

Credits

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Introduction

The Pathfinder Bestiary, and the long line of monstrous encyclopedia that came before it, do a great job of attacking the problem of providing game statistics and mechanical information for a very wide variety of creatures. There are a lot of strange creatures from fantasy novels and movies, from ancient mythology, and, as time went on, from the twisted minds of game designers and even GMs, for that matter. Anyone today who tried to go about creating an extensive bestiary of all the different cool and interesting fantasy monsters could fill three or four volumes with three hundred monsters each, and still have a long way left to go, with fans crying out for various "forgotten" monsters to get some attention. That kind of breadth doesn't leave a whole lot of room for depth, and that's where Exotic Encounters comes in.

There are all kinds of reasons why you might not want to use a monster stat-block straight from the core rules. For one thing, if your players have a habit of browsing through such books, or are long-time veterans who know the basic ins and outs of most fantasy staples, you may need an unusual stat-block just to throw them a curve ball and teach them that they can't count on their out of character knowledge to take all the mystery out of the game. Alternatively, many GMs can recall a time when they wanted to make use of a certain monster in their game, only to find that it was a few CRs too high or low for what they had in mind. *Exotic Encounters* takes a single, iconic monster, and creates three new variants on that theme. These variants aren't simple tweaks, and are more than simply advancing or removing Hit Dice, though that occurs as well. Each of these three variations on the monster's theme has a specific, flavorful goal in mind, and a role to play, and their statistics entries are gently massaged in order to make them fit those roles. Further, each of these variants comes with brand new speciallycrafted special abilities, which are unique to *Exotic Encounters* and not found anywhere else.

This particular installment of *Exotic* Encounters focuses on the oft-overlooked wyvern. These unusual, dragon-like creatures are depicted as dragon's lesser cousins in Pathfinder and similar roleplaying games, but historically, and in fantasy literature, could take on a wide variety of forms and functions. One of the most popular uses for wyverns is as stylish mounts, and greenscale wyverns (CR 4), the first new wyvern presented in this book, are a special breed designed to serve as mounts, with long tails and a devastating tail sweep that takes out grounded foes en masse. By contrast, the **spinetail wyvern** (CR 8) is as undomesticated as they come, with great sharp spines growing out of its back and tail, it is even more brutish and prone to violence than the more common wyvern. Finally, the twintail wyvern (CR 10) is remarkable for its two tails, each of which has a stinger that delivers a different kind of poison, each of which is even more effective when combined with the other.



Greenscale Wyvern

This dragon-like creature is covered in sicklylooking yellow-green scales. It has two large, leathery wings, and a sinuous, snake-like body supported by two powerful legs ending in fierce talons, and ending in a vicious, scorpion-like stinger. It bears a crude saddle and harness on its back, but its eyes gleam with malevolent intelligence.

WYVERN, GREENSCALE

CR₄

XP 1,200

N Large dragon

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size) hp 52 (5d12+20) Fort +8, Ref +6, Will +5

Immune sleep, paralysis

OFFENSE

Speed 15 ft., fly 60 ft. (good)

Melee sting +7 melee (1d6+3 plus poison), bite +7 melee (2d6+3 plus grab) Space 10 ft.; Reach 5 ft. (10 ft. with sting) Special Attack rake (2 talons +7, 1d4+3)

STATISTICS

Str 17, Dex 14, Con 18, Int 5, Wis 12, Cha 9 Base Atk +5; CMB +9 (+13 grapple); CMD 21 Feats Flyby Attack, Hover, Wingover Skills Fly +12, Perception +13, Stealth +6; Racial Modifier +4 Perception Languages Draconic

ECOLOGY

Environment temperate or warm forests, hills, and swamps

Organization solitary, scout (one plus one CR 2 rider), squadron (3-6 plus one CR 4 rider each) **Treasure** none

Poison (Ex): Sting—injury; *save* DC 16; *frequency* 1/round for 6 rounds; *effect* 1d3 Constitution damage; *cure* 1 save. The save DC is Constitution-based.

Secrete Poison (Ex): A greenscale wyvern can secrete concentrated poison from the tip of its tail, releasing a few ounces of an acrid-smelling, thin yellow fluid. Poison secreted in this way does not remain potent for long, and is useless after 1 minute, but is often used by those who ride such creatures to conveniently poison their weapons during battle. This requires a move action by both the greenscale wyvern and the wielder of the weapon to be poisoned, and allows a single melee weapon, or up to three pieces of ammunition, to be coated in the greenscale wyvern's poison. There is no chance that either the wielder or the greenscale wyvern is accidentally poisoned as a result of this ability. The greenscale wyvern can use this ability once every 10 minutes.

Tail Sweep (Ex): Greenscale wyverns are specially trained to be able to fly into a very low charge, extending their tail below them and stinging everything that they fly over with its poisonous barb. As a fullround action, a greenscale wyvern that is flying 5 or 10 feet above the ground can move in a straight line up to its fly speed, sweeping its tail below it in this fashion. If it does, it makes a single sting attack, and applies the result to the AC of each creature whose square it flies over. Any creature whose AC is less than the result is hit with the greenscale wyvern's sting attack. Any creature attacked in this way is entitled to an attack of opportunity as the greenscale wyvern's tale flies through their square, but such attacks are made with a -4 penalty.

Ecology

Though they do bear green scales, these wyverns are actually named for a tribe of troglodytes, which were the first to domesticate and breed them from the more common species of wyvern. Broken and bred for captivity, these wyverns are usually found serving as either mounts for elite warriors or scouts, or occasionally as beasts of burden. Though they were originally exclusive to the greenscale troglodytes, raids from other reptilian humanoids and a brisk livestock trade has seen these creatures spread to a number of other tribes, and they are not uncommon sights at encampments of lizardfolk, orcs, bugbears, or even humans and elves.

Weaker and less intelligent than their distant ancestors, greenscale wyverns make much better mounts. Their reduced intelligence makes them much less belligerent, and a well-trained greenscale wyvern can be as obedient as a spirited horse. Further, they are more maneuverable in the air than standard wyverns, which can be of value when facing other airborne opponents or adverse weather. Further, their tails have been bred to be longer, allowing them to perform a devastating charge attack that can poison dozens of foes. Perhaps the best reason to have a greenscale wyvern mount is their ability to secrete their poison in a way that allows a rider to rain poisoned arrows down on their victims.

Spinetail Wyvern

The creature before you is unmistakably draconic, with two large leathery wings and a reptilian body and head, though it has no legs, and its tail ends in a sharp, curved stinger. While its body is mostly covered in pale white-green scales, along its back are a series of long, white spines with bright-red, razor-sharp tips, that run from the base of its neck down to the end of its tail.

CR 8

XP 4,800 N Large dragon

Init +5; Senses darkvision 60 ft., low-light vision,

scent; Perception +20

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 103 (9d12+45)

Fort +11, **Ref** +7, **Will** +9

Immune sleep, paralysis

OFFENSE

Speed fly 60 ft. (average)

Melee sting +14 melee (1d6+6 plus poison), bite +14 melee (1d10+6), tail slap +9 (2d8+9 plus grab/19-20 x2) **Space** 10 ft.; **Reach** 10 ft. (5 ft. with bite)

Special Attack constrict (2d8+9), poisonous breath (30 ft. cone, poison, Fortitude DC 19 negates, usable once per day)

STATISTICS

Str 23, Dex 12, Con 20, Int 7, Wis 12, Cha 9

Base Atk +9; CMB +16 (+20 grapple); CMD 27 (can't be tripped)

Feats Ability Focus (poison breath), Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception) **Skills** Fly +11, Perception +20, Sense Motive +13, Stealth +9; **Racial Modifier** +4 Perception

Languages Draconic

ECOLOGY

Environment temperate or warm hills, mountains, and plains

Organization solitary, pair, or nest (2-12, plus 2-8 young)

Treasure standard

Poison (Ex): Sting—injury; *save* Fortitude DC 19; *frequency* 1/round for 1 minute; *effect* 1 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Poisonous Breath (Ex): A spinetail wyvern is able to breathe out a cone of concentrated poison fumes, which are more potent than the poison in its tail. This takes the form of a 60-ft. cone. Each creature in the cone is exposed to the following poison: breath weapon—inhaled; *save* Fortitude DC 21; *frequency* 1/ round for 6 rounds; *effect* 1d4 Constitution damage; *cure* 2 consecutive saves. The save DC is Constitutionbased.

Razor Spines (Ex): A spinetail wyvern's tail slap attack deals piercing damage, as the spines in its tail pierce the target's flesh. Further, they are razorsharp, giving them a critical threat range of 19-20, and the wyvern adds 1-1/2 times his Strength modifier to damage rolls made with his tail slap attack, even though it is a secondary natural attack.

Tail Lash (Ex): A spinetail wyvern can wildly lash about with its tail in rage and frustration, typically devastating everything nearby. The spinetail wyvern deals damage to each creature in a 10-ft. radius, including the spinetail wyvern itself, as though it had hit that creature with its tail slap attack. The spinetail wyvern cannot grab creatures it damages in this way. A successful Reflex save (DC 20) halves this damage. A creature that rolls a natural 1 on its Reflex save is also struck by the spinetail wyvern's stinger, taking the appropriate damage and being exposed to the spinetail wyvern's poison. The saving throw DC is Strengthbased.

Ecology

Spinetail wyverns are stronger, more brutish variations on the more common wyvern, and tend to rely less on their poison and more on brute force and natural adaptations to defeat their foes. The spinetail wyvern's most famous distinguishing features are the barb-like spines that grow down its back and encompass its tail. These bony growths are quite sharp (and spinetail wyverns keep them sharpened by rubbing them against rocks or other hard surfaces), and serve as their main weapon. A hunting spinetail wyvern typically prefers to swoop down on its prey, grab it in its tail, and skewer it with a spiny embrace. Aside from these barbs, spinetail wyverns are easy to spot due to the fact that they lack the legs of the average wyvern.

A spinetail wyvern's stinger poison is much weaker than those of the average wyvern, though it does last somewhat longer. This is not because the spinetail wyvern doesn't use its poison, but rather because it actually constantly siphons poison away from its tail and into a sac-like bulge in its throat, where it keeps a reserve of poison that allows it to spray a concentrated, airborne dose, allowing it to poison prey from a range.

Twintail Wyvern

Before you, you see a winged serpent, its body long and snaking, with a pair of oversized, bat-like wings, and the head of a viper. Its body splits near the end, leaving it with two tails, each of which has a single oversized stinger on the end, reminiscent of a scorpion's. Its body is covered in sleek black scales, except near the base of the stinger, where it features several bright yellow bands.

WYVERN, TWINTAIL

CR 10

XP 2,400

N Huge dragon Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 21, touch 8, flat-footed 21 (+13 natural, -2 size) hp 126 (12d12+48)

Fort +12, Ref +8, Will +11

Immune paralysis, poison, sleep

OFFENSE

Speed 20 ft., fly 80 ft. (clumsy)

Melee left sting +16 melee (2d8+6 plus numbing poison), right sting +16 melee (2d8+6 plus weakening poison), bite +11 melee (2d6+4 plus grab) Ranged spit poison +12 touch (numbing or weakening

poison) **Space** 15 ft.; **Reach** 10 ft. (15 ft. with stings) **Special Attack** swallow whole (4d6 acid damage, 2d6

bludgeoning damage, AC 14, 13 hp)

STATISTICS

Str 22, **Dex** 10, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9 **Base Atk** +12; **CMB** +20 (+24 grapple); **CMD** 30 (can't be tripped)

Feats Flyby Attack, Improved Initiative, Improved Natural Attack (sting), Iron Will, Skill Focus (Perception)

Skills Fly -1, Perception +23, Sense Motive +16, Stealth +7 (+15 in dim or lower light); Racial Modifier +4 Perception, +8 Stealth in dim or lower light Languages Draconic

ECOLOGY

Environment temperate or warm jungles and swamps **Organization** solitary, pair, or flight (3-6) **Treasure** standard

Numbing Poison (Ex): Left sting—injury; save DC 20; frequency 1/round for 6 rounds; effect 1d4 Dexterity damage. If the target is also affected by the twintail wyvern's weakening poison, it also takes 1 point of Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based. **Shed Skin** (Ex): The snakelike twintail wyvern can shed its skin when necessary. This leaves it with less natural armor, but more maneuverability, allowing it to better evade touch attacks. As a full-round action, the twintail wyvern can reduce its natural armor bonus to AC by 6. If it does, it gains a +8 enhancement bonus to its Dexterity score.

These bonuses and penalties last for 24 hours, and the twintail wyvern cannot shed skin again until after that time has passed.

Additionally, the act of shedding its skin causes the twintail wyvern's natural healing to increase, and it gains fast healing 5 for 10 minutes after using shed skin. For the next hour after that, its fast healing is reduced to 2, and after that it has fast healing 1 until the full 24 hours have passed and it is able to shed its skin again, at which point it loses its fast healing altogether.

Spit Poison (Ex): The twintail wyvern can spit either of its two poisons. Treat this as a ranged touch attack with a range increment of 10 feet and a maximum range of 30 feet (90 feet if the twintail wyvern is spitting directly downward). The twintail wyvern must choose which poison it is spitting before making the attack roll, but may select a different poison each time it uses the ability. An affected creature is exposed to the poison as though they had been injured by the appropriate sting attack.

Weakening Poison (Ex): Right sting—injury; save DC 20; frequency 1/round for 6 rounds; effect 1d4 Strength damage. If the target is also affected by the twintail wyvern's numbing poison, it also takes 1 point of Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

Ecology

The fearsome twintail wyverns look more like winged serpents than they do like actual dragons, but they are nonetheless closely related to the more common wyverns, and, more distantly, to the true dragons, and their kin. Named for their distinctive split tails, these wyverns literally offer double the poison of their smaller and more numerous cousins.

Each of the twintail wyvern's two stingers produces a different kind of toxin: the numbing poison slows its victims, while the weakening poison saps their strength. Most fearsome of all, when the two toxins are mixed, they actually respond to one another to become more virulent, virtually ensuring the death of any creature that is victim to both poisons. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Exotic Encounters: Wyverns

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