—prey upon Feystags. Feystags are friendly with korred, centaurs, and satyrs. They prefer to eat plants (particularly mint), certain mosses, and mistletoe.

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