

Deadeye Yian Garuga

Large wyvern (bird), unaligned

Armor Class 22 (natural armor)

Hit Points 218 (19d10 + 114)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	24 (+7)	22 (+6)	14 (+2)	16 (+3)	8 (-1)

Saving Throws Con +12, Int +8

Skills Acrobatics +12, Perception +9

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

Damage Immunities fire, lightning

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 19

Languages —

Challenge 20 (25,000 XP)

Proficiency +6

Charge. If the yian garuga moves at least 20 feet straight toward a target and then hits it with a peck attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Sensitive Ear. If the yian garuga takes thunder damage or a thunder spell is used within 60 feet of it, it must succeed on a DC 18 Constitution saving throw or become stunned until the start of its next turn.

Sickening Fury. The yian garuga has advantage on melee attack rolls against any creature that is poisoned.

Actions

Multiattack. The yian garuga makes three peck attacks.

Fire Ball. *Range Weapon Attack.* +14 to hit, 80/320 ft., one target. *Hit:* 27 (5d10) fire damage.

Peck. *Melee Weapon Attack.* +14 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage.

Tail Whip. *Melee Weapon Attack.* +14 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage plus 22 (5d8) poison damage. If the target is poisoned, it takes an extra 22 (5d8) poison damage.

Piercing Roar (Recharge 5-6). The yian garuga lets out an ear shattering roar. Each creature that is within 20 feet of the yian garuga must make a DC 20 Constitution saving throw, taking 72 (16d8) thunder damage and be incapacitated until the end of its next turn on a failed save, or half as much damage and isn't incapacitated on a successful one. If the saving throw fails by 5 or more, the target is instead stunned until the end of its next turn.

Legendary Actions

The yian garuga 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 yian garuga regains spent legendary actions at the start of its turn.

Move. The yian garuga moves up to its speed without provoking opportunity attacks.

Tail Flip. Choose a creature within 10 feet of the yian garuga. That creature must make a DC 20 Constitution saving throw or be poisoned 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.

Wing Attack (Costs 2 Actions). The yian garuga beats its wings. Each creature within 10 feet of the yian garuga must succeed on a DC 19 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The yian garuga can then fly up to half its flying speed.

Fire Ball Barrage (Costs 3 Actions). The yian garuga makes three fire ball attacks, each at a different creature within range.

Deadeye Yian Garuga

Challenge Rating 20

Carves/Capture 3

Carve Chance	Capture Chance	Material	Slots
1-4	1-2	DE.Garuga Shard	(A,W)
5-6	3-10	DE.Garuga Cortex	(A,W)
7	11-13	DE.Garuga Silverpelt	(A,W)
8	14-18	DE.Garuga Fellwing	(A,W)
9-12	—	DE.Garuga Lash	(A,W,O)
13-16	19	DE.Fancy Beak	(A,W)
17-20	20	DE.Garuga Auricle	(A,W)

ARMOR MATERIAL EFFECTS

DE.Garuga Shard

HG Earplugs. While you are attuned to this armor, you can use a bonus action to conjure two earplugs in the shape of your choice. While using these earplugs, you can only hear creatures you choose to be able to hear and you have advantage on saving throws against thunder damage.

DE.Garuga Cortex

Marathon Runner+. While wearing this armor, your walking speed increases by 10 feet and you ignore difficult terrain if it was not created by a magical effect.

DE.Garuga Silverpelt

You can use an action to speak this armor's command word and regain one expended spell slot of up to 4th level. Once you have used this effect, it can't be used again until the next dawn.

DE.Garuga Fellwing

You cannot be poisoned and you have resistance to poison damage while wearing this armor.

DE.Garuga Lash

Guts+. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Once you use this property, you can't use it again until you finish a long rest.

DE.Fancy Beak

You have advantage on initiative rolls while you wear this armor.

DE.Garuga Auricle

Deadeye Soul X. While you are wearing this armor, you can't be stunned, and your critical range is increased by 1 when you are attacking a Huge or larger creature. Additionally when an ally, that you can see, is reduced to 0 hit points you can use your reaction to gain +1 AC, +1 damage, and +1 to attack rolls for 1 minute. Once this property has been used, it cannot be used again until the next dawn.

WEAPON MATERIAL EFFECTS

DE.Garuga Shard

If you coat this weapon with poison, the poison's save DC is increased by 5.

DE.Garuga Cortex

Deadeye+. Your weapon's normal attack range is doubled.

DE.Garuga Silverpelt

Critical Eye+. Your weapon attacks critical hit range is increased by 2.

DE.Garuga Fellwing

Critical Status (poison). When you make a weapon attack with this weapon, and roll a 20 for the attack roll, the target is poisoned until the end of its next turn.

DE.Garuga Lash

Reckless Abandon. When you make your first attack on your turn with this weapon, you can choose to without care or regard for consequences. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but disadvantage on all saving throws and all attack rolls against you have advantage until the start of your next turn.

DE.Fancy Beak

Your weapon deals an extra 1d10 poison damage.

DE.Garuga Auricle

Chain Crit. Every consecutive hit on a creature increases your crit range by 1 until you score a critical hit, miss an attack, or hit a different creature.

OTHER MATERIAL EFFECTS

DE.Garuga Lash

Very Rare armor upgrade material.