

WYVERN ZOMBIE

Large Undead Dragon (neutral)

- **Armor Class** 12 (natural)
- **Hit Points** 90 (10d10+39)
- **Speed** 20 ft., fly 60 ft.

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

Saves Con+4, Dex+4, Wis +9

Skills Perception +4

Senses Darkvision 60 Ft., passive Perception 14

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Challenge 4 (1,100 xp)

Special Traits

Undead Fortitude If damage reduces the zombie wyvern to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie wyvern drops to 1 hit point instead.

Actions

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

Melee Attack Slam +11 melee (2d6+7), Talons +11 melee (2d6+5), or Bite +11 melee (2d6+5)

Stinger Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: (1d6 + 2) piercing damage plus (2d6) necrotic damage. The target must make a DC 15 Constitution saving throw, taking the necrotic damage on a failed save, or half as much damage on a successful one.

ABOUT THE WYVERN ZOMBIE

Created from the corpse of a Wyvern, this zombie is a bit slower than its living counterpart but hits just as hard. A favourite pet of the Necromancer Disciples, it is used in aerial assaults and as bodyguards.

The largest flaw in its combat abilities is that the Wyvern Zombie needs direction from its master. Typically used to guard treasures or as a sentry, its a fearsome opponent for the unwary.



NECROMANCER DISCIPLE

Medium humanoid, chaotic evil

- **Armor Class** 12 (14 with mage armor)
- **Hit Points** 28 (5d8+5)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	14 (+2)	15 (+2)

Saving Throws Int +5, Wis +4

Skills Arcana +5, History +5

Condition Immunities frightened

Senses passive Perception 12

Languages Common, Elvish, Dwarvish

Challenge 3 (700 XP)

Spellcasting. The Necromancer Disciple is a 5th-level spellcaster. Its primary spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

- Cantrips (at will): *chill touch*, *mage hand*, *poison spray*, *ray of frost*
- 1st level (4 slots): *false life*, *mage armor*, *ray of sickness*
- 2nd level (3 slots): *blindness/deafness*, *ray of enfeeblement*
- 3rd level (2 slots): *animate dead*, *fear*, *vampiric touch*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands.