



ENHANCED EDITION MONSTER COMPANION



FAN MADE BY KORIOZ675

ENHANCED EDITION



Credits

First thanks to Wizard of the Coast for the Game DnD.

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On the cover

Dungeons and Dragons Game - Sword Coast Legends

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Introduction

In this book, you will find new monsters for your campaigns as a DM.

Every new content in this book is either taken from the [D&D Wiki](#), from [D&D Beyond](#) or from the creators of this book. However, some races or subraces taken from both websites has been modified to make sure it's balanced and not too powerful / too weak.

Archfey

The most powerful beings amongst the fey, the Archfey are notoriously prideful, selfish, and manipulative despite their inability to lie.



ARCHFEY

Medium fey, Any Chaotic Alignment

Armor Class 16 (scale mail)

Hit Points 117 (16d8 + 32)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Dex +6, Wis +7, Cha +9

Skills Acrobatics +6, Arcana +6, Deception +9, History +6, Insight +7, Intimidation +9, Perception +7, Persuasion +9

Condition Immunities charmed

Senses darkvision 15 ft., passive Perception 17

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

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

Spellcasting. The archfey is a 16th level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *friends*, *message*, *prestidigitation*, *dancing lights*, *eldritch blast*

- 1st level (4 slots): *armor of agathys*, *sleep*, *hex*
- 2nd level (3 slots): *moonbeam*, *crown of madness*, *calm emotions*
- 3rd level (3 slots): *counterspell*, *blink*, *bestow curse*
- 4th level (3 slots): *banishment*, *greater invisibility*
- 5th level (2 slots): *seeming*, *dominate person*, *scrying*
- 6th level (1 slot): *eyebite*, *mass suggestion*
- 7th level (1 slot): *prismatic spray*, *ethereality*
- 8th level (1 slot): *power word stun*

Subtle Spell (5/rest). When the archfey casts a spell, it can do so without any somatic or verbal components.

ACTIONS

Multiaattack. The archfey makes two attacks with its longbow or rapier.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Fey Presence. Each creature of the archfey's choice that is within 30 feet and aware of it must succeed on a DC 18 Wisdom saving throw or become charmed or frightened (archfey's choice) for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the archfey's Fey Presence for the next 24 hours.

Dark Delirium (Recharges after a Short or Long Rest). A creature of the archfey's choice that it can see within 60 feet of it must make a DC 18 Wisdom saving throw. On a failed save, the creature is charmed or frightened (archfey's choice) for 1 minute or until the archfey's concentration is broken (as if concentrating on a spell). This effect ends early if the creature takes any damage. Until this illusion ends, the creature thinks it is lost in a misty realm. The creature can see and hear only itself, the archfey, and the illusion.

LEGENDARY ACTIONS

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

Attack. The archfey makes one weapon attack.

Shimmering Shield (Costs 2 Actions). The archfey creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the archfey's next turn.

Misty Step (Costs 2 Actions). Disappearing in a shroud of silvery mist, the archfey teleports 30 feet to an unoccupied space it can see.

Cats

CAT

Tiny fiend, Neutral Evil

Armor Class 12

Hit Points 4 (1d4 + 2)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	15 (+2)	17 (+3)	12 (+1)	12 (+1)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages Abyssal, Infernal, understands Orc

Challenge 0 (10 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

Unholy Resurrection. Whenever a cat dies, it'll be revived and restored to maximum hit points at the next sunset. This ability has 9 charges.

See the Dead. When a cat sits alone, staring at nothing, it is actually watching the tormented souls of dead people. They do this mostly for their own amusement.

Terminal Velocity. The cat is immune to fall damage.

pact. You can trade housing, food and your soul for a house cat. The cat will hunt any mice and flies in your designated house. If you perform this pact, your soul can not be recovered by any means, short of an usage of the Wish spell

ACTIONS

Claws. Melee Weapon Attack: +0 to hit, reach 5 ft., one target.
Hit: 1 slashing damage



Cat-Sith

The Cat-Sith is a fey creature resembling a black cat with a white spot on its chest. It is a stealthy protector of the forests of the Material Plane, as well as a resident of the Feywild. Few have seen the Cat-Sith, but many rumors exist surrounding its existence and purpose.

Some say there is one, immortal Cat-Sith, while others claim they are a race unto themselves. Some say they guard the hidden portals to the Feywild buried deep within jungles and forests in the Material Plane. Others have even reported seeing the Cat-Sith steal the souls of the recently deceased.

In truth, the Cat-Sith are a small collection of felines elevated to Fey by the gods of the Feywild. Their purpose is to stay out of sight or blend in, serving as a sort of reconnaissance unit of the Feywild. While they look nearly identical to one another, those without a sense of the Fey can identify them by the unique shape of the white fur on their chests, although few, if any, humanoids have come close enough to a Cat-Sith to notice. They are gifted with several magic abilities, the strongest of which is power over death. Each Cat-Sith is granted nine lives, lived out consecutively. And each has the ability to banish a dead creature's spirit to the afterlife, permanently, with the rest eternal spell.

While not directly serving the Fey gods, the Cat-Sith are known to engage in mischief or other personal interests, especially those which play to their baser feline instincts.



CAT-SITH

Tiny Fey, Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 21 (6d4 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Dex +5, Wis +4

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Feline, Sylvan

Challenge 3 (700 XP)

Keen Hearing and Smell. The Cat has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Innate Spellcasting. The Cat's spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

Constant: *see invisibility*
3/day: *minor illusion*
1/day: *bestow curse*
1/week: *eternal rest*

Magic Resistance. The Cat has advantage on saving throws against spells and other magical effects.

Black Coat. The cat's black coat of fur gives it advantage on stealth checks made to hide or travel in total darkness.

ACTIONS

Multiattack. The cat makes two claw attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. Hit: 5 (1d4 + 3) slashing damage.

Bad Luck. A creature hit by the Cat's claws must succeed on a DC 13 Wisdom saving throw or be stricken with bad luck. For 1d4 rounds, the affected creature loses the ability to land critical hits (natural 20 rolls are treated as a normal attack roll) and also loses the ability to roll with advantage on attack rolls and skill checks.

Cuteness. The Cat behaves in a cute and adorable manner. This behavior often involves the Cat mimicking the common house cat's activities, such as playing with string, kneading with its paws, or rubbing against a humanoid's leg. Every humanoid within 60 feet that can see the Cat must succeed on a DC 12 Wisdom saving throw or be charmed until the Cat ceases its cute behavior. The cat must take a bonus action on each of its subsequent turns to continue behaving cutely. The effect ends if the cat is incapacitated. Any creature charmed by Cuteness is no longer charmed if it takes damage from the Cat. A target that successfully saves is immune to this Cat's cuteness for the next 24 hours.

Nine Lives. After death, this creature rises from the dead at the next sunrise at the den of the Cat-Sith as if affected by a *resurrection* spell. This ability activates no more than eight times.

Demons

Made of ever-churning blood, this yellow-eyed demon is summoned via dark blood ritual where a pool of blood is required. The demon lives within the pool of blood and grows stronger as more victims are brought before it to fill the growing pool.



BLOOD DEMON

Large fiend, lawful Evil

Armor Class 17 (natural armor)

Hit Points 17 (1d12 + 5)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	20 (+5)	12 (+1)	8 (-1)	12 (+1)

Saving Throws Dex +6, Con +7

Skills Deception +3

Damage Vulnerabilities cold, lightning, radiant

Damage Resistances piercing, slashing

Damage Immunities fire, necrotic

Condition Immunities blinded, exhaustion, grappled, poisoned, prone, restrained

Senses blindsight 120 ft., darkvision 60 ft., passive Perception 9

Languages Abyssal, Common, Infernal, Telepathy 120 ft. Can only speak through Telepathy

Challenge 2 (450 XP)

Initiative Advantage. The Blood Demon has advantage on initiative rolls.

Magic Resistance. The Blood Demon has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The Blood Demon's spellcasting ability is Charisma (spell save DC 12). The Blood Demon can innately cast the following spells, requiring no material components:

At will: 1/day each: **Blood charm** (*charm person*), **Caustic Wound**

ACTIONS

Multiattack. The Blood Demon makes two slam attacks.

Slam. *Natural Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Blood Spike. *Natural Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) piercing, or slashing damage.

Blood Axe. *Natural Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Blood Spear. *Natural Ranged Weapon Attack:* +6 to hit, range 30 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

REACTIONS

Caustic Wound. 1st-level transmutation; Casting Time: 1 reaction, which you take in response to being damaged by a creature with either piercing or slashing damage Range: Self Components: V, S Duration: 1 round You infuse your blood with caustic acid. Until the start of your next turn, when you take piercing or slashing damage, a spray of acidic blood bursts from the wound, including from the triggering response. One creature in a 10-foot cone must make a Dexterity saving throw. A creature takes 1d10 acid damage on a failed save, or half as much damage on a successful one. The acid destroys any susceptible objects in the area that are not worn or carried.

Elementals

Natives to the Frostfell, the elemental plane of Ice, most Ice Elementals are servants to Cryonax the Evil Prince of Elemental Ice and corresponding cults of Elemental Evil.



ICE ELEMENTAL

Large elemental, Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	5 (-3)	8 (-1)	5 (-3)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Aquan

Challenge 6 (2,300 XP)

Frozen Aura. Intense cold radiates out from the Elemental in an aura with a 20-foot radius. A creature that starts its turn area takes 7 (2d6) cold damage. Additionally, the ground in the area is covered in slick ice making it difficult terrain. When a creature enters the area for the first time it must make a DC 12 Dexterity saving throw or fall prone.

Icy Walk. The Ice Elemental is unaffected by difficult terrain caused by ice.

Icy Death. When the Ice Elemental dies, it shatters in an explosion of jagged ice. Each creature within 10 feet must make a DC 15 Dexterity saving throw, taking 10 (3d6) piercing damage and 10 (3d6) cold damage on a failed save, or half as much on a successful one.

ACTIONS

Multiattack. The Ice Elemental makes two slam attacks or two icicle attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

Icicle. *Ranged Weapon Attack:* +8 to hit, range 120 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

A lightning elemental is a bolt of lightning come alive, a rough humanoid form made of jagged, crackling electricity. Lightning elementals surge about erratically, striking without rhyme or reason. They, like true lightning, are drawn to objects made of metal.

LIGHTNING ELEMENTAL

Large elemental, Neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Lightning Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) lightning damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 3 (1d6) lightning damage and must make a DC 13 Constitution saving throw or fall prone. If the creature is holding or wearing anything made of metal, they make the saving throw at disadvantage.

ACTIONS

Multiattack. The elemental makes two zap attacks.

Zap. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) lightning damage.

Overload (Recharge 4-6). Each creature within 5 ft. of the elemental must make a DC 13 Constitution saving throw. On a failed save, a creature takes 2d8 lightning damage and falls prone. On a success, the creature takes half that damage and does not fall prone. If the creature is holding or wearing anything made of metal, they make the saving throw at disadvantage.



MINOR AIR ELEMENTAL

Tiny elemental, Neutral

Armor Class 14 (natural armor)

Hit Points 16 (6d4 + 6)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	12 (+1)	3 (-4)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Auran

Challenge 1/4 (50 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage. If the target was already hit by a minor air elemental's slam attack this turn, it must make a successful DC 11 Strength saving throw or fall prone.

Minor Water Elementals lurk in small ponds and rivers, and superstitious folk often come to revere them as river gods. These elementals enjoy being praised for doing nothing and are content to just sleep the years away in their ponds. When summoned from the Plane of Water, minor water elementals throw themselves headlong into battle, hoping to be defeated and thus returned to their home plane.

Minor Air Elementals are rarely seen on the Material Plane, as they are usually content to drift by on gentle breezes high above the earth. When conjured from the Plane of Air to fight, they appear as tiny silver zephyrs or whirling dust devils.

MINOR WATER ELEMENTAL

Small elemental, Neutral

Armor Class 13 (natural armor)

Hit Points 39 (6d6 + 18)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	3 (-4)	10 (+0)	8 (-1)

Damage Vulnerabilities thunder

Damage Immunities cold, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Aquan

Challenge 1/2 (100 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage. If the target has been hit by another minor water elemental's slam attack this round, it must succeed on a DC 11 Strength saving throw or be pushed 5 feet in a direction of this elemental's choice.

Minor Earth Elementals are common across the Material Plane, but dislike moving and are often mistaken for common rocks, about the size of a large pumpkin. A minor earth elemental only reveals its true nature if kicked, picked up, or summoned from the Plane of Earth to fight, revealing its stubby, club-like arms and stocky legs.

MINOR EARTH ELEMENTAL

Small elemental, Neutral

Armor Class 9 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 10 ft., (30 ft. while moving downhill), burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	16 (+3)	3 (-4)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception

10

Languages understands Terran

Challenge 1 (200 XP)

Downhill Roller. The elemental's walking speed increases to 30 while moving downhill. If it moves at least 15 feet straight towards a target and then hits it with a slam attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage.

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

False Appearance. While the elemental remains motionless, it is indistinguishable from a normal stone.

ACTIONS

Slam. *-Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Minor fire elementals are shy spirits that lurk in fireplaces and within metal braziers, pretending to be small flames. When summoned from the Plane of Fire, these minor elementals grow fierce and wrathful, longing for nothing more than to burn everything in sight.

MINOR FIRE ELEMENTAL

Medium elemental, Neutral

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Damage Vulnerabilities cold

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan

Challenge 2 (450 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 15-foot radius and dim light in an additional 15 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *-Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Fallen Knights



ELDRITCH KNIGHT

Medium humanoid, Any Alignment

Armor Class 18 (plate)

Hit Points 142 (19d8 + 57)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	16 (+3)	10 (+0)	8 (-1)

Saving Throws Con +7, Int +7, Wis +4

Skills Arcana +7, Athletics +9, History +7

Senses passive Perception 10

Languages Any four languages

Challenge 10 (5,900 XP)

Spellcasting. The Knight is a 19th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The knight has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, shocking grasp*
1st level (4 slots): *detect magic, mage armor, magic missile, shield*

2nd level (3 slots): *misty step, suggestion*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (1 slots): *greater invisibility, ice storm*

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the Knight can regain 20 hit points.

ACTIONS

Multiattack. The knight makes three melee attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

Gobelins

A rare goblin that hoards treasure as if it were a dragon, it carries around a very unique bag of holding that it stores untold wealth in. Not as interested in combat as many goblins, the Treasure goblins tend to hang around powerful monsters or large groups of monsters that kill adventurers so that it may loot the bodies afterwards. Adventurers be warned, Treasure Goblins have been known to carry dangerous Liquid gold that it throws at its attackers.

TREASURE GOBLIN

Small Humanoid (Goblinoid), Neutral Evil

Armor Class 15 (chain shirt)

Hit Points 55 (10d8 + 15)

Speed 40 ft.

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

Skills Sleight of Hand +5

Damage Resistances acid

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin, understands Dwarvish

Challenge 2 (450 XP)

All that Glitters. Upon death the Treasure goblins unique Bag of Holding will disintegrate dropping its contents, of which include 6d20 Gold pieces and One Uncommon weapon.

Nimble Escape. The treasure goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Gold Fever. If a gold pieces or items of considerable worth are dropped near a Treasure goblin it will be enthralled to dash towards it and place the gold/item in its bag of holding.

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., One target. Hit: 9 (1d12 + 3) Piercing damage

Liquid Gold Spray. *RangedWeapon Attack:* +5 to hit, range 15ft cone. Hit: 7 (1d7 + 3) Acid damage.

REACTIONS

Gold Dash. When more than 10 gold pieces or a valuable item is dropped on a players turn, the Treasure goblin can move up to its movement towards the dropped gold/item.

Phoenix

Phoenixes are large birds of prey from legends and myths. Most of them heard of from bard's tales. In flight a Phoenix's wingspan measures about fifty feet across. At rest Phoenix's take to crags within volcanoes and mountains.

Caged for Glory. Years ago, within the City of Brass, Efreet saw it fit to cage and ride these magnificent creatures. This is how many of them died, due to malnourishment. Now only few remain in all of the planes.

Solitary Creatures. Phoenixes are solitary creatures except during mating season. These birds tend to be alone, hunting for themselves or their young. Rarely one is seen during the winter when they hibernate.



PHOENIX

Huge monstrosity, Lawful Good

Armor Class 15

Hit Points 73 (7d10 + 7)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	18 (+4)	12 (+1)	10 (+0)	9 (-1)

Saving Throws Str +8, Dex +8, Con +7

Skills Perception +3, Stealth +8

Damage Immunities fire

Condition Immunities charmed

Senses passive Perception 13

Languages understands Ignan

Challenge 6 (2,300 XP)

Being of Flame. When the Phoenix makes an attack it adds an extra 2d4 fire damage to the damage.

Inferno. Any hostile within 10 feet of the Phoenix takes 1d4 fire damage. This damage also occurs when a creature attacks the Phoenix.

Explosive Death. When the Phoenix is dropped to 0 hit points it explodes in a 20ft radius. Any creature within that radius must make a Dexterity saving throw, on a fail the creature takes 10d4 fire damage or half as much on a success.

Rebirth. Once the Phoenix dies it is reborn from the ashes it left on the material plane after falling. The process for the Phoenix to be rebirthed could take years to decades.

ACTIONS

Multiaction. The Phoenix makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 19 (2d8 + 3) piercing damage + (2d4) fire damage.

Talons. *Melee Weapon Attack:* +8 to hit, range 5 ft., 1 target. Hit: 15 (2d6 + 3) slashing damage + (2d4) fire damage and the creature is grappled (escape DC 19). Until the grapple ends the creature is restrained, and the Phoenix can't use its talons on another target.

Fire Breath (Recharge 6 turns). The Phoenix exhales fire in a 60-foot line that is 10 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 60 (10d6) fire damage on a failed save, or half as much on a successful one.

Pirates

PIRATE

Medium humanoid, Any Non-Good Alignment

Armor Class 12 (leather armor)

Hit Points 7 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	7 (-2)	7 (-2)	5 (-3)

Saving Throws Str +3, Dex +3

Skills Intimidation -1

Senses passive Perception 8

Languages Common, Thieves' Cant, Undercommon

Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The pirate makes three melee attacks: two with its scimitar and one with its dagger. Or the pirate makes two ranged attacks with its daggers

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 4)

Pirates will do anything for the loot that they take from sacking tombs on distant islands and raiding merchant ships. With shaky morals and only a very loose obligation to follow the Pirate's code, they have no qualms about betraying any of their crewmates or murdering an innocent sailor, however, they must answer to their Captain, lest they are ordered to walk the dreaded plank.



The Pirate Captain has long endured the frenzied encounters with the Lost Boys. Now he yearns for revenge and to take control of the island. Resolved to maim those just as he has been.

PIRATE CAPTAIN

Medium humanoid, Chaotic Evil

Armor Class 15 (studded leather)

Hit Points 150 (25d10)

Speed 20 ft., Peg Leg

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Str +8, Dex +7, Wis +4, Cha +7

Skills Athletics +8, Intimidation +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 10

Languages Common, Thieves' Cant

Challenge 10 (5,900 XP)

REACTIONS

Parry. The Pirate Captain adds 2 to its AC against one melee attack that would hit it. To do so, the Pirate Captain must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

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

Grapple. If the Pirate Captain grapples or is grappled he may make a melee attack with his hook. On hit he makes an Athletics check against the creatures Athletics or Acrobatics. If the Pirate Captain succeeds he reverses the grapple and the character makes a DC15 roll + Acrobatics or Athletics. On a failed roll the Pirate Captain pins their hand with his hook and using his sword chops off their hand.

Net. Once per round the Pirate Captain may throw a net at a creature (+6 to hit)

Kick. Once per round when a creature enters or leaves within reach of the Pirate Captain can make an Athletics check against the creatures Athletics or Acrobatics. On a success the creature is knocked prone

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

ACTIONS

Multiaction. The Pirate Captain makes three melee attacks: two with its sword and one with his hook.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) slashing damage

Hook. *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 9 (1d4 + 7) piercing damage.

Skeletons

Skeletal mages are minor spellcasters who have retained both their intelligence and their spellcasting abilities.

SKELETAL MAGE

Medium undead, Neutral Evil

Armor Class 13 (16 with *mage armor*)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Saving Throws Con +5, Int +5

Skills Arcana +5, History +5, Religion +5

Damage Vulnerabilities bludgeoning

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common, Draconic, Understands all languages it knew in life

Challenge 3 (700 XP)

Turn Resistance. The skeletal mage has advantage on wisdom saving throws against turn undead.

Spellcasting. The skeletal mage is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The skeletal mage has the following Wizard Spells prepared:

Cantrips (at will): *Fire Bolt*, *Chill Touch*, *Mage Hand*, *Minor Illusion*

1st level (4 slots): *Detect Magic*, *Mage Armor*, *Magic Missile*, *Shield*

2nd level (3 slots): *Misty Step*, *Scorching Ray*

3rd level (3 slots): *Counterspell*, *Lightning Bolt*, *Fly*

ACTIONS

Quarterstaff. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 3 (1d6) or versatile 4 (1d8) piercing damage.

SKELETAL WARRIOR

Medium undead, Lawful Evil

Armor Class 17 (breastplate, shield)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

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

Saving Throws Str +5, Con +5

Damage Resistances cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Understands all languages it knew in life

Challenge 2 (450 XP)

Turn Resistance. The skeletal warrior has advantage on wisdom saving throws against turn undead.

ACTIONS

Multi-Attack. The skeletal warrior can make 2 attacks with its longsword or longbow.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 3) slashing damage.

Longbow. Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 1) piercing damage.

REACTIONS

Parry. The skeletal warrior gains 2 to its AC for a melee attack that would hit it. To do so, the skeletal warrior must see the attacker and be wielding a melee weapon.

Wyverns

Cousins to the great dragons, wyverns have two scaly legs, leathery wings, and a sinewy tail topped with a poison stinger that can kill a creature in seconds.

Only the bravest or dumbest face a wyvern in hope to tame it. Those who succeeded gain the power of a strong mount.



WYVERN KNIGHT

Large dragon (Human), Unaligned

Armor Class 18 (natural armor) (Wyvern) + plate (Human)

Hit Points 135 (15d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Str +7, Con +5

Skills Animal Handling +8, Perception +5

Damage Immunities acid

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic

Challenge 8 (3,900 XP)

Magic weapon. The wyvern knight's glaive is magical.

ACTIONS

Multiattack. The wyvern knight makes two attacks: one with its bite and one with its stinger. While flying, it can use its glaive or claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Glaive. *Melee Weapon Attack:* +6 to hit, reach 10 ft., 1 target. Hit: 15 (2d12 + 1) slashing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

WYVERN ARCHER

Large dragon (Human), Unaligned

Armor Class 18 (natural armor) (Wyvern) + half plate (Human)

Hit Points 135 (15d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	14 (+2)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Dex +4, Con +5

Skills Animal Handling +8, Perception +5

Damage Immunities acid

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic

Challenge 8 (3,900 XP)

Magic weapon. The wyvern archer's longbow is magical.

ACTIONS

Multiattack. The wyvern archer makes two attacks: one with its bite or with its stinger and one with its longbow. While flying, it can use its claws in place of one other attack (bite or stinger).

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. Hit: 18 (2d12 + 3) piercing damage.

BLACK WYVERN

Medium dragon, Any Evil Alignment

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., climb 8 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	4 (-3)	14 (+2)	8 (-1)	4 (-3)

Saving Throws Str +10, Dex +6

Skills Perception +5, Stealth +6, Survival +5

Damage Vulnerabilities acid, bludgeoning, cold, slashing

Damage Immunities poison, psychic

Condition Immunities blinded, deafened, exhaustion, frightened, incapacitated, invisible, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 60 ft., truesight 30 ft., passive Perception 15

Languages Celestial, Draconic, telepathy 60 ft.

Challenge 19 (22,000 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiaction. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Acid Breath (Recharge 5-6). The wyvern exhales acid in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) acid damage on a failed save, or half as much damage on a successful one.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Tail Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Frightful Presence. Each creature of the wyvern's choice that is within 60 feet of the wyvern and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wyvern's Frightful Presence for the next 24 hours.

WHITE WYVERN

Medium dragon, Any Evil Alignment

Armor Class 14 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., climb 8 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	6 (-2)	15 (+2)	9 (-1)	14 (+2)

Saving Throws Str +10, Dex +7

Skills Intimidation +8, Perception +5, Survival +5

Damage Vulnerabilities acid, bludgeoning, necrotic, slashing

Damage Immunities cold, poison, psychic

Condition Immunities blinded, deafened, exhaustion, frightened, incapacitated, invisible, paralyzed, petrified, poisoned, restrained, unconscious

Senses darkvision 60 ft., truesight 30 ft., passive Perception 15

Languages Celestial, Draconic, telepathy 60 ft.

Challenge 19 (22,000 XP)

ACTIONS

Multiaction. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Cold Breath (Recharge 5-6). The wyvern exhales cold in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) cold damage on a failed save, or half as much damage on a successful one.

Tail Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Frightful Presence. Each creature of the wyvern's choice that is within 60 feet of the wyvern and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wyvern's Frightful Presence for the next 24 hours.

Amphibious. The wyvern can breathe air and water.



Changed by the magic of Shadowfell, shadow wyverns have gained blueish scales, an innate spell casting ability, and an increased intelligence.

SHADOW WYVERN

Large dragon, Any Evil Alignment

Armor Class 14 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Skills Perception +4, Stealth +4

Damage Resistances cold

Damage Immunities necrotic, poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 14

Languages Draconic, Must be known to the wyvern and speak Draconic, telepathy 60 ft.

Challenge 7 (2,900 XP)

Living Shadow. While in dim light or darkness, the shadow wyvern has resistance to damage that isn't force, psychic, or radiant.

Shadow Stealth. While in dim light or darkness, the shadow wyvern can take the Hide action as a bonus action.

Daylight Sensitivity. The shadow wyvern has disadvantage on attack rolls and Perception checks relying on sight while in daylight.

Innate Spellcasting. The wyvern's Spellcasting ability is Wisdom. It can cast the following spells innately at the lowest level, requiring no material components:

At will: *hunter's mark*

1/day: *elemental bane* (Poison only), *slow*

ACTIONS

Multiattack. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

WYVERN HATCHLING

Small dragon, Unaligned

Armor Class 13 (natural armor)

Hit Points 57 (13d6 + 18)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Draconic, understands Common

Challenge 3 (700 XP)

A wyvern hatchling is capable of flying within an hour of hatching. They hunt birds and small mammals but may attack larger creatures that are weak, injured or unaware.

ACTIONS

Multiaction. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.
Hit: 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.
Hit: 11 (1d6 + 2) piercing damage. The target must make a DC 15 Constitution saving throw, taking 12 (4d6) poison damage on a failed save, or half as much damage on a successful one.

