

5e Fiendopedia: Legendary Beasts



Dragonne
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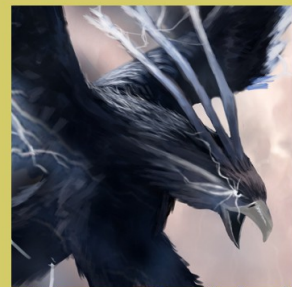
Dragon Horse



Phoenix



Sea Serpent



Thunderbird

Inkwell Ideas



5e Fiendopedia: Legendary Beasts

Monsters compatible with the 5th edition of the world's most famous fantasy role-playing game.

Credits

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About the 5e Fiendopedia

The 5e Fiendopedia is designed to augment the monsters available to a game master. Each monster has its own page, including a wonderful color illustration. Print them out, hole-punch them, and place them in a binder. Keep a binder of just those used in your campaign. Sort them by name, challenge, environment or any other way you need them. More 5e Fiendopedia are forthcoming with even more creatures!

Feedback/Notice a Mistake?

If you see something that seems off or a way to enhance a creature, please send the comment to support@inkwellideas.com. We have the opportunity to fix it and put out an update for everyone's benefit.

Dragon Horse

Large beast, Neutral Good
Challenge 8 (3,900 XP)

The glossy alabaster coat of this noble horse ripples with muscles, while its hooves shimmer with pale blue energy.



Armor Class 17 (natural armor)

Hit Points 142 (15d10+60)

Str	Dex	Con	Int	Wis	Cha
20 (+5)	17 (+3)	18 (+4)	16 (+3)	17 (+3)	18 (+4)

Speed 60 ft., fly 120 ft.

Skills Arcana +6, Perception +6, Survival +6

Senses darkvision 120ft., passive Perception 17

Languages Auran, Common, Draconic, telepathy 100 ft.

Actions

Multi-attack. A dragon horse makes two hoof attacks.

Hoof. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 2d6+5 bludgeoning damage plus 1d6 electricity damage.

Breath Weapon (Recharge 5-6). The dragon horse exhales cold mist in a 30-foot cone. Each creature in the cone must make a DC 16 Dexterity saving throw, taking 12d6 cold damage on a failed save, or half as much damage on a successful one.

Traits

Dive Attack. If the dragon horse is flying and dives at least 30 ft. straight toward a target, and then hits it with a melee weapon attack, the attack deals an extra 2d6 damage to the target.

Detect Evil. The dragon horse has the innate ability to *detect evil*, as the spell. This can be used freely at will.

Plane Shift. The dragon horse and up to two willing riders can *plane shift*, as the spell, once per day.

Ecology

Environment any land

Organization solitary

Treasure none

Despite their name, dragon horses are not related to dragons. These noble creatures gain their name from their ability to fly through the air without wings and its misty breath weapon. When flying, its hooves spark with lightning and this effect envelopes it when it shifts planes.

Dragon horses are solitary creatures, spending most of their time up among the clouds and rarely setting hoof to solid ground. A mated pair of dragon horses remains together to raise its young, but otherwise individuals prefer to be on their own. They are fierce and reclusive, but peaceful and even playful under the right circumstances. Dragon horses sometimes offer aid and assistance to decent folk in need, taking care to use their ability to detect evil to avoid accidentally providing aid to evil creatures, whom they despise.

Dragon horse foals are highly prized as potential steeds, but as dragon horses are highly intelligent creatures, they cannot be trained as if they were animals. Instead, one who seeks a dragon horse mount must use diplomacy to secure the creature's aid.

Peaceful creatures by nature, dragon horses prefer to avoid combat by flying away. When they are forced to fight (often in response to an evil creature's mayhem), they attempt to deal nonlethal damage to all but evil-aligned foes, leaving any unconscious opponents unharmed. Those who have chosen evil ways may sometimes receive the same mercy, in the hope that it helps them see the light, but innately evil foes are dispatched as quickly and cleanly as possible.

Dragonne

Large beast, Neutral
Challenge 6 (2,300 XP)

This creature has the features of a lion but the wings and scales of a brass dragon, and a wild mane matching its scales.



Armor Class 17 (natural armor)

Hit Points 155 (18d10+54)

Str	Dex	Con	Int	Wis	Cha
20 (+5)	17 (+3)	17 (+3)	6 (-2)	12 (+1)	12 (+1)

Speed 40 ft., fly 30 ft.

Skills Perception +7

Senses darkvision 60ft., passive Perception 17

Languages Draconic

Actions

Multi-attack. The dragonne may make a bite and two claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 1d8+5 piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 1d6+5 slashing damage.

Roar (Recharge 5-6). A dragonne can unleash a devastating roar as a bonus action. All creatures except dragonnes within 120 feet must succeed at a DC 17 Constitution save or become frightened. Those within 30 feet who fail their saves are also deafened for 2d4 rounds.

Traits

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

Ecology

Environment temperate deserts

Organization solitary, pair, or pride (5-10)

Treasure standard

Possessing the savage instincts of lions with the cunning of brass dragons, dragonnes combine the fiercest features of these noble creatures into predators both awe-inspiring and deadly.

The origin of dragonnes generates endless speculation. The odds of these creatures being direct crossbreeds of dragons and lions are quite remote, for numerous reasons: the two creatures rarely share the same territories; few creatures as clever as brass dragons would choose to mate with simple lions; and dragonne abilities differ significantly from those of metallic dragons. While otherworldly breeding experiments and magical mishaps remain possibilities, few satisfying explanations make themselves apparent.

Although many creatures rightly fear these ferocious hunters, few dragonnes are blatantly evil—most are just highly territorial and seek to defend their homes and hunting grounds from interlopers. Creatures that draw too close to a dragonne's lair are typically met by the resident's fearsome roar, followed by its claws and fangs if this warning is ignored. Those who attempt to settle in a dragonne's territory find themselves harassed constantly until they decide to leave or the dragonne is slain. These intimidating predators spend the majority of their time on the ground, even when in combat, since their wings prove somewhat ungainly. They typically search for prey and intruders from the air, then land nearby to charge and pounce.

Despite their deadliness, dragonnes form strong bonds with those they consider members of their pride, sometimes even adopting creatures of other races.

A dragonne measures between 10 and 12 feet long and weighs up to 1,200 pounds.

Phoenix

Gargantuan beast, Neutral Good
Challenge 17 (18,000 XP)

This immense bird seems made of living flame. It spreads its wings and gives vent to a musical cry as it takes to the air.



Str	Dex	Con	Int	Wis	Cha
22 (+6)	21 (+5)	20 (+5)	21 (+5)	20 (+5)	20 (+5)

Speed 30 ft., fly 90 ft.

Skills Arcana +11, History +11, Nature +11, Perception +11, Persuasion +11, Stealth +11

Senses darkvision 60ft., *detect magic*, *detect poison*, see *invisibility*, passive Perception 21

Languages Auran, Celestial, Common, Ignan

Actions

Multi-attack. The phoenix makes a bite and two claw attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 2d8+6 piercing damage and 1d6 fire damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 2d6+6 slashing damage and 1d6 fire damage.

Shroud of Flame. As a bonus action, a phoenix can cause its feathers to burst into fire inflicting an additional 1d6 points of fire damage with each natural attack, and any creature within reach (20 feet for most phoenixes) must make a DC 19 Constitution save each round to avoid taking 4d6 points of fire damage at the start of its turn. A creature that attacks the phoenix with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit.

Traits

Innate Spellcasting. The phoenix's spellcasting ability is Wisdom (spell save DC 20). The phoenix can innately cast the following spells, requiring no material components:

Constant: *detect magic*, *detect poison and disease*, see *invisibility*

At will: *continual flame*, *cure wounds* (5th level slot), *dispel magic* (5th level slot), *remove curse*, *wall of fire* (5th level slot)

3/day: *fire storm*, *greater restoration*, *heal*

Self-Resurrection. A slain phoenix remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death, as if brought back to life via *resurrection*. The phoenix loses one hit die when this occurs, although most use *greater restoration* to fix this as soon as possible. A phoenix can self-resurrect only once per year. If a phoenix dies a second time before that year passes, its death is permanent.

Armor Class 20 (natural armor)

Hit Points 279 (18d20+90)

Vulnerabilities (Damage) cold

Immunities (Damage) fire; bludgeoning, piercing or slashing from nonmagical weapons

Immunities (Condition) poison

Ecology

Environment warm desert and hills

Organization solitary

Treasure standard

The phoenix is a legendary bird of fire that dwells in the most remote parts of the desert. As the birds are known to be great scholars, many seekers of rare lore search out particular phoenixes for advice. Yet it is the phoenix's ability to rebirth itself from its own dead body for which the creature is best known.

The phoenix is a benevolent creature, aiding those who do good and actively harming those who do evil.

Sea Serpent

Gargantuan beast, unaligned
Challenge 11 (7,200 XP)

Spine-frilled neck arching up from the water like a snake ready to strike, this ship-sized serpent hisses a challenge.



Armor Class 18 (natural armor)

Hit Points 210 (12d20+84)

Immunities (Damage) cold

Ecology

Environment any ocean

Organization solitary

Treasure none

Tales of immense sea serpents have colored the accounts of seagoing folk since the first ship sailed beyond sight of land. Yet proof of these immense and elusive creatures is remarkably difficult to come by, for not only is the ocean vast and the true sea serpent rare, but these creatures are quite adept at both avoiding capture and destroying ships bent on such a daunting task. Due to the sea serpent's hermitic nature, many sailors take to ascribing the sighting of such a beast to an omen, although whether the sighting portends peril or providence depends as much upon the ship's morale as it does anything else—the sea serpent itself has little interest in prophecy, and only its hunger determines how dangerous its proximity to a curious ship can be.

Although sea serpents are little more than animals, they possess about them an air of mysticism that even old salts and cynics are forced to admit quickens the heart and buoys (or sinks) the spirit. Reports of sea serpent sightings are just as likely to encourage travel as they are to cause panic among seafarers, as explorers and adventurers flock to the site in hopes of sighting such a legendary creature.

Typical sea serpents are 60 feet in length and weigh 4,500 pounds, but their upward size limit is unknown. Certainly, the sea is a vast and mysterious place more than capable of supporting whales and other such leviathans, and tales of sea serpents that exceed lengths of 300 feet or more are not unheard of.

Str	Dex	Con	Int	Wis	Cha
26 (+8)	14 (+2)	24 (+7)	4 (-3)	11 (+0)	11 (+0)

Speed 20 ft., swim 60 ft.

Skills Perception +8, Stealth +10

Senses darkvision 120 ft., passive Perception 18

Languages --

Actions

Multi-attack. The sea serpent makes a bite and a tail slap attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 4d8+8 piercing damage. If the target is a Large or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the sea serpent. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 21 (6d6) acid damage at the start of each of the worm's turns.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 4d8+8 bludgeoning damage. If the target is Huge or smaller, it is grappled (escape DC 17) and restrained until the grapple ends.

Traits

Elusive. Sea serpents have long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. If not making an attack, it may use its bonus action to avoid leaving any trace of its passing (identical in effect to a *pass without trace spell*). An elusive sea serpent gains a +10 bonus to its Stealth check. In addition, except when in combat, a sea serpent is considered to be under the effects of a *nondetection spell*. Both of these spell effects cannot be dispelled.

Thunderbird

Gargantuan beast, unaligned
Challenge 10 (5,900 XP)

This enormous bird has feathers the color of a stormy sky, a resemblance enhanced by the lightning dancing over its body.



Armor Class 18 (natural armor)

Hit Points 217 (14d20+70)

Str	Dex	Con	Int	Wis	Cha
21 (+5)	17 (+3)	20 (+5)	12 (+1)	16 (+3)	13 (+1)

Speed 30 ft., fly 120 ft.

Skills Acrobatics +7, Perception +11

Senses darkvision 60 ft., stormsight (see below) passive

Perception 21

Languages Auran

Ecology

Environment any hills or mountains

Organization solitary

Treasure none

Thunderbirds bring the storm on their wings. In times of drought, they are welcomed with joy and celebration. In other times, they are placated with gifts in hopes that they might leave quickly before flooding begins. When angered, thunderbirds can call down hurricanes and lay waste to entire villages, so in regions where these birds dwell, many villages maintain extensive rituals designed to appease and honor the local thunderbirds.

Thunderbirds nest near the base of waterfalls, where the constant thrum of crashing water prepares the hatchlings for a life at the heart of a storm. Once the chicks have hatched, their parents carry the offspring to nests at the top of mountains, where the young are struck by their first bolts of lightning and learn the mysteries of the storm.

Actions

Multiattack. The thunderbird makes a bite attack and two claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 2d6+5 piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 2d6+5 piercing damage.

Thunderbolt. *Ranged Weapon Attack:* +7 to hit, range 200 ft., one target. The thunderbird fires a ray of thunder and lightning from its outstretched wings. *Hit:* 6d6 electricity and 6d6 sonic damage and the target is deafened for one minute if it fails a DC 16 Constitution save.

Traits

Storm Aura. A thunderbird is surrounded by a 100-foot-radius spread of severe winds that blow out from the center, dissipating swiftly at the limit of the aura's range. In this area, ranged weapons (but not siege weapons) have disadvantage on attack rolls, Acrobatics checks, and exposed flames are extinguished. Small creatures must make a DC 10 Strength check (if on the ground) or a DC 20 Acrobatics (flight) check to move toward the thunderbird, while Tiny or smaller creatures can be knocked backward (30 feet if they are on the ground and fail a DC 15 Strength check, or 100 feet if they are flying and fail a DC 25 Acrobatics (flight) check). Creatures on the ground that are pushed back take 1d4 points of nonlethal damage per 10 feet, and flying creatures that are pushed back take 2d6 points of nonlethal damage regardless of the distance they are pushed. In addition, once every 1d4 rounds, a bolt of lightning strikes a random creature (other than the thunderbird) within the area of its storm aura. This bolt of lightning deals 12d6 points of electricity damage (DC 16 Constitution halves).

Stormsight. A thunderbird ignores all vision penalties and concealment from weather effects, including those created by *fog cloud* and similar spells.

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