

WYVERNS

RIDING WYVERN

Large dragon, unaligned

Armor Class 11

Hit Points 45 (6d10 + 12)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	7 (-2)	12 (+1)	6 (-2)

Skills Perception +3

Senses Darkvision 60 ft., Passive Perception 12

Challenge 2 (450 XP)

Flyby. The wyvern doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Delicate Membrane. If the wyvern takes 10 or more slashing or piercing damage in a turn, it must succeed on a DC 15 Constitution saving throw or have its fly speed reduced to 0 until it completes a Short or Long Rest.

Claw Rake. While flying, the wyvern may make an attack with its claws as a Bonus Action.

Actions

Rending Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d6 + 3) piercing damage. If the target is wearing leather or cloth armor, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Stinger (Recharge 6). Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 12 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Jink. As a reaction to being hit with a ranged attack while at least 10 feet in the air, the wyvern may halve the attack's damage.

WYVERN LORE

History DC 15: The bite of a wyvern is exceptional at shredding cloth and leather armor, to the great chagrin of many a lightly-armored adventurer.

Nature DC 10: It is said that a wyvern handled from birth can be domesticated, even ridden, though there is always a risk of a bad mood or missed meal causing it go feral.

Nature DC 15: The thin, batlike membrane that makes up a wyvern's wings is susceptible to tearing, leading to the habit of wyverns flying relatively low compared to other flying predators.

Nature DC 20: Fell wyverns are endemic to the Shadowfell, though they seem to have a knack for nosing out shadow portals to the material plane and back.

Survival DC 15: Wyvern venom can be harvested, but is exceptionally volatile. Absent magical stabilization, it loses most of its potency within a week of extraction.

WYVERN TACTICS

Wyverns fly between 10-20 ft. above the ground, saving their jink for any attack that could tear their wings. The preferentially target foes garbed in leather or cloth armor, and try to slay one and carry it off. They ordinarily retreat if reduced below half HP, but fight to the death if their wings are damaged.

FELL WYVERN TACTICS

The fell wyvern opens with its pestilent breath, then preferentially targets infected creatures with its Necrovenom Stinger, retreating from Poisoned creatures to focus on other threats or tp safely watch them die from a distance.



WYVERN

Large dragon, unaligned

Armor Class 13 (Natural Armor)
Hit Points 110 (13d10 + 39)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4
Senses Darkvision 60 ft., Passive Perception 14
Challenge 6 (2,300 XP)

Flyby. The wyvern doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Delicate Membrane. If the wyvern takes 10 or more slashing or piercing damage in a turn, it must succeed on a DC 15 Constitution saving throw or have its fly speed reduced to 0 until it completes a Short or Long Rest.

Actions

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

Rending Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. If the target is wearing leather or cloth armor, it takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Stinger. Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 14 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Jink. As a reaction to being hit with a ranged attack while at least 10 feet in the air, the wyvern may halve the attack's damage.

Festering Necrosis. An infected creature gains vulnerability to necrotic damage. Whenever an infected creature would fail one death save, it instead fails two death saves.

FELL WYVERN

Large dragon, unaligned

Armor Class 15 (Natural Armor)
Hit Points 199 (21d10 + 84)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	5 (-3)	17 (+3)	6 (-2)

Saving Throws DEX +4, CON +8
Skills Perception +7
Senses Darkvision 60 ft., Passive Perception 17
Challenge 11 (7,200 XP)

Flyby. The wyvern doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Delicate Membrane. If the wyvern takes 10 or more slashing or piercing damage in a turn, it must succeed on a DC 15 Constitution saving throw or have its fly speed reduced to 0 until it completes a Short or Long Rest.

Actions

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

Rending Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 15 (3d6 + 5) piercing damage. If the target is wearing leather or cloth armor, it takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage and the target must succeed on a DC 17 Strength saving throw or be knocked prone.

Necrovenom Stinger. Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 15 (3d6 + 5) piercing damage. The target must make a DC 16 Constitution saving throw or be Poisoned for the next minute. While Poisoned in this way, a creature takes 14 (4d6) poison plus 16 (3d10) necrotic damage at the start of each of its turns. A Poisoned creature repeats this saving throw at the end of each of its turns, ending the effect on a success.

Pestilent Breath (Recharge 5-6). Each creature in a 30 ft. cone must succeed on a DC 16 Constitution saving throw or be infected with Festing Necrosis.

Reactions

Jink. As a reaction to being hit with a ranged attack while at least 10 feet in the air, the wyvern may halve the attack's damage.